HackMaster



PLAYER'S HANDBOOK

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In loving memory of Amber Blackburn

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Foreword

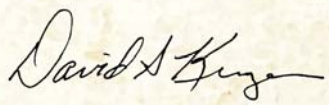
Problem solving underpins the play of any roleplaying game, regardless of genre. Whether that means overcoming foes with superior tactics, answering a tough riddle or discovering the secret room concealing fabulous treasure, all involve overcoming a difficulty with your friends. Nowadays, a fantasy RPG devotee has many choices in which to indulge problem solving with his fellow enthusiasts. The trend over the last decade or so has been leaning toward the heroic game. After all, who doesn't want to roleplay a hero? Heroes are very good at resolving a crisis, whether through force of arms, might of magic or otherwise. Here is where the HackMaster game sets itself apart from other fantasy roleplaying games. The HackMaster game is about more than just playing a hero that fixes troublesome predicaments. Indeed, HackMaster allows for heroic play – play long enough and you will experience such a game. But HackMaster includes another element overlooked by the other games – the journey to becoming a hero.

In HackMaster, players begin running characters generally little better than the local commoner. True, some may be head-and-shoulders above their fellow man, but this is the exception rather than the rule. Most HackMaster characters even have one or more weaknesses that make the road to hero even more difficult. The challenge of the game is to overcome difficult situations with a band of allies, none of whom are overly exceptional. To find a literary example of this type of story, one need not look far. Arguably (if not factually) the most popular fantasy story of all is such a tale. In Tolkien's *The Hobbit*, the main character (as well as his dwarven companions) is a plain everyday person. One of the reasons we love this story is because we can identify with Bilbo; he's just like us. We root for him as he overcomes the odds on his journey to becoming one of the most storied heroes of Middle Earth. The Hobbit is about the journey to becoming a hero. This is also the essence of HackMaster.

Certainly, playing a roving band of superheroes a la the Justice League has its place, but arguably this is far less heroic than a commoner rising to the challenge. True heroism comes from overcoming the odds and risking life and limb in a perilous situation not the faux valor that comes from defeating supervillains when the chance of failure is slim or none. Does our society not love the story of the everyday man that saves a child from a burning building or rushing river? In HackMaster, your character will be asked time and time again to display true heroism, to overcome personal and situational deficiencies and rise to the challenge. This is not to say that other games are not fun, but I submit to you, gentle reader, that the journey from hero to superhero is less rewarding (and therefore less enjoyable) than the journey from average to hero to superhero. In HackMaster the most atypical thing about your character vis-à-vis society is his will to strive against the odds and make his mark in the world.

If problem solving is the essence of roleplaying, then the journey to hero is the ultimate method of play. The multiplicity and diversity of available quandaries in HackMaster-type play unquestionably exceeds those of the 'begin play as hero' types of game. Why bother ensuring your character carries enough rope when your party wizard can simply conjure some? With every move, from positioning in combat, to how rooms are searched, to equipping properly and so-on, if your characters begin as everyman, you'll need to think through each and every aspect of play. Your characters will need to work as a team and plan to overcome obstacles. And when you do prevail, you will experience a feeling of exhilaration like no other – knowing you succeeded by relying on your wits and gaming skill rather than the sheer awesome power of your character. This is what sets this game apart. Play HackMaster for a few sessions and you will realize that this is the last fantasy roleplaying game you will ever need.

The world of HackMaster needs heroes like you – steel your nerve, ready your wits and answer the call!



David S. Kenzer
HMGMA# IL10-00000-01

Introduction

Well met, friend. You've made it this far, so congratulations are certainly in order for you've chosen the greatest game ever developed by mankind: HACKMASTER. At this point, a fair warning is probably in order. In all likelihood you cut your teeth on another game system and have either picked this game up as a curiosity or plan to move to HackMaster as a temporary or permanent change of pace. The more you play HackMaster, the more you will come to realize that it behaves differently than other games. For most games, having some preconceived notion of what to expect or background experience makes the transition easier. This is often not so with HackMaster; in fact, complete gaming newbs sometimes command a distinct learning-curve advantage over their seasoned RPG counterparts. This is because while HackMaster plays like an old-school game, it more closely models real-life than any previous edition (old or new school), despite its fluid mechanics. So rather than spend the introduction to this exalted tome blathering on about how great the designers are or how devoted HackMaster fans are we will simply cover some fundamental differences with which you will need to become accustomed, all in the hopes of saving a few of your character's lives. In other words, this might be the first useful introduction ever penned (being as how I haven't read them all – I usually skip them – I cannot certify this as the strict truth). Here are some things you will find different about HackMaster than other games:

▶ You needn't ever wait for your turn – the whole game is based on the 'seconds' system, much like timekeeping in the real world. If your character wants to take an action or change his mind in the middle of an action, by all means, do it! No sense standing around

▶ Both shields and armor make it easier for foes to hit your character – they simply absorb damage and deflect blows, making your character less likely to be injured. Just like in real life!

▶ Characters use an active defense (and roll to defend as well as attack); a low roll isn't the end of the world. So you rolled a six against that orc? Don't whine about missing until the GM rolls for the orc's defense. You still have a chance – he may roll a five.

▶ Going first and fastest is not always best. Charging into a group of surprised foes may be great for the first strike, but it may also be a way to find yourself surrounded if your allies aren't as quick as you.

▶ Being surrounded or even outnumbered is a very bad thing. Taking on multiple foes, even if far inferior to your character, can be bad news. A large group of orcs will be a tough fight even for high-level characters, when in other games this would be a cakewalk. Well, it wasn't one in the Mines of Moria and it won't be one in HackMaster, either.

▶ Ranged weapons don't work quite as well in real-life (or for low level characters) as they do in most recent RPGs. Frankly, I'd rather be shot with an arrow from a longbow than hit with a broad sword if forced to make that choice. Think about it.

▶ Every character cannot do everything and no character is an island. HM is a game of hard choices for each character. You need a TEAM of characters with complementary skills and abilities. HackMaster really is a game where you need to know the answer to the question, "Who's Watching Your Back?"

▶ Each character class has a specific role. Fighters fight and should be in front. Mages should be kept out of melee at all costs. Thieves should be on point but ready to let the fighters take the lead in combat. Clerics are the party's all around support. Each role is important to party survival. Playing a thief (or worse, a mage) like a fighter just gets the character… and sometimes the party… killed.

▶ All the min/maxing during character creation doesn't mean a thing if you don't use your brain during the game. That spreadsheet that managed to save you 4 BPs on your mage/thief's *Skilled Liar* skill doesn't mean much if you try to straight-up melee a troll.

▶ 3d6 in order does NOT mean you usually get an unplayable character – HackMaster drags the average 3d6 character ability back to 10-11 from 15-16.

▶ Intelligence is important in melee – it increases your chance to hit an enemy. That's why the stupid giant can be defeated by the clever warrior.

▶ There are no perfect characters, but there are many different ways to create a great character.

▶ You can never tell the outcome of a battle before it starts. Just because your fighter is at full hit points, killing that goblin with the spear is never a sure thing.

▶ Simply because you've encountered goblins/kobolds/zombies in other games doesn't mean they're just as easy to defeat in HackMaster.

▶ The GM is not out to kill you – he's out to kill you if you are foolish. A tactical withdrawal is a perfectly acceptable option because far more often than in other games, you'll wind up in over your head.

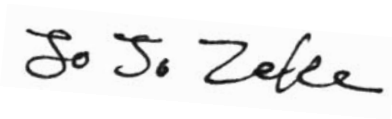
In the end, the best advice I can give you is that HackMaster is a game of difficult choices. You will never have enough building points to buy everything you want (or even need). There is no one 'no-brainer' weapon that every combatant should use, nor is there one class that bests them all. The BEST advice is to just play the game with an open mind, ready to learn. Nothing brings out the genius of HackMaster like actual play. During play you begin to see how well the system flows and works. This is a Game written by people who love to play it.

Table of Contents

Chapter 1
Character Creation....6
Chapter 2
Ability Scores....10
Chapter 3
Character Races....18
Chapter 4
Character Classes....38
Chapter 5
Clergy....68
Chapter 6
Alignment, Honor and Fame....108
Chapter 7
Priors and Particulars....117
Chapter 8
Quirks and Flaws....124
Chapter 9
Proficiencies....142
Chapter 10
Talents....148
Chapter 11
Skills....154
Chapter 12
Goods, Services and Equipment....192
Chapter 13
Combat....214
An Illustrated Example of Play....244
Chapter 14
Money & Treasure....256
Chapter 15
Experience and Training....265
Chapter 16
Non-Player Characters....274
Chapter 17
Miscellaneous Rules....280
Chapter 18
Clerical Spells....284
Chapter 19
Mage Spells....334
Appendix 1
Pixie-Fairies....390
Appendix 2
Index....395

Fame Rub Signatures





Have game designers and other "lucky" notables sign their autographs here. That way they'll always be handy for emergency dice purgings and luck charging.

Note: To charge a die to roll higher numbers you should stroke the die left to right. For lower numbers stroke right to left. Fame rubs can be used to prime new dice and many game designers at conventions and store signings are more than glad to oblige fans. As a rule of thumb you should do a minimum of six swipes of the die across the signature (but no more than ten as that can sometimes have the opposite effect of what is desired). To get you started we've added two facsimile signatures of Jo Jo Zeke and Gary Jackson. They'll only be 32% as effective as an original signature but they could come in handy in an emergency.

Character Generation

To generate a HackMaster character, simply follow these basic steps, referring to the detailed sections below for more information.

Initial Step: Be Prepared



Now, before you actually sit down to roll up your character, make sure you have at least one sheet of scratch paper, a pencil or pen and a variety of dice (d4, d6, d8, d10, d12, d20 and d100). Of course, you'll also want a copy of the HackMaster player character record sheet (*available as a complimentary download from* ***www.kenzerco.com***) so you can transfer the numbers from your scratch paper once you've finalized the values.

Step 1: Receive Building Points

(see discussion at the end of this chapter)

Each character receives 40 Building Points (defined hereafter as BPs) for character creation. This starting amount may be further modified by his or her ability scores (and detailed background – if you take the time to pursue this additional step). You'll need to keep track of how many BPs you earn and spend during character creation.

Step 2: Roll Ability Scores

(see Chapter 2: Ability Scores)

Each character has seven ability scores that describe him. To determine your character's numerical scores, roll 3d6 for each of the following: Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks and Charisma. You'll also need to roll d% (represented by a d100 or two d10s of different colors, one each for 10s and 1s) for the fractional ability of each. This number determines how close the character is to reaching the next ability score. Once a stat increases beyond "00", the stat improves by one integer. Thus, adding 5 to a 14/95 Strength score results in a 14/00 Strength, while adding 6 results in a 15/01 Strength.

TIPS: You may increase your ability scores at a rate of 0/05 per Building Point (e.g. 20 BPs raise an ability score by a full point). **Characters with scores below 9/100 may increase them at a rate of 0/10 per BP until they reach 9/100.** *Note that scores of 16/01 or greater receive only 0/03 per BP.*

It may be more beneficial to keep your scores 'as rolled' and buy up those abilities that are close to the threshold of receiving an additional bonus.

An easy increase in an ability score can be had by investing a small amount of building points into an ability with an already high fractional score. *For example, a 14/94 Intelligence can be increased to 15/04 for only 2 building points.*

Step 3: Arrange Ability Scores

You may rearrange your ability scores any way you wish or opt to (1) swap only two ability scores and receive 25 bonus BPs or (2) leave all ability scores as-is and receive 50 bonus BPs. Add the bonus BPs (if any) to your starting total from step 1.

Step 4: Choose a Race

(see Chapter 3: Character Races)

Select your character's race and apply any ability score adjustments. You may choose to be a dwarf, elf, gnome, gnome titan, grel, half-elf, half-hobgoblin, half-orc, halfling or human.

Choose a Class

(see Chapters 4-5: Classes and Clerics)

Your character can begin the game as one of a myriad of classes (clerics may follow one of 14 different religions - these are covered in ***Chapter 5: Character Classes: Clergy***). Each class requires a number of Building Points depending on the character's race (as noted at the end of this chapter). In addition, clerics are required to be a particular alignment based upon the faith they choose.

Choose Your Alignment

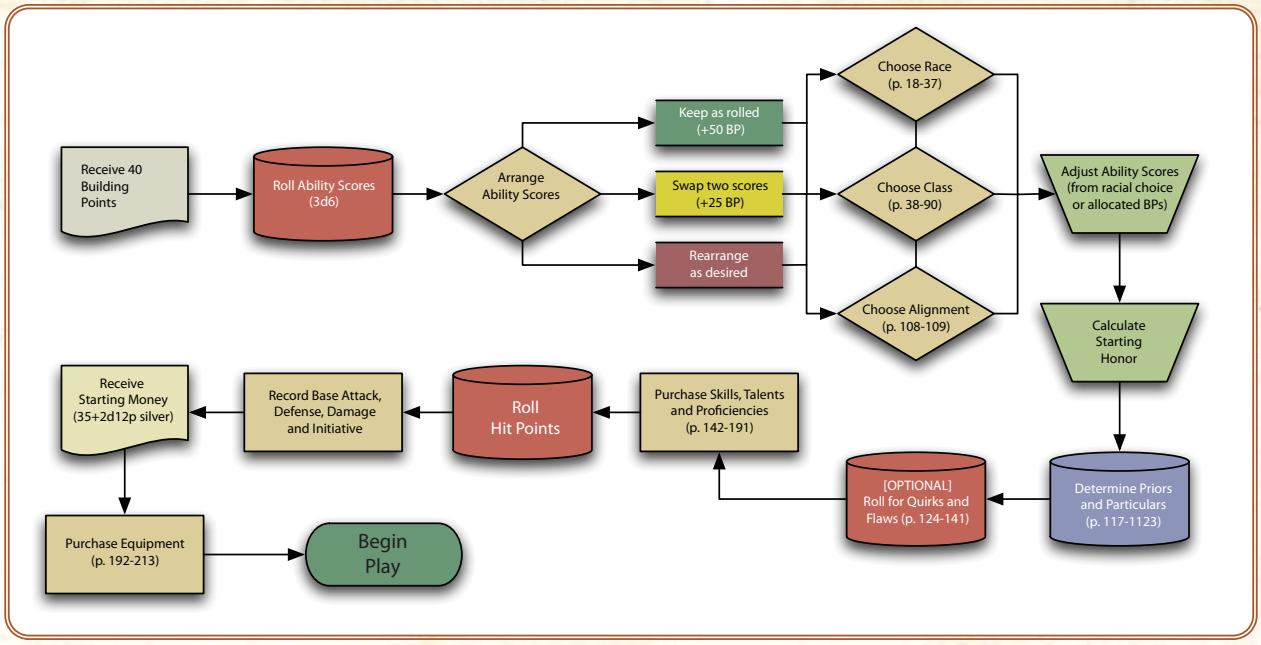
(see Chapter 6: Alignment, Honor and Fame)

Your choice of class (particularly clerics) may restrict your options.

Step 5: Finalize Ability Scores and Other Adjustments

Now it's time to tabulate all adjustments to your ability scores. These may be due to the race you've chosen or from spending Building Points (see sidebar tip). Note that your Looks ability score may modify your Charisma.

You may adjust your ability scores after this step by spending additional BPs but such increases will not count towards your starting Honor.



Step 6: Calculate Starting Honor

(see Chapter 6: Alignment, Honor and Fame)

Now add the seven ability scores from Step 5 together (including fractionals) and divide that sum by seven, disregarding any fractions in the result. If necessary, adjust the result by any Honor modifiers from your Charisma and Looks scores, background, or quirks and flaws. This is your starting Honor. Record the result on your character sheet.

Step 7: Determine Priors and Particulars

(see Chapter 7: Priors and Particulars)

In this step you will determine your height, weight, age and some background information about your character.

Step 8: Determine Quirks and Flaws

(see Chapter 8: Quirks and Flaws)

At this point, you may add quirks and flaws to your character. Quirks and flaws are optional but offer the opportunity to gain extra building points that may be used to enhance your character.

Quirks include mental traits such as habits and prejudices, while flaws are physical traits such as poor eyesight and hearing. To determine which quirks or flaws the character has, you may either "cherry pick" individual items (safer but less rewarding) or roll randomly on the chart presented on page 126 (risky but with the possibility for far greater bonus Building Points).

Step 9: Purchase Skills, Talents and Proficiencies

(see Chapters 9-11: Proficiencies, Talents and Skills)

Now you can spend any remaining Building Points on skills, talents and/or proficiencies (STPs, for short). You also have the option to hold BPs in reserve for future expenditure. Note that your class and race may reduce the BP cost of certain STPs.

Step 10: Roll Hit Points

Each HackMaster character receives Hit Points as follows: Constitution + size bonus + class Hit Die roll. This total may be further modified by such things as talents, flaws, etc. Size bonus is 5 HP for elves, gnomes and halflings, 7-8 HP for half-elves and 10 HP for dwarves, grel, half-hobgoblins, half-orcs and humans. A particular race's size is listed in the writeup for said race in ***Chapter 3: Races***. Class Hit Die can be found within the writeup for each specific class in ***Chapter 4: Character Classes***.

Step 11: Record Base Attack, Defense, Damage and Initiative

A character's Base Initiative and Base Defense is determined by his Wisdom and Dexterity modifiers, while Base Attack is determined by his Intelligence and Dexterity modifiers. A character's Base Damage is determined by his Strength.

Step 12: Receive Starting Money

Each character receives a grub stake of 35+2d12p silver pieces with which to begin his adventuring career.

Should you choose, you may spend Building Points to gain starting coinage at the rate of 1 BP per 5 silver pieces.

Step 13: Equip Your Character

You should reach agreement with the other players and/or GM to see if they will allow you to equip your character by choosing off the equipment lists in ***Chapter 12: Goods, Services and Equipment***. Some groups may require you to roleplay your character's purchases during the game or choose to limit certain items. If you purchase weapons, be sure to record their statistics on your character sheet as well.

TIP: Although you can purchase skills at any point in your character's career, certain skills (such as languages) are significantly cheaper when purchased during character creation.

This benefit is noted in the skill, talent or proficiency's description

TIP: Use BPs to re-roll results you don't like. This is especially handy if you opt to roll randomly on the Quirks & Flaws chart (p. 126).

TIP: Characters receive **50 bonus BPs** if they opt to use the 'as rolled' ability scores. This is a powerful incentive to try something different if the dice didn't spit out the type of PC you usually play.

BUILDING POINTS

Players can differentiate and personalize their HackMaster characters by increasing their ability scores, purchasing skills and talents, and even influencing their heritage. Players accomplish this customization through expenditure of allotted points, known as "Building Points" or "BPs." Players most often spend BPs to buy skills and talents, though they may also be used to modify ability scores.

Furthermore, players can use BPs to buy re-rolls on unwanted quirks and flaws, or most of the character background tables in ***Chapter 7: Priors and Particulars***. A player need not spend all BPs during character creation; unused BPs may be held to spend on purchasing skills, talents and proficiencies later.

Each new character receives 40. As you will see on the various ability score tables, a high Intelligence, Wisdom or Charisma score provides additional BPs.

Once a campaign begins, characters receive additional BP awards when attaining levels of experience in their class. These BPs can be spent on skills, talents, proficiences, weapon specialization, improving abilities and so forth.

Your BP Costs for various skills, talents, and proficiencies may be altered based on your race, class, talents, and quirks or flaws. The order in which you apply those cost changes matters. When combining multiple changes, use this order:

First, apply any changes which state that something "costs only X bp" or says that you "pay only 1 BP". If you have two such changes, use the lower priced value.

Second, apply any cost changes which multiply or divide the BP cost, such as "is doubly expensive" or "at half BP cost".

Finally, include any BP changes which add or subtract from the price, such as "costs 1 additional BP". (e.g. the *Lazy* quirk)

Example: 'Free Luna', a human cleric belonging to The Order of Thought (who, incidentally, possesses the Lazy quirk), wishes to purchase the Religion (The Courts of Justice) skill during character creation, since he is interested in how justice can be combined with wisdom.

The Religion skill normally costs 2 BP, but the following changes apply to that cost.

The Religion skill, for any church, only costs clerics 1 BP. This skill has wisdom as it's sole relative ability, so a cleric of Thrain pays only 50% of that price. Free Luna is lazy, so he adds 1 BP.

1 x 50% = ½, and ½+1=1½. Free Luna's final cost for the skill is 2 BPs (1½ rounded up to the next integer).



Dice Penetration

Throughout these rules you'll notice that many references to die rolls are annotated "dXp". The 'p' suffix indicates that this die 'penetrates'. Should you roll the maximum value on this particular die, you may re-roll and add the result of the extra die, less one point, to the total (penetration can actually result in simply the maximum die value if a 1 is subsequently rolled, since any fool knows that 1-1=0). This process continues indefinitely as long as the die in question continues to come up maximum (but there's always only a –1 subtracted from the extra die, even if it's, say, the third die of penetration). Note that a d20p uses a d6p to compute additional penetration, while a d100p utilizes a d20p.

A penetration roll (rolling the maximum number on the die, allowing you to roll the same die again with a modifier of -1) is symbolized by "p" after the die type. If the rules call for a d6 and you roll a 6, that's it - you got a 6. *However*, if the rules call for a d6p and you roll a 6, you get to roll that die again and add the result minus one. If you continue to roll sixes, you add 5 (6-1=5) each time until you stop rolling sixes.



The rules contained in this book were purposely written in an engaging literary style rather than in dull and meticulously dry legalese typical of a software end user license agreement. For those players fond of twisting rules to their advantage by fallacious logic, duplicitous misinterpretation of synonyms or my favorite "It doesn't *specifically say* I can't…", the following rules override all others.

RULE ONE: In HackMaster, any rule ambiguity related to character creation and PC powers is construed against the player character. If you, as a player, find yourself arguing that a rule is ambiguous, your GM must simply weigh both side's benefits to your player character and choose the most logical choice in his opinion. If one choice seems too heavily in favor of your PC and not directly stated in the rules, he has no choice but to rule against your character.

RULE TWO: A player may dispute a rule at any time as long as it takes less than 10 seconds to point out any perceived error. The GM may deny any challenge as he sees fit, however, if he denies a challenge the player has the right to make a formal challenge one time per game session by calling a 5 minute time out to look up the rule. If the rule is overturned, the player retains his challenge ability. If the ruling is not overturned, the player may not dispute a rule call again until the next game session. This rule is designed to keep the game flowing and fun for all involved. Yes, this rule is based on NFL rule challenges. I like football, deal with it.





Ability Scores

Ability Scores: Every character in HackMaster has eight basic characteristics or abilities, most of these having corresponding ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks, Charisma and Honor[1]. These building blocks provide the foundation of your character, but they are only the first glimpses of your character as he or she begins to develop in your imagination. These character abilities are described hereafter. Each description gives an idea of what that ability encompasses, including tables with specific game effects and modifiers.

Rolling Ability Scores: Okay, let's get started. The very first step in generating a character is rolling his ability scores. So grab three 6-sided dice, percentile dice (a d100, or two d10s), a blank character sheet and a pad of scratch paper. The first seven ability scores are rolled randomly (beginning Honor is handled differently and will be covered later). Scores are determined by rolling three six-sided dice (3d6) to obtain a value from 3 (the worst) to 18 (the best) and then a percentile roll (d%, or two ten sided dice for a number from 1-100) to show where in a particular number range your character's scores actually rest. Record each fractional ability on your scratch paper next to the appropriate ability like this: xx/yy where "xx" is the result of the 3d6 and "yy" is the result of the d%.

For example, your 3d6 roll for Strength is 11. You just rolled a fractional ability (d%) of 61. Your Strength should now read 11/61. Repeat this step for all of your character's abilities in order (Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks and Charisma).

For purposes of play, the ability score is considered the lowest integer associated with the ability. For example, a mage with 3/54 strength would still be considered to have 3 Strength. When a fractional ability score goes over 100, the base score is raised by one and the 100 is discarded.

Shopkeeper Rule: If your character has no raw single stat of at least 13 or two raw stats of 5 or less, you may name your character and then turn your sheet in to the GM for use as a shopkeeper, peasant or other hapless NPC and re-roll your character. Any other set of rolls is playable; you need to play that character for a complete game session before retiring him and introducing a new one (excepting the always-likely event of early mortality during play, of course).

TIP: real gamers use the time-honored convention of physical dice to roll up their characters. Electronic dice *simulators* are **lame**.

[1]**Honor** is not an ability score. It is a measure of how you uphold society's ideals of courage and integrity. Your initial score is determined by averaging your seven ability scores. See ***Chapter 6: Alignment, Honor and Fame*** for more information.



Some games have a design philosophy of approximately 3-18 range for ability scores, but then add rules to create an actual average of 14+ for player characters (with an average of 10 for commoners). Games like this cater to the demands of players who either want to get one over on the system or who seem to think that the only way to game is if they are walking, talking gawds with nary an ability below 15. Hackmaster is not one of those games. HackMaster is a game of hard choices and difficulties, a game of rising from mediocrity to take on the world. Part of the challenge is overcoming your hideous Looks or your pathetic Constitution. If the gawds deal you a harsh meal and you can still make it to level 2? That's an accomplishment, son. That's HackMaster.

STRENGTH

Strength (Str) defines your character's physical brawn. It measures your character's ability to muscle his way through life. Strength measures a character's muscle power and determines the weight a character is able to lift and carry. Vitally important to brawling and close quarter combat, Strength increases or decreases the damage a character causes with hand-held weapons such as axes, swords, clubs and chairs. Is he as strong as an ox or weak as a lamb? Can he knock out a horse with his fist or barely lift a walking stick? Strength is also important for hauling treasure, carrying adventuring gear and similar tasks.

Damage Modifier: This modifier applies to close-quarter (melee) combat and weapons used in brawling. Add this modifier to the damage roll in such situations.

Strength

Ability Score	Damage Modifier	Feat of Strength	Lift (lbs.)	Carry (lbs.) no encumbrance	Carry (lbs.) light encumbrance	Carry (lbs.) medium encumbrance	Carry (lbs.) heavy encumbrance	Drag (lbs.)
1/01	-7	-14	32	3	5	10	15	80
1/51	-6	-13	42	3	6	13	20	105
2/01	-6	-12	52	4	8	16	24	130
2/51	-5	-11	58	5	9	18	27	145
3/01	-5	-10	64	5	10	20	30	160
3/51	-4	-9	76	6	11	22	33	190
4/01	-4	-9	88	6	12	24	36	220
4/51	-4	-8	99	7	13	26	39	248
5/01	-3	-7	110	7	15	29	44	275
5/51	-3	-7	120	8	16	31	47	300
6/01	-3	-6	130	8	16	32	48	325
6/51	-2	-5	140	9	17	34	51	350
7/01	-2	-5	149	9	18	36	54	373
7/51	-2	-4	157	10	19	38	57	393
8/01	-1	-3	166	10	20	39	59	415
8/51	-1	-3	173	10	20	40	60	433
9/01	-1	-2	181	11	21	42	63	453
9/51	-1	-1	187	11	22	43	65	468
10/01	None	None	194	11	22	44	66	485
10/51	None	None	200	11	23	45	68	500
11/01	None	None	205	12	24	48	72	513
11/51	None	None	210	13	26	52	78	525
12/01	+1	+1	215	14	28	56	84	538
12/51	+1	+2	220	15	31	61	92	550
13/01	+1	+3	225	17	33	66	99	563
13/51	+1	+4	230	18	36	71	107	575
14/01	+2	+5	235	19	39	77	116	588
14/51	+2	+6	240	21	42	84	126	600
15/01	+2	+7	245	23	46	91	137	613
15/51	+3	+8	267	25	50	99	149	668
16/01	+3	+9	291	27	54	108	162	728
16/51	+3	+10	318	30	59	118	177	795
17/01	+4	+11	347	32	65	129	194	868
17/51	+4	+12	380	36	71	142	213	950
18/01	+4	+13	417	39	78	156	234	1043
18/51	+5	+14	458	43	86	171	257	1145
19/01	+5	+15	504	47	95	189	284	1260
19/51	+6	+16	554	52	105	209	314	1385
20/01	+6	+17	612	58	116	231	347	1530
20/51	+7	+18	675	64	128	256	384	1688

TIP: The significance of these penalties will become apparent once you've read ***Chapter 13: Combat***.

Weights of equipment can be found in ***Chapter 12: Goods and Gear***.

Encumbrance Level	Damage Reduction	Defense Adjustment	Initiative Modifier	Speed Modifier	Fatigue Modifier	Sprint speed	Run speed	Jog speed	Walk speed	Crawl speed
None	0	0	0	0	0	20	15	10	5	2½
Light	0	-1	0	0	+1	20	15	10	5	2½
Medium	+1	-2	+1	+1	+3	15	12½	10	5	2½
Heavy	+2	-4	+2	+2	+6	no	10	7½	5	2½

Speeds for Dwarves, Gnomes & Halflings	Sprint speed	Run speed	Jog speed	Walk speed	Crawl speed
None	10	7½	5	2½	1¼
Light	10	7½	5	2½	1¼
Medium	7½	5	5	2½	1¼
Heavy	no	5	3⅓	2½	1¼

Feat of Strength: This indicates the character's chance to force open a very heavy or stuck door, lift an iron gate, bend bars, push aside a heavy boulder and so on. While damp, subterranean conditions tend to warp doors thereby making them difficult to open, it should not be assumed that all doors fall into this category. Creatures within an inhabited lair generally view this as a great inconvenience and will generally remedy this situation for their own convenience. When a character tries to force open a stuck door, roll a competing 1d20p against the door value. If the result exceeds the door's sum, the door opens. A character can waste time and keep trying to open a door until it finally opens, but each attempt takes time (10 seconds), gets harder as the character gets tired (-1 per roll, cumulative) and makes a lot of noise. Noise attracts monsters. Monsters eat adventurers. Noise bad.



Lifting gates and bending bars are handled in the same fashion. Note that most gates and especially bars will have a much higher modifier to their competing d20p roll, making them generally more difficult to lift/bend than a standard door. If the attempt fails, the character can never succeed at that task (unless his strength were to increase by some means, in which case, the character will receive one more chance at the improved modifier level). His friends will make fun of him and he'll get a reputation as a wuss. The same is true of magically locked, held or barred portals. But cheer up wuss-boy— you can try to bend the bars on a gate that you couldn't lift, and vice versa (but for magically held portals, etc., you're out of luck).

Lift: This figure represents the maximum weight of an object that the character can lift off the ground and carry with difficulty for a few dozen yards before having to set it down to catch his breath. In no way can the character engage in any other activity while so encumbered.

Carry: These columns list the weights a character may carry on his person at various encumbrance levels. Much as with wearing armor, being laden down with excessive equipment (or loot) will hinder a character's fighting abilities and slow his movement. These penalties are summarized in the table above.

These limitations are given with the presumption that the weight is evenly distributed and stowed in packs born primarily on the shoulders, back or waist. Obviously a character with 15 Strength carrying a 90 pound bag of silver coins in his arms is going to face restrictions on his ability to fight so some measure of judgment is warranted.

Note that armor already has adjustments factored into it and thus its weight must not be factored into a character's encumbrance.

Drag: This is the maximum dead weight that a character can drag over a wooden floor or hard packed soil at no more than a crawl speed. The object must naturally possess some sort of hand-holds or have a rope fastened about it. This figure should be reduced by half for unfavorable surfaces such as mud or the far more likely situation of dragging an unconscious comrade through a hallway littered with corpses.

INTELLIGENCE

Intelligence (Int) defines your character's memory, reasoning and ability to think through problems and situations. It measures your character's rational thought process. Can he add up his tab at the inn, pay for it and not get cheated? Does book learning come naturally or is it a struggle? Intelligence is very important for book learning (engineering, science, history, medicine, etc.). Intelligence is important to all characters because it also affects their Base Attack, and the ability to learn Academia-based skills. It is paramount for mage characters who need Int to learn new spells.

Attack Modifier: The Intelligence Attack modifier combines with the Dexterity Attack modifier to provide the character's Base Attack. The Base Attack, of course, modifies a character's chance to hit a target.

BP Bonus: This is a one-time bonus received at character creation. The Intelligence BP Bonus may only be used on skills with Intelligence as a relevant ability (thus it is advisable to segregate these BPs from your other BPs). Further information on purchasing skills with these bonus building points can be found in ***Chapter 11: Skills*** under the heading *Utilizing Bonus Building Points*.

WISDOM

Wisdom (Wis) defines your character's common sense and empathic ability. It's a combination of how practically a person thinks, her good judgment, willpower, strong headedness and how well she can sense the emotions and feelings of others. Can he sense when a bear is ready to charge? Does he know better than to traipse through enemy territory in broad daylight? Is he a good listener and does he notice when things are amiss? Wisdom is important for animal training, tracking and reacting to others, such as in a melee.

Initiative Modifier: The Wisdom Initiative Modifier combines with the Dexterity initiative Modifier to provide the character's Base Initiative. The Base Initiative, of course, modifies initiative and determines how quickly a character can react in a stressful situation.

Defense Modifier: The Wisdom Defense Modifier combines with the Dexterity Defense Modifier to provide the character's Base Defense. The Base Defense modifies a character's defense against enemy attacks.

BP Bonus: As with bonus BPs gained from high intelligence, this is a one-time bonus received at character creation. The Wisdom BP Bonus may only be used on skills with Wisdom as a relevant ability (thus it is advisable to segregate these BPs from your other BPs). Further information on purchasing skills with these bonus building points can be found in ***Chapter 11: Skills*** under the heading *Utilizing Bonus Building Points*.

Mental Saving Throw Modifier: With regard to Spells categorized as Mental (M), (e.g. those which seek to influence the mind, compelling some action or deluding the senses), insightful and intuitive individuals are far better prepared to recognize such magical duplicity and ward off its effects while the weak-willed are usually easily duped. Your Wisdom score may aid or diminish your ability to resist these spells.

Intelligence

Intelligence	Attack Modifier	BP Bonus
1	-5	0
2	-4	0
3	-3	0
4	-2	0
5	-2	0
6	-2	0
7	-1	0
8	-1	0
9	-1	0
10	0	0
11	0	1
12	+1	2
13	+1	3
14	+1	6
15	+2	10
16	+2	15
17	+2	21
18	+3	28
19	+3	36
20	+3	45

Wisdom

Wisdom	Initiative Modifier	BP Bonus	Defense Modifier	Mental Saving Throw Modifier
1	+7	0	-4	-4
2	+6	0	-3	-4
3	+5	0	-3	-3
4	+4	0	-2	-3
5	+4	0	-2	-2
6	+4	0	-2	-2
7	+3	0	-1	-1
8	+3	0	-1	-1
9	+3	0	-1	0
10	+2	0	0	0
11	+2	1	0	0
12	+1	2	+1	0
13	+1	3	+1	+1
14	+1	6	+1	+1
15	0	10	+2	+2
16	0	15	+2	+2
17	0	21	+2	+2
18	-1	28	+3	+3
19	-1	36	+3	+3
20	-1	45	+3	+3

Dexterity

Dexterity	Initiative Modifier	Attack Modifier	Defense Modifier	Dodge Saving Throw Modifier	Feat of Agility
3/01	+7	-4	-5	-3	-10
3/51	+7	-3	-5	-3	-9
4/01	+6	-3	-4	-3	-9
4/51	+6	-3	-4	-3	-8
5/01	+6	-3	-4	-2	-7
5/51	+5	-2	-3	-2	-7
6/01	+5	-2	-3	-2	-6
6/51	+5	-2	-3	-2	-5
7/01	+4	-2	-2	-1	-5
7/51	+4	-1	-2	-1	-4
8/01	+4	-1	-2	-1	-3
8/51	+3	-1	-1	-1	-3
9/01	+3	-1	-1	0	-2
9/51	+3	0	-1	0	-1
10/01	+2	0	0	0	None
10/51	+2	0	0	0	None
11/01	+2	0	0	0	None
11/51	+1	0	+1	0	None
12/01	+1	+1	+1	0	+1
12/51	+1	+1	+1	0	+2
13/01	0	+1	+2	+1	+3
13/51	0	+1	+2	+1	+4
14/01	0	+2	+2	+1	+5
14/51	-1	+2	+3	+1	+6
15/01	-1	+2	+3	+2	+7
15/51	-1	+2	+3	+2	+8
16/01	-2	+3	+4	+2	+9
16/51	-2	+3	+4	+2	+10
17/01	-2	+3	+4	+2	+11
17/51	-3	+3	+5	+2	+12
18/01	-3	+4	+5	+3	+13
18/51	-3	+4	+5	+3	+14
19/01	-4	+4	+6	+3	+15
19/51	-4	+4	+6	+3	+16
20/01	-4	+5	+6	+3	+17
20/51	-5	+5	+7	+3	+18

TIP: It may seem counterintuitive that bonuses are negative in the Initiative Modifier column. So it's clear, these are *reductions* in the number of seconds you must wait before being able to react in a combat situation. That's a good thing!



DEXTERITY

Dexterity (Dex) defines your character's agility, coordination and deftness. It encompasses reflexes, balance, speed and accuracy. Can he react quickly and attack an opening? Can he dodge that orc's axe before it splits his friggin' skull? Dexterity is important for attacking, riding, reacting and sneaking.

Initiative Modifier: The Dexterity Initiative Modifier combines with the Wisdom Initiative Modifier to provide the character's Base Initiative. The Base Initiative, of course, modifies initiative and determines how quickly a character can react in a stressful situation.

Attack Modifier: The Dexterity Attack modifier combines with the Intelligence Attack modifier to provide the character's Base Attack. The Base Attack, of course, modifies a character's chance to hit a target.

Defense Modifier: The Dexterity Defense Modifier combines with the Wisdom Defense Modifier to provide the character's Base Defense. The Base Defense modifies a character's defense against enemy attacks.

Dodge Saving Throw Modifier: With regard to Spells categorized as Dodge (D), (e.g. those that have a defined area of effect or employ some mechanism where the object of the incantation must be struck by a projectile, beam or ray for the dweomer to be effective), nimble characters are far more difficult to target. Your Dexterity score is therefore crucial when the subject of such magicks.

Feat of Agility: This indicates your character's chance to deftly avoid or succeed at some happenstance based on his reflexes. When your character tries to grab an item falling past him while dangling from a rope over a bottomless pit or avoid slipping off a wet log while crossing a rushing river or the like, your GM may call for a *Feat of Agility Check*. Simply roll a competing 1d20p against the value of the obstacle or action (your GM will determine the difficulty and modifiers based on the circumstance, which, as I'm sure you can imagine is potentially infinite in complexity and situational modifiers). If the result exceeds the opposing sum, you succeed; failure means the reverse, although partial success and failure may be possible depending on what your PC attempted.

CONSTITUTION

Constitution (Con) defines your character's hardiness and health. It affects the character's Hit Points and chances of surviving nasty injuries. How many wounds can he suffer before yielding? Can he march through miles of bone-bleaching desert without stopping for a breather? Does he shake off poisons or does he succumb? Constitution is important for resisting physical injury, recovering from wounds, and endurance.

A character's initial Hit Point total is significantly impacted by his or her Constitution score since it is determined by:

a) His Constitution score *plus*

b) His Size bonus (as indicated in the racial description) *plus*

c) A class die roll (d4, d6, d8, d10 or d12 depending on class)

Physical Saving Throw Modifier: With regard to Spells categorized as Physical (P), the power to resist these spells stems from pure physical toughness. They pose a challenge to the physical body and those with a robust constitution are best able to resist their effect. Your Constitution score thus may impact your ability to resist these types of magicks.

Constitution

Constitution	Physical Saving Throw Modifier
1	-5
2	-4
3	-3
4	-3
5	-2
6	-2
7	-1
8	-1
9	0
10	0
11	0
12	0
13	+1
14	+1
15	+2
16	+2
17	+2
18	+3
19	+3
20	+3
21	+4
22	+4

LOOKS

Looks (Lks) defines your character's physical attractiveness and appearance. Looks indicates beauty, handsomeness and first impressions; it determines initial reactions to the character, even at a distance. Do all the ladies swoon as he makes his way through the village? Do men propose whenever she's alone with them? Do artists seek this person out as a model? Is she best described as comely or homely? Looks is important for influence, initial reaction and interaction.

It is important to note here that Looks is not Charisma. Looks, however, can affect Charisma on a permanent basis. A character's Charisma ability score is modified by the character's Looks score, as seen on Looks table.

Charisma Modifier: The Charisma modifier indicates the number that should be initially added to the character's Charisma (this is a one-time modifier). Afterward, as a character's Looks score is raised or lowered, whether by disease, maiming or some other reason, Charisma should be similarly affected on a point-for-point basis (a loss of one point of Looks results in one point of Charisma lost as well).

Starting Honor Modifier: The Starting Honor Modifier indicates the number to be added to the character's starting Honor (covered in detail below). Like it or not, physical beauty affects how people are viewed by society.

Starting Fame Modifier: An unusually attractive character or one that is simply hideous begins play with a small amount of fame. This reflects the fact that he stands out from the crowd and his appearance is such that he is known and discussed among potential suitors and rivals (or is so repulsive as to be a periodic subject of conversation).

Looks

Looks	Charisma Modifier	Starting Honor Modifier	Starting Fame Modifier
1	-6	-6	+9
2	-5	-5	+6
3	-5	-4	+4
4	-4	-3	+2
5	-3	-3	+1
6	-2	-2	+1
7	-2	-2	0
8	-1	-1	0
9	-1	-1	0
10	0	0	0
11	0	0	0
12	0	+1	0
13	+1	+1	0
14	+1	+2	+1
15	+2	+2	+2
16	+2	+3	+3
17	+3	+3	+5
18	+4	+4	+7
19	+5	+4	+8
20	+6	+5	+9

TIP: Should your Constitution ability increase at some point (such as by spending BPs gained later in your career or by steadily bumping up your stats when advancing – see ***Chapter 16: Experience and Training*** p. 266) it is retroactive to your HP total (*i.e. increasing your CON to the next integer value increases your HP total by 1*).

CHARISMA

Charisma (Cha) defines your character's charm, wit, personal influence and leadership ability. It is not a measure of beauty but rather of personal magnetism. It is thus affected by Looks. Charisma also affects a character's Honor. Can he negotiate a peace treaty between hostile orcs and a besieged village? Can he influence the town council or quickly form an adventuring party? Can he talk his way into free room and board with the barmaid? Charisma is important for negotiation, attracting followers, wielding influence and intimidating others.

TIP: It may be more beneficial to keep your scores 'as rolled' and buy up those abilities that are close to the threshold of receiving an additional bonus.

BP Bonus: As with bonus BPs gained from high intelligence or wisdom, this is a one-time bonus received at character creation. The Charisma BP Bonus may only be used on skills with Charisma as a relevant ability (thus it is advisable to segregate bonus BPs gained from high attribute scores into separate pools distinct from each other and your other BPs). Further information on purchasing skills with these bonus building points can be found in ***Chapter 11: Skills*** under the heading *Utilizing Bonus Building Points*.

Starting Honor Modifier: The Starting Honor Modifier indicates the number to be added to the character's starting Honor (covered in detail later).

Turning Modifier: This modifier (either a penalty or bonus) is applied to any rolls a cleric makes when attempting to Turn or Command undead creatures. The mechanics governing Turning or Commanding undead are covered in ***Chapter 13: Combat*** (p. 242).

Morale Modifier: This modifier is applied when a leader attempts to rally his followers when they have failed a morale check. Inspirational characters have a significant advantage and thus define the difference between *Leader* and *administrator*.

Maximum Protégés: This is the maximum number of protégés a character may mentor. See *Mentor/Protégé* in ***Chaper 16: NPCs*** (p. 277-278).

Charisma

Charisma	BP Bonus	Starting Honor Modifier	Turning Modifier	Morale Modifier	Maximum Protégés
1	0	-6	-9	-5	0
2	0	-5	-8	-4	1
3	0	-4	-7	-4	1
4	0	-3	-6	-3	1
5	0	-3	-5	-3	1
6	0	-2	-4	-2	2
7	0	-2	-3	-2	2
8	0	-1	-2	-1	2
9	0	-1	-1	-1	2
10	0	0	0	0	3
11	0	0	+1	+1	3
12	1	+1	+2	+1	3
13	3	+1	+3	+2	3
14	6	+2	+4	+2	3
15	10	+2	+5	+3	3
16	15	+3	+6	+3	4
17	21	+3	+7	+4	4
18	28	+4	+8	+4	4
19	36	+4	+9	+5	4
20	45	+5	+10	+5	4
21	55	+5	+11	+6	5
22	66	+6	+12	+6	5

ARRANGE ABILITY SCORES

Now that you've rolled for each ability score, you have an opportunity to arrange your scores any way you like. **If you choose to only swap two scores, your character receives a 25 BP bonus. If you choose to take all the rolls in the order received, your character receives a 50 BP bonus!**

CHOOSING RACE, CLASS, ALIGNMENT AND GENDER

Now that you have rolled your raw ability scores, you might want to do a little thinking about what you want your character to be. While you might want to eventually use some Building Points to increase your fractional ability scores, the main thing you have to do now is decide on your race and class. These choices need to be decided in tandem as your choice of race may affect what classes available to you and how much the various classes cost – some races have a natural affinity for certain classes and the reverse for others. Additionally, your choice of race may adjust your ability scores somewhat which may also have a bearing on your class choice since some classes have minimum ability score restrictions and all classes have certain ability scores that have a premium importance (although HackMaster does not have 'dump stats' for any class/race combination as all have their place in certain situations).

You should also choose your alignment at this point as all clerics and some other classes have restrictions on what alignment they may be. Now is as good a time as any to also choose your character's gender.

Summary Chart of Class costs by Race of Character

	Dwarf	Elf	Gnome	Gnome Titan	Grel	Half-elf (elf reared)	Half-elf (human reared)	Half-hobgoblin	Half-orc	Halfling	Human
Fighter	20	35	30	20	20	35	30	20	20	35	20
Knight	*Knights must be human. A fighter may become a knight after advancing to fifth level.*										
Paladin	*Paladins must be human. A knight may become a paladin after achieving tenth level.*										
Ranger	75	20	40	50	n/a	25	30	50	50	35	20
Barbarian	75	n/a	n/a	n/a	30	n/a	50	40	35	n/a	20
Thief	30	25	25	40	30	25	30	50	25	20	20
Rogue	50	30	35	55	n/a	30	30	50	75	45	20
Assassin	50	60	40	50	35	60	30	35	25	75	20
Mage	75	20	70	75	35	30	30	75	75	75	20
Fighter/Mage	50	30	50	50	30	35	30	50	50	55	20
Fighter/Thief	25	30	30	30	25	30	30	35	25	30	20
Mage/Thief	55	25	50	60	35	30	30	65	50	50	20
Cleric	35	50	50	75	50	50	40	50	35	45	20

TIP: Characters must spend BPs in order to gain their class! If you desire to play a class for which your race is unsuited (indicated by a high cost in the chart to the left), you are advised to keep your ability scores as rolled in order to have sufficient building points available.

Summary Chart of Ability Score Modifications by Race of Character

	Dwarf	Elf	Gnome	Gnome Titan	Grel	Half-elf	Half-hobgoblin	Half-orc	Halfling	Human
Strength	0	-2	-2	-1	0	-1	0	+2	-4	0
Intelligence	0	0	0	0	-1	0	0	-2	0	0
Wisdom	0	0	0	0	0	0	0	-3	+1	0
Dexterity	0	+2	+2	0	+1	+1	+1	0	+2	0
Constitution	+4	-4	0	+2	0	-2	0	+2	+1	0
Looks	-2	+2	-2	0	-1	+1	-2	-3	0	0
Charisma	-2	+2	+2	-1	0	+1	-1	-3	0	0

Option: *Pixie-Fairies* are an optional player character race detailed in ***Appendix 1***. Consult your GM for his opinion as to whether or not he wishes to make this available to players in his game.

Now that you have chosen your race, it is time to consider increasing your stats using building points. Sometimes it is a good idea to increase your stats to a minimum threshold to gain bonuses like extra BPs or initiative adjustments but keep in mind that ability scores increase during training (although fairly slowly) as your character gains experience and levels. If you do choose to increase your ability scores at this point, be careful to save enough BPs to buy your class, Proficiencies, Talents, Skills and perhaps any rerolls you may require (e.g., on the initial spell determination charts or initial starting funds).

FINALIZING ABILITY SCORES

After you've rolled for and possibly rearranged each ability score and made adjustments for the race you've chosen, you have an opportunity to adjust your scores. If you think of the first seven ability scores as your character's average potential, then consider raising scores as practice and development of certain abilities at the expense of others. Honor is handled differently and cannot be adjusted during this step.

You may spend some of your starting Building Points in order to raise fractional ability scores. The cost is 1 BP per 5 fractional ability points except for scores below 9/100 which may be raised at a rate of 10 fractional points per BP. (Purchases to improve stats above 16 may only net 3 fractional points per BP).

For example, if your character has a Wisdom of 8/86, you can spend 12 BPs and increase his score by 120 fractional points to 10/06. From this point forward, you only gain 5 fractional points per Building Point allocated. Thus bringing your Wisdom up to 11/01 would necessitate an additional 19 BPs.



Character Races

Now that you've rolled up your raw ability scores, it's time for you to select the racial stock of your character. When we talk about "race" in HackMaster, we refer to which *species* your character is – dwarf, elf, gnome, gnome titan, half-elf, half-orc, half-hobgoblin, halfling or human. Racial stock is one of the most important decisions you'll make in the character creation process and therefore should be made with a great deal of thought and consideration.

Each race is different, has different powers and affects ability scores and BPs differently. Further, each can learn different skills and acquire different talents at different costs, so racial choice will certainly be important later in the character creation process.

Note that racial ability adjustments cannot raise a score above 20 (except for Constitution and Charisma which may reach 22) or lower it below 1.

TIP:
For any race with listed adjustments to skills (either a specific skill or a class of skills such as all those with Intelligence as a relevant ability), said adjustments are additive with modifiers from relevant ability scores or class bonuses. See ***Chapter 11: Skills*** for details on this concept.

TIP:
If racial ability adjustments lower an ability score below 1, you begin play with a score of 1/01.

Dwarves

Dwarves are a hearty race preferring the alpine beauty of rugged mountains, but found in all climes. They are excellent miners and seem built for the task with their short but powerfully-built frames. These sturdy, compact creatures make tough warriors, but exhibit a slow movement rate due to their stubby extremities.

The most common dwarves found on Tellene are the hill dwarves, named so by humans because they seem to have chosen hills as their home. This is actually inaccurate, as the vast majority of hill dwarves are simply diaspora from one of the many lost, destroyed or abandoned kingdoms. Sometimes called lowland dwarves, hill dwarves are actually a racial mixture of the many clans now inhabiting the human lands (or nearby hills).

Stern and taciturn, these rugged creatures make hardy and reliable, if somewhat cantakerous, traveling companions. Often pejoratively dismissed as dour, this perception stems from a typical dwarf's disinterest in gossip and small talk. While usually viewed as surly and brusque by most right-minded folk, dwarves do have a sense of humor and can even be jovial when with their own kind, but also with those whose friendships have been forged through the fire of trying times, such as battle against a common foe. Most tend to be reserved and brooding, responding to queries with one-word or very short answers, however, dwarves can also be very argumentative when they feel they've been slighted or have differing ideas on a matter of importance.

Utilitarian to the core, dwarves tend to dress in the most functional attire for the circumstances at hand. They bathe only when required for health considerations or some other functional need such as for diplomatic or ceremonial reasons. Dwarves do, however, take special care of their beards, often braiding them neatly with fine interlaced strands of silver, silk or the like. While they disdain finery and fashion of most sorts (particularly those of the elvish sort and anything involving fine hosery), many dwarves show a weakness for oversized, foppish hats.

Physiology: Dwarves exhibit a stocky build, weighing roughly 160 pounds with a height of only 4'6" on average. They have an average lifespan of 275 years, but replenishing numbers is a difficult task as they reproduce slowly. Females comprise a mere 25% of the population and dwarven gestation is a three-year process. Further, she-dwarves are completely liberated, being equal partners to the males in all respects and many eschew nuptials completely. They appear exactly as males (although, on average, they are an inch or two shorter), including beards, attire and accoutrements, and cannot even be distinguished by voice. Male dwarves can, of course, tell them apart, but other races cannot without examination of the genitalia. This has led to the mistaken belief that the Founder either forged the dwarves

from iron, or chiseled them from the living rock of the mountain roots.

Their squat build makes dwarves tough to move by force, so despite their stature, a dwarf suffers knock-backs like a size Large creature. After millennia of living in confined conditions, dwarves have developed a robust constitution, seldom taking ill or succumbing to fatigue or the like. Accordingly, dwarves receive a +4 bonus to their Constitution score and are considered size Medium for initial hit point determination. Further, dwarves are naturally resistant to poisons and magic, gaining a +1 on Saving Throws versus such effects for every 3 points of Constitution. Unfortunately, their dour and introspective nature makes them lesser leaders than others (-2 to starting charisma) and their personal appearance isn't what most species would consider pleasing to the eye (-2 to Looks).

Relations: Dwarves get along well with gnomes, humans and halflings (in that order), but don't trust elves, a mistrust arisen from suffering on the losing end of several struggles when Tellene was young and humans were not part of recorded history. Today elves and dwarves no longer take up arms against one another and have in fact come to the aid of one another against common foes (generally orcs, hobgoblins, goblins and other evil humanoids) as needed over the last millennium. However, the dwarven memory runs deep and elves remain "on the list".

The dwarven choice of underground settlement often places them in direct conflict with other races that choose to (or are forced to) live in the Netherdeep. Among the myriad of natural foes, dwarves hate goblins, orcs and hobgoblins above all other races, gaining a +2 Attack bonus when battling such creatures.

A proud race, dwarves are quick to defend their honor and that of their clan. Insults are not easily forgotten or forgiven, with the memory of major ones ensured by an inscription in the clan's Book of Grudges, a massive tome, or series of such, kept by each family. Of course, with remuneration and apology suitable to the slight, a dwarf will appropriately absolve… but perhaps not forget.

Dwarf Lands: Dwarves prefer to dwell in great mountainous cities, mines or nearby in rocky terrain. Equipped with low-light vision and less affected by uncomfortable heat or cold than humans or other demi-humans, dwarves are well-suited to the subterranean environment, whether working in the mines or at the fiery anvil. Due to the unfortunate losses of several dwarven underground citadels and mines (in the Krimppatus, Elenon, Legasa, Krond, Byth and most recently Ka'Asa mountain ranges), many dwarves can be found dispersed throughout civilized lands in all climes and terrains, or prospecting individually in hilly or mountainous terrain.

The largest dwarven kingdom on Tellene is Karasta, also known as the First Kingdom of the Seven Clans. Located in the Ka'Asa mountains and rich with jewels and precious metals, the mountain fortress and mines were recently taken by force by a combined army of



Dwarves at a Glance

Ability adjustments

+4 Constitution
-2 Looks
-2 Charisma

Dwarven Pros

- size Medium for HPs (i.e. 10 hp + Constitution + class roll)
- size Large for knock backs
- low light vision
- ***Magic Resistance:*** Dwarves receive a +1 on Saving Throws versus magic for every 3 full points of Constitution
- ***Poison Resistance:*** Dwarves receive a +1 on Saving Throws versus poison for every 3 full points of Constitution
- Centuries of refusing to yield to giants, ogres and trolls has given dwarves the ability to better fight these foes; dwarves receive a +6 to Defense rolls against such creatures. Similarly, their collective knowledge of besting goblins, orcs and hobgoblins in tactical combat affords them a +2 Attack bonus versus these creatures.
- One free purchase of the Mining skill; further purchases of the mining skill affords a +2 bonus to the mastery die

Dwarven Cons

- Due to their stature and build, dwarves move at only half the rate of humans
- Poor reach (effective weapon reach is -1 foot)
- Character's native language is Dwarven (must purchase any additional languages)
- Dwarves must purchase one local human language at character creation (assimilation costs for diaspora communities)
- They suffer a -1 penalty to the Mastery Die roll for any purchases (or free acquisition if a thief) of the Listening skill

Preferential talent access

May purchase the following Talents at 50% BP cost

- Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade (only for Axes or Warhammers)

Class Costs

⇨ Fighter: 20	⇨ Fighter/Thief: 25	⇨ Thief: 30
⇨ Cleric: 35	⇨ Assassin: 50	⇨ Fighter/Mage: 50
⇨ Rogue: 50	⇨ Mage/Thief: 55	⇨ Barbarian: 75
⇨ Mage: 75	⇨ Ranger: 75	

TIP:
A dwarf's Saving Throw bonus vs. magic & poison works as follows:

CON 3-5:	+1
CON 6-8:	+2
CON 9-11:	+3
CON 12-14:	+4
CON 15-17:	+5
CON 18-20:	+6
CON 21-22:	+7

TIP:
Dwarves gain no special combat bonuses when battling Half-Orcs or Half-Hobgoblins.

TIP:
If you choose to be a dwarf when your mercenary band contains elves, half-elves, half-hobgoblins or half-orcs, your Honor may suffer or there will be discord within the party.

human (Kalamaran), hobgoblin and giantish troops. Unlike all previous dwarven losses (all at the hands of humanoids), the dwarves were not simply slaughtered or driven out, but are being retained as miners and craftsmen by an occupying force. Dwarves across the continent consider this a great affront to their kind and hope to free the place as soon as possible (although, frankly, not so soon as to take a break from their own mining efforts).

The other major kingdom lies in the Byth Mountains and is known as Draska, the Hidden City. Ruled by King Norbaren, the city is hidden beneath the Byth range, the only evidence of its existence an occasional stream of smoke from the forges deep below the surface. Other free dwarven settlements exist in the Dashahn and Tanehz Ranges; the Faunee Rise has a large refugee population from Karasta as do the Kakidelas.

Religion: Dwarves prefer to worship the Founder, the Speaker of the Word, The True, The Mule and the Holy Mother. Dwarven societies seldom accept any other religions, although The Peacemaker, the Pure One and the Lord of Silver linings are tolerated in some areas.

Language: Dwarves converse in their own language amongst their kind, but prefer not to speak it in the company of others. Rather, they use the local language (human or otherwise) which they inevitably speak with a dwarven accent. Dwarves take great pride in their heritage and clan and reveal their true dwarven names to few outsiders, instead using a name chosen from earth, metals or alchemical substances in the local language.

Advice on playing a dwarf: Look, you're short. Your arms and legs are stubby. You ain't nothing special to look at. If you take guff from people about your deficiencies, they may overlook your strong points: you're tough, hard to move and stubborn. Don't let them turn you into a laughing stock like that moron Peter Jackson did to your cousin, Gimli. If someone gives you crap, get grumpy, then angry. Don't just take their ribbing or laugh it off, make it known you ain't happy. Get in their face (or chest), get up close with your mass and let them think about how you're built like a tank and then remind them you may not be there to plug that hole in the line or watch their back when the enemies inevitably attack. There's a reason you're dour and taciturn! If they hint at poking fun (especially the freakin' waïf-elves) get up in their cage and let them smell your stink while you squint up at them gunslinger-style. And if that don't work, piss in their canteen when you're on watch.

TIPS:

Demi-human is a human term for "civilized" non-humans. In general practice this includes dwarves, elves, gnomes and halflings. Grel are usually included because of their elven heritage and the fact that most humans cannot distinguish between the two and consider the latter merely a dangerously militant tribe of the former.

Humanoid is another human term that refers to "uncivilized" non-humans. This usually encompasses the races of bugbears, gnoles, goblins, orcs, hobgoblins and kobolds. It is a pejorative applied to intelligent tribal races that have traditionally been overtly hostile to humanity.

Half-elves may be considered as demi-humans or simply men depending on the locale. Half-Hobgoblins and Half-Orcs receive no such courtesy and are generally considered to be humanoids.

Demi-humans are generally addressed with the same personal pronouns one would employ with a fellow human while humanoids are usually referred to as "it" rather than "he" or "she".

Elves

Elves are often perceived as haughty and aloof, unconcerned with the affairs of humans (or dwarves, halflings or anybody else for that matter). They seem content to seclude themselves within old growth forests pursing esoteric interests. This preference for detachment is derived from the elven race's longevity. As beings that do not age once reaching maturity, they are loath to form close bonds with any individual who will grow old and die in the blink of an eye. The affairs of man, though not inconsequential, are viewed in terms of scores of generations. For someone that could be present at the Trojan War and later in life witness Operation Overlord (*i.e. the Allied invasion of Normandy*), intervention is a matter to be given the greatest forethought lest it have unforeseen consequences centuries forward!

Not unexpectedly for so fair a race with so much time available to them, they are patrons of the arts who delight in fine crafts, sculpture and poetry. Magic, though, is their true fascination.

The most commonly encountered – and hence de facto standard – elf is the high elf, or *Lathlani*. Members of this race are often given to wanderlust in their youth and sometimes one can find them associating with humans, halflings and even the occasional dwarf as they explore the stretches of Tellene.

Physiology: Elves are the largest and most human-like of the fey races. Though nearly as tall as a man (males being 5½ feet in height and women just over 5 feet tall), they are of slight build with narrow shoulders, thin limbs and long graceful fingers. Their faces are long and narrow with high cheekbones, while their ears have an elongated helix that gives them their distinctive "pointy" shape. Skin tones tend to be very pale and their hair is usually blonde. They speak in melodic tones that dwarves absolutely hate. While it might seem intuitive that such alien features would be off-putting, quite the contrary is true. Inexplicably, most humans find these pale skinny waifs irresistibly alluring. Go figure.

Relations: The elves have had dealings with virtually every civilized and not so civilized race on Tellene. Dealings have not always been peaceful, though it must be said that the elves rarely believe this stems from any fault of their own.

For the most part, elves are content to remain in their own lands and let the short-lived races lead their own lives. War is for the younger races; the high elves are tired of endless posturing and threats over land. However, any race encroaching on elven lands receives a swift reminder of how elves survived on Tellene for so long.

Elves have little understanding of how short-lived races experience time, for their own immortal existences

compel them to ponder actions on the timescale of centuries. In particular, the short-term motivations of humans are often inscrutable to elves, seeing as how they frequently mortgage their futures for what seems to be the merest pittance of immediate gain. If elves seem slow to react to a specific provocation, it is because they see the forest through the trees and do not readily pursue ephemeral goals.

Elves tend to be good-natured, enjoying a moment of mirth, sometimes (delicately) at the expense of others. An elf's anger is difficult to kindle and he will generally let insults roll off his back like a pleasant summer shower. If he deigns to respond, it will be with a witty comeback or a knowing smirk, as appropriate, in much the same way an adult human might when a pre-teen tries to insult him.

Elves find humanoids distasteful. While they will not go out of their way to destroy these races, they will seek to hem them in and control their population so as to limit the damage they can do. They tend to think of the evil races more as infestations of unwanted vermin that need to be eliminated from elven lands, but rarely find a pressing need to go into other lands and destroy the source of the pests. Termites in the home should be exterminated before they destroy the wood, those in the yard should be controlled to avoid their taking residence in the home, while those in the neighbor's dwelling are the neighbor's business, unless they overrun the house and head for the elf's back gardens.

Elf Lands: Elves tend to live deep within old growth forests far removed from the civilization and infrastructure of other races. The largest elven communities – and certainly the ones most welcoming to outsiders – are located in the northern Brandobian kingdom of Cosdol. This may be viewed (and is by many) as a de facto elven country, for elves and half-elves outnumber humans within the realm. In point of fact, it is a human kingdom governed by a Brandobian descendant of Veseln who sided with the elves some three-and-a-half centuries past, during the Brandobian civil wars. While elven influence is certainly widespread, it really is more of a blended community.

True elven lands are typified by Lendelwood, a fey realm and sanctuary meandering outward from the western foothills of the Legasa Peaks. The ancient elven city of Lathlanian lies within the heart of this wood. Reputedly, the city spreads a faint magical aura over the whole domain. Its residents are not welcoming to strangers because, for centuries, the Kingdom of Eldor has been in passive conflict with the elves of this forest.



Elves at a Glance

Ability adjustments

-2 Strength
+2 Dexterity
-4 Constitution
+2 Looks
+2 Charisma

Elven Pros

- Two free purchases of the Arcane Lore skill
- One free purchase of the Listening skill
- One free purchase of the Observation skill
- One free purchase of the Sneaking skill
- +2 mastery die bonus in artistic skills (Artistry, Musician)
- +2 defense bonus
- Polyglot Talent
- Bilingual proficiency (High and Low Elven)
- Hiding in natural surroundings bonus (see sidebar)
- Initiative bonus (see sidebar)

Elven Cons

- Size small with regard to HPs (i.e. 5 hp + CON + class roll)
- Size small for knock backs
- Character's native language is Elven (must purchase any additional languages)

Preferential talent access

May purchase the following Talents at 50% BP cost

- Crack Shot or Greased Lightning (only for Longbows or Shortbows)
- Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade (only for longswords or short swords)
- Charm Resistance
- Less Sleep

Class Costs

⇨ Mage: 20	⇨ Ranger: 20	⇨ Mage/Thief: 25
⇨ Thief: 25	⇨ Fighter/Mage: 30	⇨ Fighter/Thief: 30
⇨ Rogue: 30	⇨ Fighter: 35	⇨ Cleric: 50
⇨ Assassin: 60	⇨ Barbarian: n/a	

Other elven communities of note for their renewed vigor in opposing the evil machinations of the Kalamaran throne are those within the Kalalali Forest (having instigated the revolt of Pekal and actively supporting Paru'Bor), as well as the Edosi Forest and its gray elven city of Doulathanorian.

Religion: As immortals, elves are different than other races in that they are untroubled by the looming specter of death waiting at the end of a fleetingly short life. Yet they are remarkably spiritual. The Raconteur and the Shimmering One are particularly favored as elves seem to seek inspiration and beauty from religion, rather than salvation or power. They are, however, tolerant of differing viewpoints and religious dogma has never been a source of strife for the elves.



Hiding in Natural Surroundings

Certain races are naturally adept at remaining unseen in natural surroundings (*e.g.* woods and meadows). These races receive a +50 bonus to hiding and sneaking skill checks when attempting to use these skills in an appropriate context.

Initiative Bonus

Some races also gain improved Initiative dice. Whatever die type is called for by the GM, the character improves the die type by one. *For instance, if the GM calls for a d12, a halfling would roll a d10. This bonus is not cumulative with class based Initiative Bonuses.*

TIP:
Initiative is discussed in ***Chapter 13: Combat*** (p. 216). Consult these rules to learn how lower initiative aids your character.

Language: Elves speak their own language, known as *Laarenthialenthien* (or, for simplicity's sake, High Elven). This language is exceedingly difficult to learn and seldom taught to non-elves. Over the centuries, elves have developed a simpler version of their tongue, known colloquially as Low Elven, which they employ when trading with the lesser races. They willingly teach this tongue to their neighbors. Elves typically refuse to speak other languages (though frequently can).

Advice on playing an elf: As an elf, the first thing you need to come to grips with is that all your non-elf friends are going to die and, unless you are slain, you will not. Consider any mercenary band you join to be filled with dangerous children, that can kill you or your enemies, but don't really understand what they're doing because by the time they gain real wisdom, they'll die of old age. These youths need you to guide their actions to suit your long-term goals, which will still be in the early stages long after you've buried your present group of companions. So why take huge risks?

Sometimes your prudence might look like cowardice to these fools, don't let their insults get to you. You have centuries to improve your honor. Certainly don't take those jabs at your manhood, build or metrosexual nature personally. They're just jealous. Use your superior intellect and wit to cut them down to size. If they threaten bodily harm, you have plenty of options, the best is to do nothing hastily, remember you have time. You can wait until later and then seduce the guy's wife and tell everyone about it – or maybe wait for a little half-elf to pop out after you're long-gone. Let's say a guy beats you to a pulp and spits on you in public because he's bigger and tougher. In this case, you can wait until he's 80 and then smother him with a pillow. Or kick his great-grandson in the nuts. Once you realize time is on your side, the world becomes your oyster. You're freakin' immortal for Hades' sake!

Gnomes

Gnomish features are similar to dwarves, but with much larger noses and (generally milk-white) beards that fall nearly to their feet, albeit sans moustache, which most gnomes cannot grow at all.

They have much smaller frames than dwarves, lacking the heartiness of that race and, although about the same height, have slighter frames than halflings, probably because they don't eat six meals a day. Gnomes are good miners, but dislike the dark and dank of the subterranean setting, preferring instead secluded grassy hills and quiet, rocky deciduous woodlands. Gnomes are very durable for their size, being only 3½ feet in height on average and weighing about 60 pounds. Female specimens are the same size as the males.

Not as serious as dwarves or as complacent as halflings, gnomes make pretty decent traveling companions. They love a good joke, but tend to have a dark sense of humor. In fact, most gnomes are oddly pessimistic and sarcastic in nature, generally suggesting (repeatedly and annoyingly) how any venture is likely to fail. Gnomes love to trick others, especially big folk. These tricks frequently include playing pranks or practical jokes, often physically painful for the recipient.

Gnomes are very skilled in the areas of smithing, metalwork and gem-cutting, although not as talented as dwarves, except in the latter discipline. Gnomes love jewels of all types and spend countless hours cutting, polishing, setting and re-polishing them. They delight



Gnomes at a Glance

Ability adjustments

-2 Strength
+2 Dexterity
-2 Looks
+2 Charisma

Gnome Pros

- +4 defense bonus
- Considered size Large for knock-back purposes against giants, ogres and trolls; gain additional +6 Defense bonus versus these opponents
- +2 Attack bonus vs. Goblins and Kobolds
- One free purchase of the Hiding, Listening, Mining and Sneaking skills
- gain the Maintenance/Upkeep proficiency for free
- low light vision
- empathy with burrowing mammals
- Hiding in natural surroundings bonus (see sidebar)

Gnome Cons

- Size small with regard to HPs (i.e. 5 hp + CON + class roll)
- Size small for knock-backs
- Poor reach (effective weapon reach is -1 foot)
- Due to their stature, gnomes move at only half the rate of humans
- Character's native language is Gnomish (must purchase any additional languages)
- Mandatory Inappropriate Sense of Humor Quirk and Myopia Flaw (no BPs gained)

Preferential talent access

none

Class Costs

⇨ Thief: 25	⇨ Fighter: 30	⇨ Fighter/Thief: 30
⇨ Rogue: 35	⇨ Assassin: 40	⇨ Ranger: 40
⇨ Cleric: 50	⇨ Fighter/Mage: 50	⇨ Mage/Thief: 50
⇨ Mage: 70	⇨ Barbarian: n/a	

in finely crafted items, especially those crafted from precious metals and stones, giving gnomes a dwarf-like reputation for greed. Solid engineers, although not as accomplished as dwarves, gnomes tend to be very creative, often working on frivolous pursuits (something a dwarf would never consider). Very patient and undeterred by abject failure, gnomes have a willingness to attempt inventions others would never imagine. Gnomes are particularly adept at making tiny items with many working parts, such as elaborate timepieces, music boxes and toys. They also excel at woodworking, delighting in building toys, devices, tools and contraptions entirely out of wood. Gnomes also enjoy baking, especially cookies and desserts.

Gnomes are nimble little buggers, enjoying a +2 bonus to starting Dexterity (relative to humans). They also tell a great story and are fun to be around (especially to companions not the brunt of scathing ribbings or painful practical jokes) and generally have solid social skills, netting them a +2 bonus to starting Charisma. Their diminutive stature makes them weaker than most characters (a 2-point penalty to Strength) but it also makes them better at Sneaking and Hiding (gaining a free mastery roll in each skill). A gnome's personal appearance, especially the massive 'schnoz,' isn't what most species consider pleasing to the eye (a 2-point penalty to Looks).

Gnomes are small and quick like a rabbit (a +4 Defense bonus), but not very fast in straight-line running or distance travel. Their stature also tends to limit their Hit Points and ability to take a blow without getting knocked about, so they're not much use going toe-to-toe against bigger folk. Centuries of refusing to yield to giants, ogres and trolls has given gnomes the ability to better fight these foes; gnomes receive a bonus to Defense rolls (+6) against such creatures. Unfortunately, gnomes have short arms, leading to poor reach (effective Weapon Reach is -1 foot). Gnomes hate goblins and kobolds with a fiery passion, gaining a bonus (+2) to Attacks against such creatures.

Relations: Among the sentient races, gnomes prefer the company of other gnomes and gnomish subraces, dwarves and halflings, in that order. While they generally get along with most other creatures, they approach bigger folk with caution, preferring to hide in the garden or woods and observe for quite a while before revealing themselves (if ever). Gnomes enjoy the company of the smaller woodland mammals such as chipmunks, badgers and the like and have actually learned to communicate with such animals. Their favorites are the burrowing types (moles, voles, mice, gophers and so forth).

Gnome Lands: Nominal chiefs lead their own small kingdoms, with actual governmental duties handled by a handful of ancients. Gnomes have many small communities dispersed throughout the known lands, generally living in the hills on the fringes of human society. The largest concentrations lie in the gnomish Confederacy of Nissen (including the nearby town of Baethel), the Mizhor Woodlands, the slopes of the gentle Dashahn Mountains, the Dopromond Downs and in and around the Vrykarr Mountains (the last being gnome titans)

Religion: Gnomes worship various deities, including all of the chaotic good deities, a smattering of neutral

good ones and a few neutral and chaotic neutral. The Old Oak is very popular in certain communities, while others prefer the Shimmering One, Lord of Silver Linings and the Laugher. Truth-be-told, each community and clan has favorites, and each household from within those.

Language: Gnomes have their own tongue, *Dalgul* (Gnomish). Gnomes can communicate with burrowing mammals, although these aren't languages as such. Still, they can communicate emotions and ideas about food, water, danger and so on, including information about interlopers and 'big folk' in general.

Advice on playing a gnome: Okay, let's be honest. You're short and you ain't pretty. Alright, so that's sugar coating it; the Creator made you a living, breathing, walking, visual joke. You have a schnoz the size of a house and no fashion sense. Clearly, you'll be the brunt of your companion's jokes. So here's the deal. Just laugh with 'em. Show 'em you can take a joke as well as the next guy. Meanwhile, scheme away. Come up with the grandest practical joke you can think of. Remember, he who laughs last, laughs longest at the guy who laughed first, who is now probably injured and in agony.

Gnome Titans

Gnome titans are similar to their gnomish cousins in most ways except they are bred to fight and wage war. They are the gnomish equivalent of the Spartans. Even so, they're not into causes and need very little reason to fight. While they possess the sense of humor of their true gnomish cousins, it's a mean sense of humor; they love to laugh at the expense of others. Their idea of a good practical joke is putting scalding water down someone's backside or sewing someone up in their sleeping bag and rolling them down a hill into a sleeping pack of Aarnz Hounds. Titans believe that mercy is for the weak, but they are not interested in slaying opponents so much as humiliating them and causing permanent, crippling physical or psychological damage and scars.

Gnome titans are tough little devils, scrappy in a fight and never surrendering, whatever the odds. They lack the charm of their gnomish cousins but are a tad stronger and tougher.

As one might imagine, gnome titans have the mental attitude it takes to be a decent fighter, despite their diminutive size.

Small but muscular (for gnomes), these tiny scrappers are experts at hand-to-hand fighting. They prefer to go lightly or unarmored, but tend to hide a variety of small weapons on their person at all times. Some say they can't grow beards as well as the standard gnome, but this is untrue. They actually trim them short to a goatee (they can, indeed, grow mustaches 75% of the time) so that foes cannot grab their beards during a scuffle. They prefer to dress in form-fitting clothes and use colors and fabrics that are dull and drab. Most gnome titans are heavily scarred, or become so with experience.

The gnome titans are an incredibly strict, militant



Gnome Titans at a Glance

Ability adjustments

-1 Strength
+2 Constitution
-1 Charisma

Gnome Titan Pros

- Considered size Large for knock-back purposes when fighting giants and giant-kin (trolls, ettins, Cyclopes, bugbears, grevans, gnoles and ogres); gain additional +6 Defense bonus versus giants, ogres and trolls
- Gain the Attack Bonus of next higher level in class (i.e. a 1st level Gnome Titan uses the Attack Bounus of a 2nd level Fighter)
- low light vision
- +4 defense bonus
- +1 Attack bonus vs. Goblins and Kobolds
- *Groin Stomp* proficiency

Gnome Titan Cons

- Poor reach (effective weapon reach is -1 foot)
- Character's native language is Gnomish (must purchase any additional languages)
- Size small with regard to HPs (i.e. 5 hp + CON + class roll)
- Size small for knock-backs
- Due to their stature, gnome titans move at only half the rate of humans
- Inappropriate Sense of Humor Quirk
- Only earn 90% of any experience points awarded

Preferential talent access

May purchase the following Talents at 50% BP cost

- Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade (only for short swords or Warhammers)

Class Costs

⇨ Fighter: 20	⇨ Fighter/Thief: 30	⇨ Thief: 40
⇨ Assassin: 50	⇨ Fighter/Mage: 50	⇨ Ranger: 50
⇨ Rogue: 55	⇨ Mage/Thief: 60	⇨ Cleric: 75
⇨ Mage: 75	⇨ Barbarian: n/a	

race. Their lives revolve completely around honor and combat, precisely in that order. They do not tolerate any blemishes to their reputation, no matter how small, and will respond using the most violent tactics possible. These gnomes demand respect at all times and would rather die painfully than lose even one point of Honor.

This is the golden rule for all gnome titans, concerning Honor: The higher the rank of the offender, the fiercer the punishment for besmirching the Honor of the gnome titan. Typical soldier punishments include beating followed by weeks of torturous guard duty. The punishment for officers includes flogging followed by being sewn into a sack with a wild animal and being tossed down a well or being chained to a savage beast then having it set loose down a dangerous mountain trail.

Because they are so specialized at what they do; gnome titans are very slow to learn new things about themselves and the world around them. For this reason they suffer a ten percent (10%) penalty to any experience points received.

Gnome titans have a special attack proficiency known as the *groin stomp*. All gnome titans, regardless of class, possess this ability. See ***Chapter 9: Proficiencies*** (p. 144) for details.

Gnome titans fighting* along side each other (whether a lone ally or an entire regiment) receive a +1 to their attack, defense and damage rolls because of the incredible boost in morale they receive. Gnome titans fighting as a group cannot be broken or routed.

Advice on playing a gnome titan: Dude, you're a gnome titan. ***A Gnome Titan***. You kick arse. You have so much arse to kick, you can't kick all of it now, so you take names so that later you can remember to kick those you can't get to just now. People say you're short, but you don't see it. You're as big as a hill giant. And anyone that even thinks otherwise gets a swift kick in the 'nads. Napoleon was probably a gnome titan; you both have the same complex and when he got pissed, he frickin' conquered some world power or other like Austria or Prussia or something in a few days. That's you in nut shell. You don't take crap from anyone. You're a lean, mean, fightin' machine!

Grel

The *Sarlangans*, more colloquially known as Grel (or derogatorily, Grunge Elves), forever lurk in the minds of those who live within their reach. They are the antithesis of civilization — they are destroyers. A warrior race, their deep sense of wanderlust constantly brings them into contact with new enemies and new conflicts. The grel were born to fight, yet refuse to clash en masse or adopt the military disciplines in which their elven cousins have proven so adept. The grel prefer the elements of fear, surprise and evil cunning rather than careful planning and steadfastness in the art of war. It comes naturally to them and great armies dread any prospect that involves fighting these proud warriors.

Long before recorded human history, when the great elven commonwealths presided over the civilized areas of Tellene (although the dwarven and gnomish clans disagree on this last point as certainly do the orcs, goblins and hobgoblins), a great elvish civil war arose. The dispute centered upon the type of governance they sought with regard to other intelligent races. On one side stood those advocating shepherding the other races so that all might live in peace and harmony with one another, each in time perfecting the arts and studying the cosmos as they saw fit. The opposing side desired to dominate and enslave all other races; 'the elves are superior in all ways, so the others should rightfully serve us' was the logic. No one knows how long the conflict raged for specific details have blurred into legend. That even the elves have forgotten bespeaks of an era at the dawn of the world (although this obscurity may be a feigned affectation, as such a divisive fraternal conflict runs contrary to the carefully managed image that elves portray to outsiders).

The conflict itself was exceedingly bloody with terrible casualties sustained on both sides. Unmentionable atrocities were indiscriminately perpetrated on all participants, including the other races frequently used as proxies. Legend tells that the Creator made man in her image and elevated him as the heir to Tellene as punishment to the elves, Her formerly cherished race. In any event, the end result was the severance of supreme elvish power for their numbers were too denuded to control more than deep sylvan areas of the world. The evil elves were defeated in this epic conflict and the victors mercilessly hunted down the survivors.

Banished from their tranquil homelands and deprived of numbers and resources, the grel developed their own peculiar brand of warfare. As the years passed their battle skills were honed and their character and bodies toughened. Master Tunik El Thek once wrote, *"… in a fair fight, a hundred grel against a legion of well trained, well armed human warriors would probably be an even match. But,"* he adds, *"if I were betting on such a match my coin would be on the grel because they NEVER fight fair."*

They are a fearsome warlike race that derives great pleasure from preying upon the weak. Many consider the grel one of the greatest threats to the civilized world. The elves have gone to war with them on numerous occasions with an eye toward eradicating this painful legacy. The grel have always bounced back, even in the face of such determined opposition. They seem to revel in the fact that the entire world is against them. Per-

TIP:
The benefit gnome titans receive from fighting alongside each other is the confidence in knowing that your trusted buddy has your back. Though an idiom and not to be taken literally, a fellow gnome titan must be in reasonable proximity and fully capable of reaching your side should the need arise. Consult your GameMaster for his expert assessment if you have any questions during a skirmish.

** non-combatant or disabled gnome titans do not provide their peers with this benefit*

haps this explains why they admire bravery in their enemies, especially when faced with overwhelming odds. Indeed, grel warriors have been known to spare the lives of such audacious individuals.

To a grel, Honor is paramount and most of their lives revolve around assiduously improving their Honor (or at least maintaining it). They are supremely egotistical and always desirous of making an impression on others. This explains much of otherwise enigmatic grel behavior. Warriors have been known to turn their back on a capable, armed enemy as a show of disrespect as well as to demonstrate in the boldest manner their own fearlessness. Tunik El Thek advises, *"If a grel turns his back to you, strike the bastard down where he stands or you'll soon regret not taking advantage of the situation."*

Physiology: Grel are nearly as tall as humans (males being 5¾ feet in height and women roughly 5½ feet tall), with somewhat slighter builds. Males are larger than females, but not overly so, roughly 20-30 pounds heavier. Like their hated elven cousins, their faces are long and a tad narrow with high-ish cheekbones, while their ears have an elongated helix that gives them their distinctive "pointy" shape. Skin tones and hair color vary wildly as interbreeding has destroyed any fairness they likely once exhibited. While clearly elven in feature, they adopt a fearsome visage, often sporting mohawks and displaying many horrific tattoos.

Grel have an average lifespan probably twice as long as humans, perhaps even longer. Their way of living and constant exposure to violence, however, makes any guess as to lifespan difficult; any grel with honor will die with it before succumbing to age, frailty and shame.

Most scholars believe that the reason the grel are now a distinct race with a far shorter life expectancy than elves (in the rare instance that one survives to geriatricy) is due to interbreeding with their slaves. To replenish their numbers and improve their robustness, the grel have bred with any favorable specimen. Unlike elves, they can even breed with orcs, a fact that supports the scientific assertion that they interbred with humans and hobgoblins, sufficiently diluting their elven blood to eventually facilitate these unions. The result has been hardier and taller race (although Sarlangans claim their greater stature compared to the other elven races is a measure of their greater Honor), but one less attuned to nature and magic.

Owing to their interbreeding, the typical Sarlangan specimen commands a more imposing physical musculature than his elvish cousins. More on par with humans in this regard, grel suffer no penalty to their Strength. While still nimble, they have lost some of their cousin's natural agility gaining a +1 to Dexterity (rather than a +2). Further, they lack some the native elven defensive bonus, instead gaining a greater heartiness, also on par with humans both in hit points and

TIP:
Grel are a mongrel race. As such, there are no "half grel". Offspring of partial Sarlangan parentage are simply grel. If raised by humans, they are human.



Grel *(Sarlangans)* at a Glance

Ability adjustments
-1 Intelligence
+1 Dexterity
-1 Looks

Grel Pros
- One free purchase of the Listening skill
- One free purchase of the Observation skill
- One free purchase of the Sneaking skill
- One free purchase of the Tracking skill
- 10 bonus BPs exclusively for Martial Talents
- Receive Angawa Battle Cry proficiency for free
- Initiative bonus (see sidebar)
- Superior Hiding in natural surroundings bonus (+65%)
- Size medium for HP (i.e. 10 hp + CON + class roll)

Grel Cons
- Character's native language is Sarlangan (must purchase any additional languages)
- -2 mastery die modifier for all skills for which intelligence is the sole relevant attribute
- -1 mastery die modifier for all skills in which intelligence is one of multiple relevant attributes
- Grel despise the cold and suffer the following penalties in chilly weather or versus supernatural effects:
  - a -1/5% penalty to all rolls/checks when the temperature is below 50° F.
  - a -2/10% penalty to all rolls/checks when the temperature is below 32° F.
  - save at a -4 against Cold-related spells and effects
  - suffer an extra 10% damage (rounded up) from cold related spells and effects

Preferential talent access
May purchase the following Talents at 50% BP cost
- Crack Shot or Greased Lightning (only for shortbows, throwing knives, throwing axes or javelins)
- Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade (only for spear, short swords, hand-axes and daggers)

Class Costs

⇨ Fighter: 20	⇨ Fighter/Thief: 25	⇨ Barbarian: 30
⇨ Fighter/Mage: 30	⇨ Thief: 30	⇨ Assassin: 35
⇨ Mage: 35	⇨ Mage/Thief: 35	⇨ Cleric: 50
⇨ Ranger: n/a	⇨ Rogue: n/a	

Constitution. Grel are also generally stouter in battle, suffering knock-backs as humans. All combined, this makes the athletic grel great natural combatants. The trade-off to this physical prowess has been a corresponding loss of mental acuity. Likely, the societal lack of emphasis on intellectual pursuits coupled with mating with cerebrally inferior races created this permanent loss of intelligence (-1 Intelligence and a -1 mastery die modifier for all skills involving intelligence). Due to a lack of a formal educational program, all grel suffer a -2 mastery die modifier for all skills where Intelligence is the sole relevant attribute. Finally, a combination of living like animals in the wilds, a disdain for all things of beauty and said breeding practices have not only diminished the natural elvish attractiveness, but make for a fairly ugly creature (-1 Looks) over all.

Relations: Grel hate the pompous, good-aligned elves. Their Honor refuses to allow them to forget their defeat at elven hands in the distant past and their many recent attempts to curtail or eradicate the grel lifestyle. Further, all that prancing about, poetry, girly music and singing is just annoying as hell.

Despite their deep-seated, burning hatred of the fair elves, there is another race whom they loathe even more. After the wicked elves were defeated by the fair, a schism tore apart the once united evil elves. One faction fled into caves and hid far below Tellene's surface, never to see the light of day. These evolved into the dark elves or drow. Those that chose to continue the fight by other means remained on the surface but scattered to the deepest wilderness, eventually becoming the grunge elves of today. The grel never forgave the drow for accepting defeat and to this very day a bitter enmity exists between these two rival elven strains.

Grel love the flesh of pixie fairies. Although they consider it a delicacy in its own right, the fact that it's brimming with magical energies is the underlying reason for their avaricious pursuit of this meat. Consequently, pixie-fairies hate grunge elves, although Sarlangans do not return the feeling; they love fairykin, they are magically delicious, though not nearly filling enough.

As far as the rest of the races, grel consider them all food and competition for food. They have more respect for humans and dwarves than the others, simply due to better combat prowess. They openly show scorn for halflings and gnomes, even gnome titans whom they think are a joke. They respect larger humanoids for their fighting prowess and value as slaves. They don't care one way or another about the various half-breeds, judging each individual for his fighting ability.

Grel Lands: Grel live in woodlands or temporarily in villages of the conquered. Grel revel in completely overrunning a small village, killing or enslaving its inhabitants and then spending several weeks (or even months) living off any resources and food stores the town can provide. Once the grel have depleted a town of its resources, they will torch the community and move on.

This predatory lifestyle is contingent on a weak and docile populace upon which to prey. Accordingly, they are almost never found in civilized human or demihuman lands where a central authority can mount an active counter to their depredations. Grel have no interest in holding territory and would rather move on in search of easier victims than waste their resources battling a determined foe.

Despite their hardiness, grel despise the cold and can't abide it, though they will steadfastly insist that the paucity of game is the true reason behind their avoidance of colder climates. Either way, their warbands are only encountered in temperate to tropical zones and lowlands, although in summer they can sometimes be found as far north as northern Cosdol, Shadesh Bay or Lake Jorakk.

Religion: They follow the Way of the Berserk most often due in no small part to the warlike teachings of the Brothers in Blood. The Thunderer's temple also has a large following amongst warbands as does the House of Knives. The latter may account for so much of grel religious activity tending toward darkness and focused upon vengeance. Purger shamans teach of the potential destruction of the grel race at the hands of their enemies and therefore fight other races for "preemptive vengeance." Most other religions with a neutral, chaotic or evil bent also have minor adherents amongst the grel.

Language: Grel have their own language, Sarlangan, a derivative of elvish that has morphed over the centuries as it absorbed taints from enslaved groups and nearby cultures and also suffered at the hands of multiple generations (unlike elven which enjoys the stewardship that the elvish lifespan provides). Many grunge elves also learn to speak orcish, the language of their most common slaves and natural competitors. Shamans or other more educated grel may also take the time to master a local human language, low elvish or a smattering of drow.

Tattoo Magic: The consumption of pixie fairies allows grel to assimilate faerikin tattoo magic. Any grel who consumes a pixie fairy can add one pixie fairy tattoo type (see pixie fairies) and reap the magical benefits of that tattoo. Only one tattoo from any particular pixie fairy devoured may be incorporated into the host grel's corporeal being. The penalties and drawbacks of such a tattoo are the same as those imposed on the pixie fairy.

Advice on playing a grel: Let's face the facts, everyone fears you, hates you and has it in for you. Primarily, it is because of their insane jealousy of your great

prowess and the survival and viciousness of your race. They know you're a bad ass and you know you're a bad ass. Some of the stupid races might even mistake you for one of your sissy fey cousins. Your honor would never allow this. That'd be like a U.S. citizen going over seas and pretending to be a frickin' Canadian! You want them to know it is you and your kin that has been a thorn in their kingdom's side for generations past and many more to come. Just to reinforce this in an in-your-face sort of way, you've covered yourself with tattoos, piercings and sport a colorful mohawk. Anyone looking at you from a distance knows you are a grel, deserving of their fear, jealousy and respect. If a character dares to dis you, throw down. Hell, even give the coward the first shot, not like it'll matter in the end. Win or die trying. The rest of those chumps will fall in line and life will treat you well. Happy looting!

Half-Elf

Half-elves (called *tel-lathlan* in Low Elven) hold the distinction of the rarest case of mixed race beings, with half-orcs being the most common. Elves and humans have been in contact for millennia, though this engagement has not always been friendly. Humans seem drawn to the natural grace and artistic nature of the elves, whereas elves find the drive and spontaneity of humans alluring, though childish. While relationships are short lived by elven standard, and usually result in heartbreak when the human partner dies of old age before the elf even begins to enjoy life, there is sometimes a lasting legacy – a half-elf. In the vast majority of cases, half elves are the result of a consentual coupling between a human male and an elven female; there are no known instances of an elven male taking a human bride. Only the grel rape humans and survival for the human is rare in these cases. As far as ancestry, only a full-blooded elven parent can produce a half-elf, two full-blooded elves always produce an elf (obviously) and all other combinations result in genetically human offspring. There are no biological differences between half elves based on elven parentage other than superficial ones such as skin, eye and hair color tendencies.

Physiology: Half-elves are handsome folk, with the good features of each of their races. They mingle freely with either race, being only slightly taller than the average elf, standing anywhere from under 5 feet to about 6 feet tall, making them taller than most elves, but shorter than most humans. Female half-elves are 2 or 3 inches shorter than the male, but this still puts them on par with male high elves (a fact that certainly irritates most male elves). Average weight for a male is 130 to 160 pounds, around 20 pounds less for a female.

The lifespan of a half-elf is usually over a century, but rarely do they reach 160 years of age. This longevity is an elven trait, though they show the signs of aging as humans. While skin may begin to wrinkle around the age of 60, hair usually starts to change color around 80 or 90. Hair color in elders varies, depending on the specific heritage.

They lack the grace of elves, but are more robust, combining the best of both their parents' races. Their increased weight makes them look like overweight elves to their elven kin, though humans tend to think of them as being slender.

Their ears are noticeably pointed, though rarely to the extent of their elven parent. Hearing is more acute than a human's, but does not rival that of the elves. Eye, skin and hair color varies considerably, depending on parentage. A mixed Fhokki child is likely to have pale skin and blond or auburn hair, whereas a mixed Svimohz offspring possesses very dark skin and hair. Their eyes are sharper, though again not to elven standards.

Psychology: Half-elf psychology is a mix of elven and human, though most have a dominant side. From their human parent they receive curiosity, ambition, and inventiveness. Few true elves can understand this ambitious nature, for it is an unusual trait in elves. Most elves are content to work slowly and steadily toward their goals, but half-elves lack the centuries of life in which to do so. Many are driven by their split heritage to prove themselves and feel they must work harder among either race to be truly accepted.

From their elven parent they receive a love of nature and art. Few desire to forsake civilization for an arboreal existence, as they are as comfortable in a city as they are the forests, but their respect for nature is still present. Their love of art encompasses both aesthetic appreciation and a practical aptitude.

They are usually diplomatic in their dealings with other races, perhaps because they do not fit into any particular society. Many are keen observers of body language. They are used to being addressed with polite words and hostile body language, and must learn from an early age who they can trust and who wishes them ill.

Culture: Half-elves do not actually possess a unique culture. One might think that being the product of two races would have created a blend of cultures. In reality, they usually adopt the ways of one of their parents, finding a balanced mix virtually impossible to achieve. Their backgrounds, experiences and training vary depending on whether they have been raised by humans or elves, the latter being vastly more common. However raised, their parent races may not accept them, regardless of their upbringing, for the differences are readily apparent. Elves describe half-elves as appearing more human than elf, whereas humans point to them of being elven rather than human. Generally, other elves



Half-Elves at a Glance

Ability adjustments

-1 Strength
+1 Dexterity
-2 Constitution
+1 Looks
+1 Charisma

Elven Reared Half-Elven Pros

- d4p bonus Skill Mastery Points in the Arcane Lore skill
- d8p bonus Skill Mastery Points in the Listening skill
- d4p bonus Skill Mastery Points in the Observation skill
- d4p bonus Skill Mastery Points in the Sneaking skill
- +1 mastery die bonus in artistic skills (Artistry, Musician)
- Bilingual proficiency (High and Low Elven)
- Hiding in natural surroundings bonus (see sidebar)

Elven Reared Half-Elven Cons

- Fewer starting HPs (7 hp + CON + class roll)
- Character's native language is Elven (must purchase any additional languages)

Human Reared Half-Elven Pros

- d8p bonus Skill Mastery Points in the Listening skill
- d4p bonus Skill Mastery Points in the Observation skill
- d4p bonus Skill Mastery Points in the Sneaking skill
- Human Language as native tongue
- 2 bonus BPs (must be spent on Language skill)

Human Reared Half-Elven Cons

- Fewer starting HPs (8 hp + CON + class roll)

Preferential talent access

May purchase the following Talents at 75% BP cost

- Charm Resistance
- Less Sleep

Class Costs (Elven Reared)

⇨ Ranger: 25	⇨ Thief: 25	⇨ Fighter/Thief: 30
⇨ Mage: 30	⇨ Mage/Thief: 30	⇨ Rogue: 30
⇨ Fighter: 35	⇨ Fighter/Mage: 35	⇨ Cleric: 50
⇨ Assassin: 60	⇨ Barbarian: n/a	

Class Costs (Human Reared)

⇨ Assassin: 30	⇨ Fighter: 30	⇨ Fighter/Mage: 30
⇨ Fighter/Thief: 30	⇨ Mage: 30	⇨ Mage/Thief: 30
⇨ Ranger: 30	⇨ Rogue: 30	⇨ Thief: 30
⇨ Cleric: 40	⇨ Barbarian: 50	

accept them, but rapid development marks the half-elf, since he outstrips his childhood friends and joins the ranks of adults before he is ready by elven standards. Thus, elves tend to view them as children, for even a half-elf approaching the end of his days is barely older than a young elven adult. A half-elf raised by elves adopts the same diet, clothing style, habitat, and so on as their elven parent.

Advice on playing a half-elf: So maybe your childhood was spent suffering at the hands of bullies. The elves might call you a freak because you had to learn how to shave to fit in or the humans called you a girlie-boy and stupid or slow because it took you so long to develop. But that's all in the past. Now you're an adult. And boy do you have the world at your fingertips.

Folks generally accept you, chicks dig you and you're pretty good at everything. You can let it go to your head, but try not to mention it publicly. Everyone else is jealous of you and some butt-ugly human might shiv you if you steal his girl or generally go around acting like an arrogant prick.

Half-Hobgoblin (Sil-Karg)

Half-hobgoblins (called *"sil-karg"* in the Hobgoblin tongue) have been around since before written history, appearing first on the edge of civilization and then creeping into it. Since before the first wars of Kruk-Ma-Kali, the Krangi have been in close contact with humans. Through the course of war and other relations, hobgoblins began to breed with their human neighbors. When a Krangi breeds with a human, the result is a half-hobgoblin, or sil-karg. Most instances of this mating are an act of violence, and the hobgoblin parent in this case is almost always male. Sil-karg can also result from the mating of two sil-karg, the mating of a hobgoblin and a sil-karg, or the mating of a sil-karg and a human.

When not murdered at birth, those raised by humans tend to be unfortunate victims of human bigotry and hatred. Mankind believes these creatures are unable to avoid turning to evil in a crisis as their hobgoblin taint overcomes them. Hobgoblin tradition calls them wayward and a threat to civilization. Neither society welcomes them.

Sil-karg share more similarities with humans than hobgoblins, being born singly instead of in litters and maturing at roughly the same rate. Most human societies distrust them, but value the impressive physical skills of fully-grown specimens should they live that long. Owing to these traits, half-hobgoblins make natural mercenaries. Their power and size make them excellent fighters or barbarians. Given their thuggish inclination, they also excel as assassins. The talent for sorcery is rare among them; they have little fascination and even less apti-

TIP:
If a Half-Elf has not purchased any of the Listening, Observation or Sneaking skills, the bonus skill mastery points are simply added to his baseline mastery of these Universal skills based on his relevant ability score. The bonus mastery points in Arcane Lore only accrue if the character purchased this skill (*e.g. he does not begin play with a mastery of d4p% in Arcane Lore*). However, he needn't purchase Arcane Lore during character creation to reap this benefit. Should he learn the skill later on, the bonus points apply to his initial mastery die roll. See ***Chapter 11: Skills*** for more information about these concepts.

tude for magic. Half-hobgoblin clerics are unsurprisingly scarce in human lands as acceptance by the human-dominated church hierarchy is frequently a severe impediment.

If the human mother is a slave in hobgoblin society, the sil-karg will become part of the tribe. Unfortunately, hobgoblins never fully trust a sil-karg and simply surviving childhood is often a struggle. Sil-karg in hobgoblin society are raised together with the other young, and in mixed company are the object of constant attacks and violent bullying. Those that survive become a part of hobgoblin society, but their advancement and status is restricted.

Physiology: Because sil-karg can be the result of mating between a human and a hobgoblin, a human and a sil-karg, a sil-karg and a hobgoblin, or a sil-karg and another sil-karg, they vary widely in appearance, with some appearing almost completely hobgoblin, while others could pass for large humans (those with higher Looks scores). Most sil-karg, however, have prominent characteristics of each race.

Scholars, mages, and sages have been unable to determine why humans are so compatible with hobgoblins, producing a crossbreed that not only can survive, but can also reproduce. Clearly humans have demonstrated the same ability with regards to elves and orcs, creating half-elves and half-orcs. Some scholars believe that humans, because of the wide variety within their species, do not have pure blood of any kind, and can therefore mate with others without problem. Others suggest that humans are not any more compatible than anyone else, but that there are more humans and thus more human crossbreeds.

Regardless of whether or not they are compatible, there have been no documented cases of hobgoblin crossbreeds with any race other than humans and orcs. The hobgoblin hatred for elves means that they rarely bother to mate with them, so little evidence has been available for crossbreeds. Hobgoblins have bred with half-elves, but the children have numerous fatal birth defects, and no child has ever survived more than a month.

Half-hobgoblins look like bulky humans, with square features, large hands and strong shoulders. Their skin is reddish, similar in tone to the Kakado Dejy tribe of the Young Kingdoms. Hair and eye color are usually black but may be somewhat lighter if the mother was exceptionally fair.

Half-hobgoblins tend to be huskier than humans, averaging 180 pounds for males and 135 pounds for females while standing a couple inches taller on average. The lifespan of these creatures is comparable to humans.

Their pointy ears provide superior hearing to their human parent. Their eyes, too, are sharper, especially in the dark, though again not to hobgoblin standards. They perform equally well in daylight as in dimly lit conditions.



Half-Hobgoblins *(Sil-Karg)* at a Glance

Ability adjustments

+1 Dexterity
-2 Looks
-1 Charisma

Human Reared Sil-Karg Pros

- Size medium for HP (i.e. 10 hp + Constitution + class roll)
- low light vision
- One free purchase of the Listening skill
- Native Human Language
- Laborer proficiency

Human Reared Sil-Karg Cons

- Everyone hates them (in human and halfling societies, Sil-Karg suffer a –20% reaction roll penalty; in dwarven, elven and gnomish societies, they suffer a –40% reaction roll penalty)

Hobgoblin Reared Sil-Karg Pros

- Size medium for HP (i.e. 10 hp + Constitution + class roll)
- low light vision
- One free purchase of the Listening skill
- One free purchase of the Mining skill
- Laborer proficiency

Hobgoblin Reared Sil-Karg Cons

- Character's native language is Hobgoblin - Kargi or Krangi as appropriate (must purchase any additional languages)
- Everyone hates them (in human and halfling societies, Sil-Karg suffer a –20% reaction roll penalty; in dwarven, elven and gnomish societies, they suffer a –40% reaction roll penalty)

Preferential talent access

May purchase the following Talents at 50% BP cost

- Fast Healer
- Pain Tolerant
- Poison Resistant
- Resolute
- Tough as Nails
- Tough Hide

***Class Costs** (regardless of upbringing)*

- ⇨ Fighter: 20
- ⇨ Assassin: 35
- ⇨ Fighter/Thief: 35
- ⇨ Barbarian: 40
- ⇨ Cleric: 50
- ⇨ Fighter/Mage: 50
- ⇨ Ranger: 50
- ⇨ Rogue: 50
- ⇨ Thief: 50
- ⇨ Mage/Thief: 65
- ⇨ Mage: 75

Relations: The offspring of questionable parentage and violent couplings, these pariahs are generally unwelcome wherever they go. Half-hobgoblins manage to cooperate best with humans, hobgoblins and other sil-karg. In general they dislike or hate all other races. They fit in most smoothly with those human societies that, for the most part, exhibit some limited acceptance of hobgoblins (such as in the Lands of Tarisato). Note that even where hobgoblins are acceptable, half-hobgoblins are mistreated and disliked by the locals. half-hobgoblins share a special bond with half-orcs, alongside whom they are often persecuted as beastly monsters.

Half-Hobgoblin Lands: The sil-karg do not have their own lands. For obvious reasons, one generally finds half-hobgoblins near lands dominated or frequently raided by hobgoblins, particularly nations adjoining Ul-Karg and Norga-Krangrel, but smaller hobgoblin tribes can exist near the wilds of any human nation. They outwardly share space with humans in Tarisato, Prompeldia and increasingly in other city-states of the Elos. The city of Prompeldia has developed a sizable sil-karg quarter that is threatening to become large enough to count as its own culture.

Religion: Being outsiders, sil-karg revere the "less sociable" gods and are thus fond of the Watcher or, most commonly, the Rotlord. They also worship many of the evil deities, bent on revenge or lashing out at the world around them. Sil-karg raised in hobgoblin lands commonly worship the Dark One, often entering the Church of Endless Night in some servile capacity. Those that admire personal power might follow the Powermaster or the Storm Lord.

Language: Sil-karg speak the language prevalent in their place of origin.

Advice on playing a sil-karg: As a half-hobgoblin character, you're not likely to be warmly embraced by your mercenary companions - especially the fairies and ridiculous little people. The best that you can hope for is a half-orc also being in the group. Like being a corporate lawyer, you won't hear lawyer jokes as long as there's HR and IT out there taking the focus off of you with their natural incompetence - same way with half-orcs taking the pressure off of a sil-karg. Failing that, you'll have to stand up for yourself and give it right back in super-sized portions. Answer every insult with a completely irrational and massively disproportionate response. If someone insults your heritage, cut off his family jewels. That'll end it right quick right there. Of course, if your persecutor is tougher than you, wait until he has a sucking chest wound or is engaged with the enemy before taking revenge. If hectored by multiple antagonists, wait until your watch and then quietly smother them one by one. Mutilate the bodies when you're done, but be sure to merely cripple one so he can tell the story. Your honor will soar.

Half-Orc

The success of the orc species cannot be reasonably questioned for they thrive in every conceivable environment and survive incredible hardships and constant warfare both amongst themselves and any other society within their grasp. The lynch-pin of their success is the ability to reproduce and mature quickly, this is well-documented. Their ability to breed with most hominid species greatly magnifies their reproductive efficacy. Because orc blood successfully mixes with almost every conceivable combination of human, demi-human and humanoid race, orcish facial features run the gamut of possibilities. The pure orc shows signs of a porcine quality, a common trait among the vast majority of offspring, even those of mixed breed. Since male orcs regularly mate with every conceivable race (kept as breeders), their offspring are overwhelmingly a mix. These descendants are still considered standard orcs, even to the orcs themselves, essentially making the orc a mongrel race. For reasons not fully understood, the offspring tend to take after the orcish parents, with only a 10-20% chance that the runt has any resemblance to the mother. Those few that retain some features of their maternal side and born to human mothers are considered half-orcs. The orc term for these cross-breeds, *guruk-vra*, translates literally as 'weak-blooded orc', a phrase that is also greatly insulting when used to denote a standard orc. Humans have far worse terms for such a wretch.

A half-orc character will always have an human mother and have been born and raised in human lands; those born in orc society are generally born into slavery (if male) and kept as breeders (if female) and therefore have no opportunity to become player characters. Although orcs breed with humans to produce half-orcs, it is never a matter of love. The act is violent and unwanted; any human (or non-orc in general) willing to sleep with an orc has passed beyond the realm of sanity, for there is nothing even remotely approaching compassion in these creatures.

Physiology: Half-orcs can be of either sex, but the orc trait is always present, though not always to the same degree. A few can pass as fully human (those with higher Looks and Charisma, generally) and may not even know of their heritage, while others more resemble orcs than humans. While the (rare) pure orc is hairless, those with mixed parentage possess greasy black or dark brown tangled locks, typically in patches, but sometimes a full head. They have pointy, animalistic ears, often uneven in appearance and shape. Their noses range from near-human to porcine snouts and their crooked teeth often exhibit one or more longer tusks.

Half-orcs tend to be squatter than humans, averaging 180 pounds for males and 130 pounds for females while only reaching an average of five feet 6 inches for males

and 5 feet for females, although the typical stooped posture causes them to appear 3-6 inches shorter than their full height. Both sexes tend toward spindly limbs and obesity in the mid-section. The lifespan of these creatures is comparable to orcs, although, a life lived in human society offers a greater span to nearly 70 years.

Their pointy ears provide superior hearing to their human parents. Their eyes, too, are sharper, especially in the dark, though again not to orcish standards. They perform equally well in daylight as in dimly lit conditions, unlike their orcish fathers who find direct sunlight painful.

Relations: The products of human and orcish parents, these pariahs are generally unwelcome wherever they go. Half-orcs spend most of their time either with orcs or with humans. While neither race truly accepts them, they possess racial bonds with each parent race, affording them closer relations than with other humanoids or demi-humans. However, both human and Orc cultures distrust half-orcs because they remind them of the other's racial stock.

Half-orcs try to live as any normal human child but society shuns such creatures, whether because of hatred for all things orcish or because the child looks different. Half-orcs tend to grow up as loners and leave civilization for a life in the wilds.

When not enslaved, male half-orcs can advance in Orc culture by flaunting their superior ability and bullying the others. Since human society persecutes half-orcs, they tend to become thugs or thieves out of necessity. Their careers often end in a dark dungeon somewhere or at the end of a rope. They do have a couple of survival options though. Half-orcs can associate with people who don't care about appearance and value them for their brute strength and stamina (i.e., mercenary bands looking for an easier ride through the dungeon). A half-orc can also beat the living tar out of any dunghead that snubs him, looks at him funny or even meets his gaze. The latter method can get such a character into trouble with the town guard, so it's best done in a dark alley or as a precursor to leaving town.

The half-orc mental outlook is much closer to the human perspective. While they are much stronger than the average human, unlike orcs they have full control over their tempers and violent side. Likewise, nature or works of beauty do not provoke their anger any more than it does in an average human.

Half-orcs share a special bond with the other half-breeds, especially half-hobgoblins, alongside whom they are often persecuted as beastly monsters. They generally do not get along well with the demi-humans due to their deep hatred of orcs. Elves and dwarves have a particular loathing for half orcs.

Half-Orc Lands: For obvious reasons, one generally finds half-orcs near lands dominated or frequently raided by orcs: Lake Jorakk, Shadesh Bay and southern Tarisato are prime examples. Particularly large tribes of orcs live in the Krond heights and Legasas. Thus, a few half-orcs live in small villages in Eldor, Cosdol and the land governed by P'Bapar. These half-orcs have split from both cultures to form their own societies in remote areas. They worship their own gods and (like most hermits) are extremely suspicious of strangers. The nearby human villagers treat them like any other ugly cousin: with the reluctant acceptance of hated family, but with no particular favor.

Religion: Most guruk-vra tend to be loners and revere "less sociable" gods. The Watcher is a common patron. Others admire power, believing that sufficient personal power will change their predicament and allow

TIPS:
A half-orc's free Talent represents a coping mechanism developed as a child. They are mutually exclusive thus a player must choose one and only one. The others can, of course, be purchased with Building Points but there is no discount.

A half-orc's native language is the dominant human language spoken in his place of origin.



Half-Orcs (*Guruk-Vra*) at a Glance

Ability adjustments

+2 Strength
-2 Intelligence
-3 Wisdom
+2 Constitution
-3 Looks
-3 Charisma

Half-Orc Pros

- low light vision
- One free purchase of the Listening skill
- Size medium for HP (i.e. 10 hp + CON + class roll)
- Gain Tough Hide as free talent plus additional free talent from following: *Fast Healer, Long Distance Running or Pain Tolerant*
- Free Hiking/Road Marching Proficiency
- Native Human Language

Half-Orc Cons

- Everyone hates them (in human and halfling societies, half-orcs suffer a –20% reaction roll penalty; in dwarven, elven and gnomish societies, they suffer a –40% reaction roll penalty)

Preferential talent access

May purchase the following Talents at 50% BP cost

- Poison Resistant
- Resolute
- Tough as Nails

Class Costs

⇨ Fighter: 20	⇨ Assassin: 25	⇨ Fighter/Thief: 25
⇨ Thief: 25	⇨ Barbarian: 35	⇨ Cleric: 35
⇨ Fighter/Mage: 50	⇨ Mage/Thief: 50	⇨ Ranger: 50
⇨ Mage: 75	⇨ Rogue: 75	

them to fit in somewhere. These half-orcs might follow the Powermaster, the Storm Lord or, most commonly, the Rotlord.

Language: Half-orcs speak the language of their hometown.

Advice on playing a half-orc: As a half-orc character, you need to brace yourself for mean-spirited comments about your looks, parentage and rung on the evolutionary ladder. You don't need to take that crap. You're a half-orc, man! Orcs only live to be forty or so, so live fast and hard. If someone picks on you, kick his teeth in. If he's tougher, wait 'til he's hurt, then kick his teeth in. If they outnumber you, wait and cut all their throats from ear to ear in their sleep. Once you realize the world has it out for you, you were dealt a losing hand and you've got nothing to lose, your play will greatly improve. Orcs are vicious. As a half-orc you should be selectively vicious.

Halflings

Halflings are humble folk, rustic to the core. They care little for lasting monuments, empires and the like (although they delight in stories about such things). The quiet life is enough for most halflings and those in disagreement are considered foolish and are generally shunned by all right-thinking folk. Halflings are as unconcerned with the opinions of the other races as they are fretful of the opinions of their nosy neighbors. A proper halfling will never be brash, nor gallivant around the countryside while their fields run fallow and their women-folk go unattended. If you are reading this and plan to make a halfling character, clearly you're a rebel in your community, likely to garner dirty looks from your hometown elders, relations and neighbors. That said, those that do fall to wanderlust or adventures tend to be good companions and genuinely care for their companions' welfare.

Optimistic and loyal by nature, halflings tend to have a never-surrender attitude, often pulling through in the darkest hour when bigger folk have long-since fallen to despair. They love stories and riddles almost as much as a good book but tend to be rather boring when relating tales of their own. They tend to mind-numbingly obsess over food and dither about it constantly, adding to their dull reputation. Smaller and weaker than the other sentient races, halflings know they stand little chance of victory in full-frontal assaults, so they tend to avoid conflict and remain out of sight, although becoming a tough little halfling fighter is not outside the realm of possibility..

Physiology: Humans and other big people often mistake halflings for other little folk such as dwarves and especially gnomes, but anyone with even passing familiarity can easily differentiate between halflings and the other little people as, aside from their height, they bear little resemblance to the other races. Halflings are a little taller than gnomes, at about 3 foot 6 inches to maybe 3 foot 9 inches, but they weigh considerably more, nearing 100 pounds or so. Despite their considerable girth, halflings are weak, carrying their weight more in their ample pot bellies than in musculature, although less sedentary halflings will be a bit trimmer and more physically fit. The greatest physical difference, though, is that halflings are clean-shaven, owing to the fact that very few can grow facial hair of any substantial amount, although some can manage sideburns. As far as facial features themselves, halflings look similar to humans; their mouths, noses and eyes bear similar proportional size and shape to those of humans. Halflings have tough, leathery feet, requiring no footwear, even in winter as the tops of their feet also have bushy, thick fur, even on the female of the species. Their hair and eye coloration ranges the gamut of human, although redheads are very rare, especially in males. Halflings have an average lifespan roughly the same as humans, perhaps a decade longer. The males stand a solid 2 inches taller than their feminine counterparts.

Despite their girth, halflings are quite nimble and, if they can be pried from their comfortable home-life, make excellent scouts and expert treasure-hunters. Able to sense danger and having better situational awareness better than most, halflings gain a one-die bonus to any initiative die. Additionally, Halflings excel in hiding, sneaking and the like, gaining a free mastery die roll in both of those areas. Further, when in natural surroundings such as meadows, fields and woodlands, halflings gain a +50% bonus to hiding and sneaking, a fact they often use to remain hidden when enemies or intimidating big folk come near. Coupled with their initiative advantage, halfings tend to stay in control of when encounters take place, remaining (or becoming) hidden when the danger seems too great or risky.

A halfling's diminutive stature brings both advantages and penalties. They are difficult to hit and thus gain a +4 bonus to defense. However, they have slower movement and decreased reach (-1 foot to the weapon type). Additionally, they are very weak compared to towering humans, suffering a -4 to their Strength score. They also receive fewer initial hit points.

That said, while they appear to be rustic simpletons, this assessment is short of the mark for halflings possess an inherent mental toughness belied by their appearance and mannerisms (+1 to Wisdom). Further, while diminutive in stature and sedentary in form, halflings are surprisingly tough physically, gaining a +1 to Constitution.

Relations: Among the sentient races, halflings clearly prefer the company of other halflings and tend to shy away from any other races. That said, halfling

communities are often situated near human communities, owing to similar agriculturally-driven habitats. This has clearly been the case, if not forever, than for as long as anyone can remember; most halfling customs, dress and even language mirror those of their human neighbors. Halfling preference for their own kind followed by human-kind is an obvious truism, still they sometimes consort with gnomes, dwarves and elves, although the alien-nature and looks of the latter race both intrigues and frightens them, whereas the former races simply annoy either due to their dour nature in the case of dwarves or their irritating and frivolous practical jokes in the case of gnomes.

Halfling Lands: These little people have no known formal kingdoms of their own, but rather halflings can be found on the outskirts of most human kingdoms, particularly where the foothills give way to the plains. Nestled there are cozy little halfling communities self-governed by elders, but surely ultimately under the rule of some human lord. Most major cities have a smattering of adventurous halflings, generally living in close proximity to one another, but a few have chosen complete integration into human society. Halflings do not live in the Netherdeep, as they cannot abide a lack of the warm, beautiful sun on their cheeks.

Religion: Halflings prefer to worship the Holy Mother above all, but the Raiser, the Bear and the Eye Opener also have followings. That said, halflings are not a very religious lot, preferring pragmatism and self-help to praying for divine aid.



Halflings at a Glance

Ability adjustments

-4 Strength
+1 Wisdom
+2 Dexterity
+1 Constitution

Halfling Pros

- One free purchase of the Hiding skill
- One free purchase of the Sneaking skill
- Harder to hit (+4 Defense bonus)
- Hiding in natural surroundings bonus (see sidebar)
- Initiative bonus (see sidebar)
- Native Human Language

Halfling Cons

- Poor reach (effective weapon reach is -1 foot)
- Due to their stature, halflings move at only half the rate of humans
- Size small with regard to HPs (i.e. 5 hp + CON + class roll)
- Size small for knock backs

Preferential talent access

May purchase the following Talents at 50% BP cost

- Crack Shot or Greased Lightning (only for Slings)

Class Costs

⇨ Thief: 20	⇨ Fighter/Thief: 30	⇨ Fighter: 35
⇨ Ranger: 35	⇨ Cleric: 45	⇨ Rogue: 45
⇨ Mage/Thief: 50	⇨ Fighter/Mage: 55	⇨ Assassin: 75
⇨ Mage: 75	⇨ Barbarian: n/a	

Language: Halflings do not have a language of their own; they speak whatever the local human dialect is, even if an elvish or gnomish community is nearby. Many halflings also learn to speak kobold, their most likely and common natural competitors.

Advice on playing a halfling: Okay, you're short, slow and have poor reach like a dwarf, but aren't stout and can get smacked from here to next week if you boldly charge into combat. To survive you need to play to your strengths. Let the foolish big people charge right in, while wise little guys like you sneak around the edges of the fight. In battle, all you are is a distraction to the enemy. The enemy looks at you and wonders what the heck a band of stalwart and bloodthirsty mercenaries is doing hanging around with their local grocer. Once you admit that to yourself, your play will greatly improve. You're small and hard to hit, they'll save you for last because they don't see a chubby little clerk as a threat. Translated for the slow players this means that if things go south, your party members will die first. That's your cue to run off and hide. If you wait until they all die, then you'll never get away. You can always come back and give your buddies a proper burial and plot revenge on the bad guys.

Should big folk pick on you, it's best to just laugh it off. Soon, such insults and attacks (be they verbal or physical) will get boring if you refuse to participate and the bullies will move on to other targets, like that pain-in-the-neck gnome over there. If the bully continues to bother you, you know how to take care of him. What you've got to do is cut the hamstring on the back of his leg right at the bottom. He'll never swing a weapon again, because as his weight displacement goes back, all his weight is on his right foot, and he'll push everything off to the right. He'll never come through on anything. He'll quit the game.

Humans

Humans are more populous than the demi-human or humanoid races. Their adaptability has allowed them to thrive in arctic conditions as well as tropical jungles and from high mountain peaks to seaside beachfronts. Their relatively high birth rate, natural curiosity and decent engineering capabilities have allowed humans to bounce back and thrive in the face of any adversity thrown their way. As such, the fringes of human kingdoms and empires tend to be where the other intelligent races, long-since pushed aside by human expansion, can be found. There they compete, endanger and benefit the human civilization, making these fringes a hotbed of activity (often unbeknownst to the humans dwelling nearby).

Religion: The majority of the humans on Tellene are polytheistic; that is, they believe in more than one god. A person may or may not worship multiple deities, but he will most certainly acknowledge their existence. Humans worship every conceivable deity, although, clearly not in equal numbers in all places.

Relations: Humans tend to get along with most civilized races, especially Halflings. They tend to dislike humanoids and often violently compete with them for resources and land. Humans dislike those that are different from themselves and prefer those most similar culturally and genetically (or that appear so even if a completely different species, e.g., halflings).

Human Lands: Mankind is the dominant race, controlling the vast majority of organized nations and large cities on Tellene.

Physiology: Humans have several sub-races (or phenotypes) each with slightly differing physiology. While even subtle differences are immediately obvious to fellow humans, they are often shocked to learn that other species from dwarf to orc can barely tell them apart. Physical characteristics common to each subrace are detailed below under 'Subraces'.

Language: Human characters generally speak their native human tongue, of which there are six family trees.

Subraces

Brandobians: The stereotypical ancient Brandobian had brown hair, brown eyes and fair skin. Today, their hair ranges from sandy blonde to nearly black, and their skin is fair to medium in tone. Their eyes are still largely the same, ranging only from brown to black. They tend to be shorter and slighter than the other human races.

Brandobians today have the least contact with other races (colonies excepted) and have several cultural curiosities not found in other lands. They are not affectionate people in public and generally prefer to keep contact with others to a minimum. Brandobians bury their dead face down or cut off a foot to prevent the departed from rising as undead.

The Brandobian language is used in their lands and colonies, including Miclenon, and many former colonies such as Alnarma, Vrandol and along the Elos coast (Prompeldians now use Kalamaran). The colonies like to accent the language with their own spellings, pronunciations and words, but continental Brandobians resist changing the language in any way. A few demihumans in the Young Kingdoms still understand some Brandobian, but they do not often speak it; after all, over 500 years has passed since the establishment of Eastern Brandobia. Despite the passage of time, there are still a few villages in the Young Kingdoms, especially north of P'Bapar, that speak a dialect of Brandobian because they were bypassed or for some reason never occupied by the Kalamarans.

Dejy: The Dejy are the most varied of the human races. Their division into tribes as small as a single village or the size of Bet Kalamar gave rise to diversity of appearance, tongue and culture. They do share certain physical traits, but only to a degree. They tend to have dry black hair, deep brown eyes and yellow skin. Within those guidelines, they vary greatly in appearance. The Chors, for example, are short and squat, grow their hair long, and titter quietly when they laugh. By contrast, the Defohy, currently embroiled in bitter conflict in their home in Ek'Gakel, are tall and narrow of face, with high foreheads and long limbs.

Some Dejy clans have strong traditions that have retarded their technological innovation. The social dominance of their clerics, the prevalence of certain tenets of the Conventicle of the Great Tree (even among those tribes that do not follow the Bear), their nomadic tendencies and centuries of tradition have prevented many tribes from matching the technological advances of other human cultures. Highly skilled flintworkers, powerful clerics and tough barbarian warriors have kept many Dejy tribes from being overwhelmed by their enemies. Tribes of Dejy with little outside contact still live largely frozen in time, pockets of the stone age of Tellene's past. Yet other clans have evolved into modern nations such as the great Theocracy of Slen and its warring neighbors Shynabyth and Thybaj.

The Dejy have a long history of spoken language, and each tribe has its own tongue. Scholars might identify patterns or families of these languages, but the Dejy see little point in it. None of the tribes has any written language. The Dejy generally speak their own language among themselves and only those that must deal with outsiders learn to speak another language. With respect to the nomads and tribesmen, when they learn to speak another language, they still see no point in learning to read it. In the various nations and cities descended from Dejy, they have adopted a nearby human or demihuman language for recording history or transactions.

Fhokki: Most Fhokki have blonde hair, pale skin, and blue eyes. Due to sharing land with the Dejy for untold generations, brown eyes and slightly darker skin are now common as well and blonde is no longer the only hair color. Those who dwelled in O'Par or Dodera before the Kalamarans drove them out might show some red hair; a reminder of their oppressors. Fhokki tend to be the tallest of the human races, and in areas of pure Fhokki, a man under 6½ feet tall is rare. Men consider beards a mark of adulthood and only the very old or certain priests may shave theirs without inviting ridicule.

Fhokki are a vibrant people. They love to laugh, they love to love and they love to fight. When this aggressive personality is matched to a large frame, the effect shocks the peace-loving



Humans at a Glance

Ability adjustments
none

Human Pros
- Size medium for HP (i.e. 10 hp + Constitution + class roll)
- Native Language is regional human language prevelant in place of origin
- May purchase Language (Merchant's Tongue) at 50% cost

Human Cons
none

Class Costs

⇨ Assassin: 20	⇨ Barbarian: 20	⇨ Cleric: 20
⇨ Fighter: 20	⇨ Fighter/Mage: 20	⇨ Fighter/Thief: 20
⇨ Mage: 20	⇨ Mage/Thief: 20	⇨ Ranger: 20
⇨ Rogue: 20	⇨ Thief: 20	

Reanaarians or the cultured Brandobians. Fhokki prefer simple log homes large enough for their extended family. They prefer working with their hands and many Fhokki distrust mages and scholars. Fhokki burn their dead on great pyres with the possessions that best represented that person's life and desires.

The Fhokki language has seen little syntactic change from ancient days, despite its scribes having only adopted quill and paper within the last century. In days past, it was the custom of Fhokki loremasters to paint, chisel or carve onto stone or tree bark. Fhokki is spoken in the lands of Jorakk, along the banks of the Jorakk River and in Skarrna, although its runes appear across the Wild Lands, as far South as Dodera and even into the Young Kingdoms.

Kalamarans: The ancient Kalamarans had red hair with occasional browns and blondes. Their skin was olive in color and their eyes were blue, hazel or gray. Today, however, because the mighty Kalamaran Empire touched all human races, the diversity among them is great. Every combination of hair and eye coloration, skin tone and build can be found among the Kalamaran populace. Only the nobility, who marry chiefly among themselves, retain the classic red hair with any frequency. Their size varies greatly, with the tallest people in the north and the shortest to the west.

The Kalamaran language is spoken throughout Kalamar and the remaining elements of the former Empire. It is the native tongue of the inhabitants of the Young Kingdoms, even those who might be of Brandobian lineage or otherwise. Because of the many other peoples conquered and assimilated by the Kalamarans and the great size of the former empire, the dialects are many and varied. Natives of different regions have difficulty understanding each other's speech, although at this point in time, their written words are still nearly identical.

Reanaarians: Reanaarians have brown hair and eyes and their skin ranges from olive to darker tan. Hair spans the full range short of black–from blonde to red to brown, with medium brown being most common. The people are often shorter than Kalamarans (and much shorter than their Fhokki neighbors to the north), but their frames are strong, unlike the slender Brandobians.

Reanaarians prefer to live in villages and govern themselves; a network of hundreds of these villages covers the Bay where they live. The Reanaarians are fond of crafts and they work hard, but they also like to enjoy themselves. Because they respect many faiths and share their lands more closely with demihuman cultures, the Reanaarians have more holidays than any other people.

For the most part, Reanaarians speak their own language, although through trade it has lost much of its original character. Many folk speak at least a few words in another language because they associate with other peoples so often.

Svimohz: The Svimohz actually encompass nearly as many cultures as the widespread Dejy. Their skin is very dark brown when not actually black, and their hair is black as well. Their irises are sometimes gray, but few folk ever see anything but black and brown eyes – whether in each other or in the mirror. The average height of a Svimohz ranges from culture to culture, with the Zazahnii being generally shorter and the Meznams taller than the Ozhvins and Ahznoms.

Svimohzish culture is ancient and rich. The people are formal and have distinct social rules. Strangers are greeted warmly and guests are treated like royalty. Bargaining in the marketplace is hard, but both parties are respectful and polite. The tradition of a dowry is still alive and shows no sign of being abandoned soon. The Svimohz bury their dead in catacombs when possible and of all the human races, save perhaps certain Dejy clans, they are most prone to become obsessed with death or the preservation of their bodies.

The Svimohzish language is spoken across the island. Many native Svimohz speak no other human language. Svimohzish is recognized in major ports because of the importance of Zha-nehzmish as a trading partner. People in port cities often speak Kalamaran, Brandobian or Reanaarese. Among central Svimohzia, the hobgoblin language is widely understood because of the neighboring hobgoblin kingdom of Ul-Karg.

Advice on Playing a Human: If you cannot relate to the human experience, nothing I write here will aid your play. Perhaps you should try half-orc?

Racial Sizes

It is important to know your character's base size as this matters for purposes of determining what size weapons he may use (see *Weapons* in ***Chapter 12: Goods and Gear*** p. 206) and whether or not he is afforded an effective range bonus when targeted by ranged weapons (see *Target Size* in ***Chapter 13: Combat*** p. 221).

The following races are size M: Dwarves, Elves, Grel, Half-Elves, Half-Hobgoblins, Half-Orcs and Humans

The following races are size S: Gnomes, Gnome Titans and Halflings

RACIAL PREJUDICES AND INTERACTIONS

Prefer: Characters of this race favor companions of this other race as if they were kinsmen. Culturally they are in strong agreement on issues and prefer one-another's company. Additionally, the races tend to have similar moral and political bent, but obviously not necessarily on an individual by individual basis.

Like: Characters of this race generally enjoy the company of companions of this other race. Culturally they typically see eye-to-eye on most major issues and choose one-another's company above most other races (other than their own). Furthermore, the races tend to have similar moral and political bent, but obviously not necessarily on an individual by individual basis.

Tolerate: Characters of this race generally tolerate the company of companions of this other race. Culturally they have little in common and choose one-another's company only if circumstances dictate or there's no one else available to associate with. The races may or may not have a similar moral and political bent, or ones that differ along one axis, though obviously not necessarily on an individual by individual basis.

Dislike: Characters of this race generally dislike the company of companions of this other race. Culturally they generally do not agree on most major issues and would rather drink alone than number a member of this race as an associate. The races tend to disagree along moral and/or political lines, but obviously not necessarily on an individual by individual basis. These races tend to insult one another but don't necessarily break into open hostility.

Disdain: Characters of this race treat members of the other race with unreserved contempt. Culturally they see them as inferior, animals to be controlled or insects to be squashed under boot. There is no consideration whatsoever to moral or political similarities or differences as the disdained race is considered almost a non-being to be ignored or slaughtered at the whim of the 'superior' character.

Hate: Characters of this race detest this other race, preferring a painful wound over a conversation with members of this race. Culturally they disagree on all issues and never choose one-another's company. A deep-seated racial revulsion exists, likely from some past warfare with atrocities committed (or perceived) by one or both sides. These races likely have diametrically opposed moral and political traditions; while obviously not necessarily true on an individual by individual basis, often such characters don't wait to find out, preferring to thrust first and ponder over corpses later.

Fear: Characters of this race fear members of the other race. The presence of the other race causes panic and apprehension as past experience or racial lore indicates that such a race intends harm to the character. Such a character would prefer to flee rather than converse with such a race unless they have sufficient power or allies to decisively have the upper hand.

Pro-tip on choosing a race: Generally, you should not choose a race that other PCs hate or dislike as it will cause immediate discord and may even result in your carefully-devised shiny new PC being slain in the first few moments of his introduction. Elves and grel would certainly treat each other in such a fashion. You shouldn't have a party with races that hate each other any more than alignments that are diametrically opposed. If you do, expect the other players to try to slay your precious PC or, at a minimum, suffer honor hits for poor roleplaying at every level. Though it depends somewhat on how the characters are introduced, a player that brings an incompatible race into a party should expect to be killed, possibly, perhaps likely, on sight. At best, expect to be ditched at the next town. My advice here is to either develop your PCs together to ensure a decent level of civility or even compatibility or know what the party entails and restrict your choices accordingly. In most cases, you'll have more than enough variety from which to choose.

Treatment by NPCs in alien lands (such as human for non-human races): A half-hobgoblin, grel or half-orc PC, even in the most accepting area of human-centric lands, would be considered little more than a rabid animal. In such places, most every barkeep spits in their food, every town guard refuses their admittance, town ordinances require them to be chained/tethered outside the inn. Citizens shriek and move away quickly or throw rocks at them. Compatriot honor drops for treating them as an equal (but it's ok and expected to treat them as slaves and beat them publicly). In some areas, such as on Svimohzia or in the Young Kingdoms such PCs would be arrested and executed simply for existing. Just like an orc. If this sounds harsh to you and not worth the advantages of the race, please consider playing another race or do not be surprised to find horrible bigotry awaiting your poor PC.

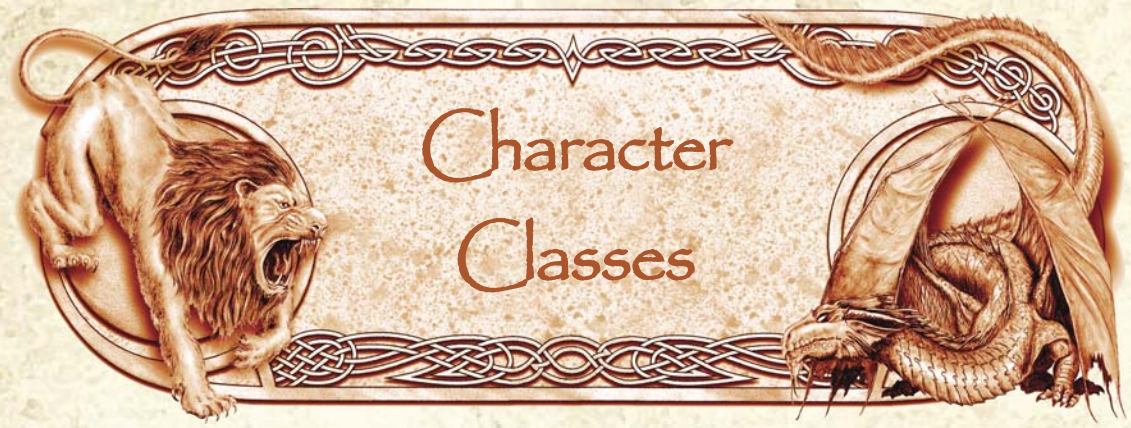
Racial Preference Table

race being judged

race doing judging	Dwarves	Elves	Gnomes	Gnome Titans	Grel	Half-Elves	Half-Hobgoblins	Half-Orcs	Halflings	Humans	*Pixie-Fairies*
Dwarves	Prefer	Dislike	Like	Like	Hate	Dislike	Hate	Hate	Like	Tolerate	Dislike
Elves	Tolerate	Prefer	Like	Dislike	Hate	Like	Dislike	Hate	Like	Tolerate	Like
Gnomes	Tolerate	Like	Prefer	Tolerate	Hate	Like	Dislike	Dislike	Like	Like	Tolerate
Gnome Titans	Tolerate	Tolerate	Like	Prefer	Hate	Tolerate	Hate	Hate	Tolerate	Tolerate	Dislike
Grel	Tolerate	Hate	Disdain	Disdain	Prefer	Hate	Tolerate	Tolerate	Disdain	Tolerate	Hate
Half-Elves	Tolerate	Prefer	Like	Dislike	Hate	Prefer	Dislike	Hate	Like	Prefer	Like
Half-Hobgoblins	Dislike	Dislike	Tolerate	Dislike	Dislike	Dislike	Prefer	Dislike	Dislike	Tolerate	Hate
Half-Orcs	Hate	Hate	Tolerate	Tolerate	Hate	Hate	Dislike	Prefer	Tolerate	Tolerate	Hate
Halflings	Like	Like	Like	Tolerate	Fear	Like	Dislike	Dislike	Prefer	Like	Tolerate
Humans	Tolerate	Tolerate	Tolerate	Tolerate	Dislike	Like	Dislike	Dislike	Like	Prefer	Tolerate
Pixie-Fairies	Dislike	Like	Tolerate	Dislike	Fear	Like	Fear	Fear	Tolerate	Tolerate	Prefer

Pixie-Fairies are an optional race. Details can be found in Appendix 1 (page 390).

Chapter Four



Character Classes

Fighter 39
Knight 41
Paladin 44
Ranger 46
Barbarian 48
Thief 51
Rogue 54
Assassin 57
Mage 59

Multi-Class Characters
Fighter/Mage 62
Fighter/Thief 63
Mage/Thief 65

Of all the choices you make in creating and fleshing out your HackMaster character, your choice of class is by far head and shoulders more important than the rest. Your class will dictate what type of character you will be, what powers your character will have and how he will interact with the world. He can be the quintessential warrior, taking on the world; the young mage, unlocking arcane secrets and attaining powers supernatural; the religious zealot, out to change the world to his way of thinking; or the clever thief, beating the odds in a cold, cruel world, living by guile and wits. This chapter details all of the Hackmaster classes, sub-classes and multi-class variants.

Your choice of class should reflect the type of character you'd like to play. You may want to guide your choice based on your ability scores. While all ability scores are important, some are more important to certain classes. For example, it is very difficult to play a clumsy thief or a dunce for a mage. While not impossible, and possibly even fun as a change of pace, such oxymorons are best left for very experienced players. Generally your best bet is to choose a class that compliments your rolled ability scores and your class. Note as well, that some races have an affinity for particular classes and that the opposite is also true. You can play a dwarven mage, but since the race has a low talent for magic, it is very difficult for such a character to begin a career. The cost of each class, purchased with your Building Point pool at character creation, reflects the racial tendencies of the various allowed race choices. This information can be found on the chart on page 17 (useful for planning racial choices) or under each particular class (useful for planning class choices based on race).

TIP: Rules and options for advancing your character are covered in ***Chapter 15: Experience and Training*** (page 265).

Weapon Specialization

HackMaster characters have the ability to hone their expertise in the use of a particular weapon or weapons. Known as *weapon specialization*, this process of specializing can add bonuses to your character to his attack, speed and in many cases, damage and defense rolls. We've detailed the process itself in ***Chapter 9: Proficiencies***. It is highlighted here since one of the fundamental traits of each class is that class' ability to improve martial skill through specialization. All characters (even mages) can improve their weapon prowess in this way, though certain classes clearly reign supreme. Please refer to page 143 for specifics.

TIP: Character survival in HackMaster is heavily dependent on Teamwork. An ideal group covers melee, spell use, healing and stealth - the four 'core' classes of Fighter, Mage, Cleric and Thief are ideally suited for these functions - subclasses may have more 'flair' but don't fit these roles as effectively, so a group lacking them may have to work harder to survive. Keep this in mind while creating your characters - and that your GM may have a specific style of campaign in mind favoring one of these over the rest.

TIP: When making your character, especially fighter classes, you might want to plan out your weapon specialization so you can reserve enough BPs to purchase your desired level of specialization in your weapon(s) of choice.

THE FIGHTER



Battle and combat are the meat and drink of the fighter class. Fighters hold the front line, wade into the opponent's ranks and violently take down the enemy, whether at range or toe-to-toe. To put it bluntly, no other character class can straight up lay a smack-down on enemies like the fighter.

Fighters can wield just about any weapon with some competence, even those they've never seen or used before (see *Weapon Specialization* below for details on the advantages this class gains). While other character classes can brandish various arms and even become proficient with them, nobody exceeds a fighter in their chosen weapons. Further, fighters may employ any armor type and may also avail themselves of shields of any size or shape. And believe me, both these proficiencies come in extra handy when faced with a couple of enraged ogres wielding oaken clubs the size of freakin' logs.

The fighter's principal attribute is Strength. Strength gives a fighter that extra damage bonus to make sure your foes go down and stay there when you land a hit. Dexterity helps with defense and attacks, while a solid Constitution helps keep a fighter alive in case things turn out worse than you'd hoped.

A fighter is unrestricted by ethics and morals; he can thus be aligned in any fashion: evil, good, neutrality, law or chaos. However, the concepts of honor and glory mean more to the typical fighter than to characters of other professions. Such notions drive the fighter to behave oddly in the eyes of those not accustomed to the Art of Hack.

The warrior tradition seems universal; it is not uncommon for great warriors to look across the battlefield and exchange bows of respect before dismembering one another. This may be because the fighter knows that death always lurks just around the bend. One bad fumble, one terrible miss or one ill-timed distraction could buy him the farm. That means fighters tend to live fast and hard. They don't have time for whiners, shirkers or those that don't share their love of a good fight. They live and die by force of arms and apologize to no one for doing so.

Fighters do carry a few drawbacks; they can't cast spells and typically don't have a wide array of skills. They can't use most scrolls nor many other enchanted items, heck, they often can't even read!

Advancement: Fighters increase their chance of landing a hit (Attack Bonus), improve how long it takes to attack (Speed) and reduce their chance of surprise (Initiative) as they gain experience.

Weapon Specialization: Fighters' specialization cost is only 5 Building Points regardless of weapon.

Proficiencies: Fighters receive the Shield proficiency and the Heavy Armor proficiencies for

Fighter advancement table

Level	*Hit Dice (d10)*	*Attack Bonus*	*Speed*	*Initiative*
1	1	0	0	0
2	1 + re-roll	+1	0	0
3	2	+1	0	0
4	2 + re-roll	+2	0	0
5	3	+2	-1	0
6	3 + re-roll	+3	-1	-1
7	4	+3	-1	-1
8	4 + re-roll	+4	-1	-1
9	5	+4	-2	-1
10	5 + re-roll	+5	-2	-1
11	6	+5	-2	-1
12	6 + re-roll	+6	-2	-2
13	7	+6	-2	-2
14	7 + re-roll	+7	-3	-2
15	8	+7	-3	-2
16	8 + re-roll	+8	-3	-2
17	9	+8	-3	-2
18	9 + re-roll	+9	-3	-2
19	10	+9	-3	-3
20	10 + re-roll	+10	-4	-3

Many of a Fighter's core strengths are not explicitly obvious and easily tabulated. Following are some things to consider:

Attack bonus: No other class can rival a Fighter when it comes putting fearsome opponents down with cold steel. This difference is not so clear cut at novice levels but, given experience, warriors leave all others behind.

Speed: Fighter classes (along with the Assassin) are the only ones that gain the ability to decrease their weapon speeds. Pure fighters, of course, gain these advantages more quickly. While others may emulate this advantage via Talents or specialization, those options are available to you as well and serve to further compound your skill at arms.

Initiative: Only thief classes surpass the fighter in reactivity. While those sneaks use this advantage to flee danger, it is yours to employ to get in the first and decisive blow.

free. With regard to weapons, they receive the Minimal Skill Weapon proficiency for free and may purchase any other weapon proficiency at half BP cost. They also gain the Hiking/Roadmarching, Laborer and Phalanx Fighting proficiencies at no cost (these later three comprising much of a grunt soldier's day).

Bonus Skills: Fighters receive their first purchase of the Appraisal (Armor and Weaponry) skill for free and may purchase additional rolls at half BP cost.

Future Aspirations: When a fighter attains high level (typically 21st, but varies with Fame and Honor), he may attract a group of soldiers. To do so, he will need to build a stronghold and clear the nearby lands of monsters and other dangerous inhabitants. Once successful, small groups of men-at-arms will have heard of the fighter's great feats and will come to gain fame, fortune, seek adventure and/or contribute to the fighter's cause, depending on his alignment. They will be loyal as long as they are well treated, successful and paid amply and on-time. Abusive treatment or a disastrous campaign may lead to grumbling, desertion and even mutiny. Your GM has more information about how to accomplish such a task, when and where it is appropriate and so-on. Suffice it to say, that it is a costly affair to build even a small keep, so start saving early and often while minding your Honor and Fame at all times.

TIP: The *Hiking/Roadmarching* proficiency has a prerequisite of 11 Constitution. If the character eligible for this free proficiency does not meet this requirement, he forfeits the proficiency.

He may not gain the proficiency for free later on should his Constitution score improve to 11. *(During his time as a soldier-in-training, he couldn't keep up and was shuffled off to potato peeling duty while his unit conducted road marches. Thus he never gained this proficiency.)*



THE KNIGHT

As a fighter subclass, knights are most similar to that class in their ability to destroy foes through force-of-arms. Knights are leaders of cavalry, excelling in mounted combat and weapons associated with the same. They also outclass other characters with their chosen knightly weapons. However, they also have certain weapon and armor restrictions, as well as many restrictions based on their code of conduct.

A Knight must not only have the strength and skills to face mortal danger in service of his liege or cause, but must do so while following the chivalric code imposed by his order. Each order has its own particular Code that enumerates the qualities to which all knights of the order must adhere. Honesty, valor and loyalty are qualities required of all knights, with honor being of particular importance.

Knights in Average Honor or higher are admired (or at least respected) in most areas and so rank, at a minimum, just under the lowest form of nobility (if not actual nobility). As such, they are accorded high regard from all others and it is within their right to demand it from those below their station (even by force if need be).

Class Requirements

Unlike other classes, characters do not begin play as a knight. Rather, knighthood is earned through proven loyalty and combat prowess in service of a lord.

To become a knight, a fighter character must:

- Be of strong body and stout heart (meet minimum physical requirements of 13 Strength, 11/51 Dexterity and 12 Constitution) as well as show above-average leadership qualities (minimum 11/76 Charisma) and at least rudimentary understanding (minimum 8/51 Wisdom).
- Prove his worth (achieve at least 5th level in the fighter class, entering the knight class as the character advances to 6th level. This makes him a 6th level knight at that time.)
- A character can choose to enter a knighthood at a higher fighter level than 5th. In this eventuality, the character becomes an equal level knight and advances from there (effectively losing one level - see *Delayed Entry to Knighthood* sidebar on following page).
- Have a certain mastery of horsemanship (attain at least Advanced mastery in Riding)
- Show some skill at discretion and a good degree of willpower (attain at least Average mastery in the Diplomacy, Recruiting and Resist Persuasion skills as well as gaining the Etiquette/Manners proficiency in the culture in which the Order of Knighthood is embedded).
- Join a knightly order in service of a lord or master with a cause. This can be a fatherland, religion, ideal or so on.
- Have no major physical flaws (such as missing limbs, major digits[1] and the like)
- Be not afraid (have no phobias)
- Be a man of honor (be in Average or higher Honor)
- Must be proficient with one knightly melee weapon, mounted weapon and lance

Knightly Weapons

Lance (required)

Melee weapon (one required): short sword, long sword, great sword, two-handed sword, mace, flail, military pick

Mounted weapon (one required): horseman's flail, horseman's mace, horseman's pick, sabre

Weapon Specialization: Knights specialization cost is only 4 BP for knightly weapons but 6 BP per level for weapons falling outside this category.

Talents and Proficiencies: Knights may purchase any Weapon Proficiency or combat-related Talent for or related to their knightly weapons at half BP cost (round up).

Skills: Knights receive an additional +3 points in the Diplomacy, Recruiting, Resist Persuasion and Riding skills at each level. A knight who follows a specific faith but does not have the appropriate Religion skill gains it for free; a Knight possessing this skilll gains a +3 to it

Knight advancement table

Level	*Hit Dice*	*Attack Bonus*	*Speed*	*Initiative*
1-5	*as Fighter*	*as Fighter*	*as Fighter*	*as Fighter*
6	3 + re-roll	+3	-1	-1
7	4	+3	-1	-1
8	4 + re-roll	+4	-1	-1
9	5	+4	-2	-1
10	5 + re-roll	+5	-2	-1
11	6	+5	-2	-1
12	6 + re-roll	+6	-2	-2
13	7	+6	-2	-2
14	7 + re-roll	+7	-3	-2
15	8	+7	-3	-2
16	8 + re-roll	+8	-3	-2
17	9	+8	-3	-2
18	9 + re-roll	+9	-3	-2
19	10	+9	-3	-3
20	10 + re-roll	+10	-4	-3

NOTE ON HIT DICE: Upon achieving Knighthood, Hit Dice (including the re-roll of the d10 gained at fifth level) are d12. In addition, the Knight receives a minimum value of 6 on his initial roll as well as the re-roll. This rule is not retroactive.

NOTE ON ATTACK & SPEED BONUSES: These modifiers apply to Knightly weapons ONLY. When employing other weapons, he is limited to the bonuses he attained as a fighter. The Knightly weapon bonus supercedes the fighter's bonus. Thus a 9th level Knight has a base +4 Attack bonus and -2 Speed with a long sword but only a +2 Attack bonus and -1 Speed when wielding a warhammer.

NOTE ON WEAPON SPECIALIZATION: The Knight's specialization cost builds upon previous specialization gained while a fighter. If a junior Knight already has +2 damage with long swords, increasing it to +3 cost 3x (or 12 BP). If he had +2 damage with a warhammer, increasing it to +3 costs 18 BP (or 3x the non-knightly weapons cost).

Knights' combat-related Talents: Knights may take the *Attack Bonus*, *Damage Bonus*, *Parry Bonus* and *Swiftblade* Talents at half BP cost provided they are for Knightly weapons.

Delayed Entry to Knighthood

A fighter may desire to take the Oath of Knighthood but be unable to qualify when he is ready to advance to sixth level. He may choose to advance to a sixth level fighter (presumably spending the building points gained when advancing to shore up his deficiencies). Assuming he has done so and now meets the class requirements, he may become a Knight when he advances to seventh level.

Achieving Knighthood in this manner is not without penalties. Although the character must pay all cost associated with training, he does not gain a level or any building points. Rather, he "cross-grades" into Knighthood becoming a sixth level Knight with 4850 experience points. He is also not permitted to re-roll the hit point die gained at fifth level because he did so when he became a sixth level fighter.

A marginal would-be knight can repeat this process. For example, a fighter still does not meet the minimum knight requirements after advancing to sixth level. He can continue to gain experience and hopefully meet the specifications upon advancing to a seventh level fighter. If he does, he may enter the knighthood when advancing to eighth level. After paying to advance, he becomes a seventh level knight with 6600 experience points. Since he rolled a d10 when advancing to a seventh level fighter, he forgoes the knight's d12. He also forgoes the BPs normally gained while advancing.

Once a fighter achieves tenth level, he is barred from acceptance into a knightly order.

upon entering the Knighthood; regardless the character gains this +3 again each time he levels up thereafter.

Special Restrictions

A knight may not employ ranged weapons against an honorable[1] foe, nor pole arms or other reach weapons as these may call his bravery into question (although some orders may serve a particular church that promotes use of such weapons but restricts others). Against ignoble or lesser opponents a knight may use a bow or crossbow (as well as pole arms and siege weapons) with impunity.

A knight may use no armor less than chainmail, but should wear at least platemail or suffer a loss of 2 points of Honor per level until platemail is obtained, since donning armor of less than platemail is below his station. A knight may never purposely attack an intelligent foe from the rear (vermin, beasts and the like are exempt) as this may also call his bravery into question.

Alignment: Since all knights serve an order, they must be lawful in alignment, but depending on the purpose of their order, may hail from any moral background whether of good, evil or neutrality. A knight must be of the same alignment as the religion he follows (if any).

Race: Humans may become knights with no additional expenditure of BP costs once the character gains the requisite fighter levels. Other races may never become Knights as Knightly Orders are strictly a human cultural phenomenon..

Honor Penalties: Knights suffer a 10% EP reduction in any EPs earned while their Honor is Average, a 50% EP reduction in any EPs earned while in Low Honor and no Experience Points if in the Dishonorable category. Knights immediately become normal fighters, expelled from their order (called before their liege-lord and publicly humiliated), if their Honor ever falls into Notoriety.

Special Benefits

Knights benefit from the social rank their status provides. Tangible manifestations of this are that the Knight is automatically accorded deference unless he takes explicit steps to call his actions into question.

Code of Chivalry

A typical Knights Code of Chivalry (in this case serving the Halls of the Valiant) is as follows:

- To obey the church's authority
- To serve the clergy in valor and faith
- To fight for the welfare of all
- To protect the weak and defenseless
- To live by honor and for glory
- To guard the honor of fellow knights
- To keep faith
- At all times to speak the truth
- To eschew unfairness, meanness and deceit
- To refrain from the wanton giving of offense
- To despise pecuniary reward
- To respect the honor of women
- To give succor to widows and orphans
- Never to refuse a challenge from an equal
- Never to turn the back upon a foe
- To persevere to the end in any enterprise begun

[1] *Consult your GameMaster as to which foes are considered honorable.*

Samples of deference include city guards going out of their way to be polite and helpful, shopkeepers attending to their needs in preference to other customers, innkeepers suddenly having superior accommodations become available and young children standing in awe.

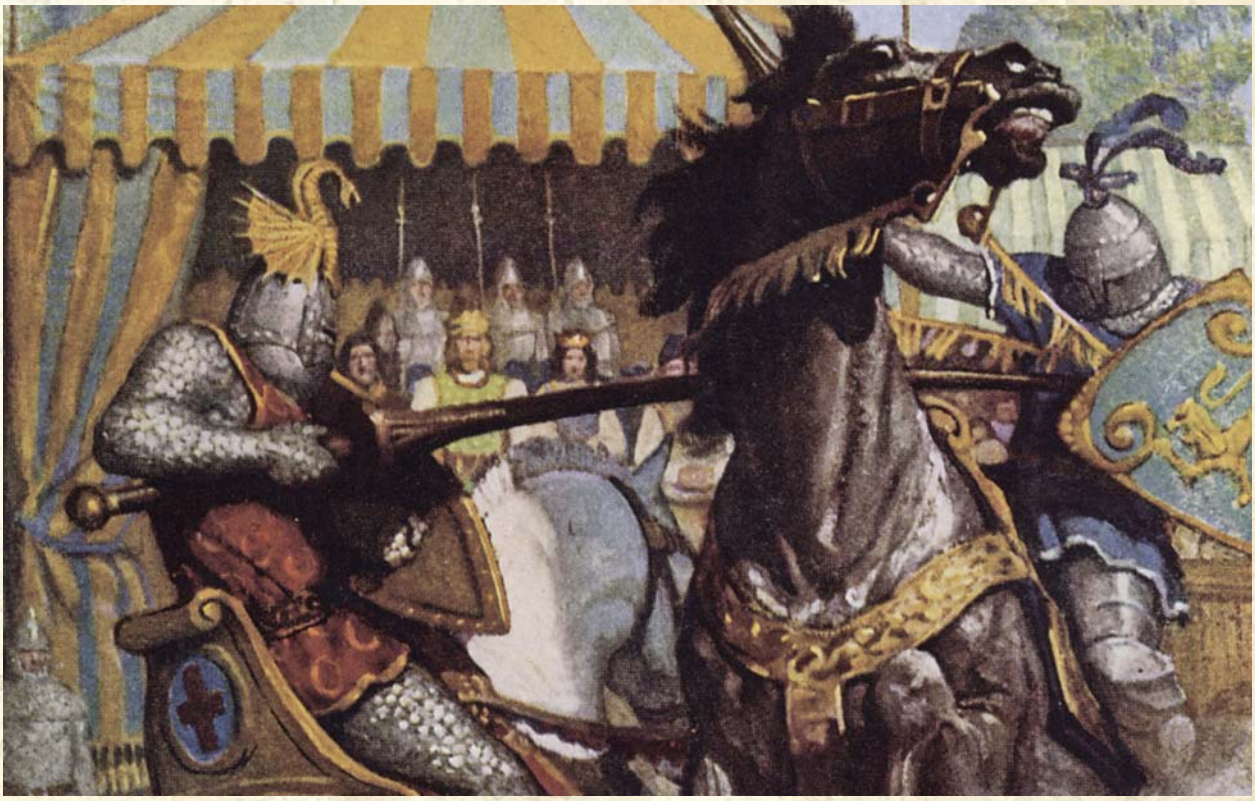
Ranking members of society (including gentry and often the bourgeois) may offer free accommodations to a knight. Good manners alone prescribe this behavior but it is also a mark of social distinction to host such an honored guest. This is a two-way street, however, for the knight is expected to be a gregarious participant in the revelries of his host and provide engaging tales of his exploits to an audience starved for entertainment. It would be churlish to impose on a host's generosity by treating his abode as a mere inn.

Hit Dice: A knight gains a d12 for hit point determination (as opposed to the d10 they used whilst a simple fighter). Upon achieving Knighthood at 6th level, the re-roll of the hit points gained as a 5th level fighter is made using a d12 (with a minimum result of 6).

Inspire Others: A knight's leadership ability allows him to inspire others to resist terror in the face of foes. Consequently, all allies within 10 feet of an active knight (i.e., not fallen, dead or asleep) gain a +4 bonus to all saving throws versus fear, fatigue and morale checks.

Chivalry Points: Heroic deeds are the meat and drink of knights. A knight always strives to pursue the main villain, engage the most fearsome beast on the battlefield, and so forth - and do so with conviction and in a valiant manner. A knight in Great Honor or higher receives Chivalry Points which may be spent to aid him at the key moment of a quest or mission. These points may be used to modify any of a knight's combat-related rolls (including attack, defense, damage, saving throws, pain checks, morale, fatigue and so on), but may only be used at an epic moment of the climax of an undertaking. A knight receives 10 Chivalry Points plus 1 point per level. Once Chivalry Points are expended, they are gone until the knight advances in level, at which time his Chivalry Points restore. Unused Chivalry Points do not carry over to the next level.

Future Aspirations: When a knight attains mid-level (typically 13th, but varies with Fame and Honor), he may attract a group of retainers and men-at-arms. To do so, he need only continue to serve his lord faithfully and honorably, showing no (unforgiven) transgressions to his code. Unlike those attracted by most other classes, these retainers arrive fully equipped with arms and possibly even mounts. Once a knight reaches high enough standing in his order (generally 21st level, but as usual varies with Fame and Honor), he will be ordered to construct a castle or other fortress at some strategically important locale in order to defend it against all enemies of the cause. Such a place is always under constant threat of attack. If the knight can successfully build an appropriate structure, he will attract a body of followers to help him defend and clear the area of dangers in the name of his order. Once staid, he can claim the land in his name and earn a place in the nobility (if not already noble-born). Your GM has more information about how to accomplish such a task, when and where it is appropriate and so-on.



THE PALADIN

The ultimate holy warrior, a paladin is a specialized knight subclass, dedicated to a particular lawful good deity. A paladin must always follow a true and just path in unwavering service to the chivalric code imposed by his order. Each order has its own particular code that enumerates the virtues to which all paladins of the order must adhere. Honor, honesty, valor and loyalty are qualities required of all paladins.

Class Requirements

A character may never begin play as a paladin. Rather, the status of paladin is bestowed upon the purest in body, heart, mind and spirit, and the most faithful servants of a religious knightly order and church.

To become a paladin, a knight character must:

- Continue to be of strong body and stout heart (meet the knight's Str, Dex and Con requirements;
- Have high leadership qualities (minimum Cha 17/01) and show distinct insight and understanding (minimum Wis 13/01);
- Prove great worth (achieve at least 10th level in knight, entering the class as the character advances to 11th level (making him an 11th level paladin at that time).
- Paladin status may be bestowed upon a knight after 11th level. In such a case, the character becomes an equal level paladin and advances from there (effectively losing one level).
- Maintain his mastery of knightly skills (per the knight's minimum skill requirements)
- Have studied his faith and be nearly unshakeable in his convictions (attain at least Advanced mastery in the Religion and Resist Persuasion skills)
- Have served and continue to serve a knightly order in service of a specific LG religious order
- Be of sound mind and body (have no quirks, flaws or disfiguring scars)
- Be a man of high honor (have Great or Legendary Honor)

Paladins' combat-related Talents: Paladins may take the *Attack Bonus*, *Damage Bonus*, *Parry Bonus* and *Swiftblade* Talents at half BP cost provided they are either for Paladin weapons or their deity's preferred weapon.

NOTE ON HIT DICE: Paladins use a d12 for Hit Points and receive a minimum value of 6 on their initial roll as well as the re-roll.

NOTE ON ATTACK & SPEED BONUSES: These modifiers apply to Knightly weapons or the weapon of their deity ONLY. When employing other weapons, they are limited to the bonuses attained as a fighter.

Paladin Weapons

Lance (required)

Melee weapon (one required): short sword, long sword, great sword, two-handed sword, mace, flail, military pick

Mounted weapon (one required): horseman's flail, horseman's mace, horseman's pick, sabre

Religious weapon (required): The paladin must become proficient in his deity's preferred weapon.

Weapon Specialization: Paladins specialize as fighters but spend 4 BP times the new bonus level for knightly or paladin weapons, or 6 BP per level for weapons falling outside this category. The paladin may not be specialized in any weapon to a greater extent than he specializes in his deity's preferred weapon[1].

Talents and Proficiencies

Paladins may purchase any Weapon Proficiency or combat-related Talent for or related to knightly or paladin weapons at half BP cost (rounded up).

Bonus Skills

Paladins receive an additional +3 points in the Diplomacy, Recruiting, Resist Persuasion and Riding skills skills as well an additional +3 points in their faith's Religion skill when advancing in level.

Special Restrictions

Alignment: All paladins must be Lawful Good. If a paladin willingly performs an evil or chaotic act, he loses 1 point of Honor per level.

Race: Only humans are accepted as paladins.

Honor Penalties: Paladins suffer a 10% EP reduction in any EPs earned while their Honor is in Great Honor, a 50% EP reduction in any EPs earned while their Honor is in Average Honor, no EPs if their Honor is in the Low Honor category, and immediately become

Paladin advancement table

Level	*Hit Dice*	*Attack Bonus*	*Speed*	*Initiative*	*Spells*[2]
1-5	*as Fighter*	*as Fighter*	*as Fighter*	*as Fighter*	
6-10	*as Knight*	*as Knight*	*as Knight*	*as Knight*	
11	6	+5	-2	-1	
12	6 + re-roll	+6	-2	-2	
13	7	+6	-2	-2	
14	7 + re-roll	+7	-3	-2	
15	8	+7	-3	-2	
16	8 + re-roll	+8	-3	-2	
17	9	+8	-3	-2	
18	9 + re-roll	+9	-3	-2	1st level Cleric
19	10	+9	-3	-3	2nd level Cleric
20	10 + re-roll	+10	-4	-3	3rd level Cleric

[1] *If this is not the case upon becoming a Paladin, no further specialization in weapons other than his deity's preferred one may be gained until this imbalance is corrected.*

[2] *Paladins use the same spell list as a cleric of their deity.*

normal knights if they ever fall into the Dishonorable category.

Tithes: Each month a paladin must donate 10% or more of his total monthly income to his church. Failure to do so at the first physically available opportunity results in the loss of 1 points of Honor per level.

Evil Clerics: Evil divine icons can force paladins to recoil with revulsion. Evil clerics can even turn paladins as they command undead, although the paladin's Will Factor is equal to his level plus Charisma based Turning Modifier .

Code of Chivalry and Vows of Knighthood: Paladins must continue to follow their knightly vows and the code of chivalry.



Special Benefits

As well as the benefits accorded to a knight, paladins also receive the following benefits.

Intimidate Evil: All paladins radiate an intangible holy aura. Consequently, evil creatures from the lower planes suffer a -2 penalty on attack rolls when within 10 feet of an active paladin (i.e., not fallen, dead or asleep). Other evil creatures within 10 feet suffer a -2 penalty not only to all attack rolls, but also to saving throws, fatigue checks and morale checks.

Lay Hands: A paladin may lay hands and heal himself or others for up to 1 Hit Point per level per day (i.e., a 15th level paladin may restore up to 15 HPs per day). These may be used at any time and for any amount not exceeding the maximum. If this power is used on an undead creature or creature from the lower planes, it damages the creature a like amount.

Disease : Their god specially blesses paladins to be immune to disease of any type. Further, a paladin has the power to cure diseases in others. This can be done once per week for every 10 levels the paladin has obtained. The healing requires a 30 minute prayer ceremony and proper concentration throughout.

Spells: At high levels, paladins receive divine spells as a cleric of his religious order (yet 17 levels lower than his current level). Paladins receive no bonus spells for high Wisdom. For example, an 18th level paladin casts spells as a 1st level cleric.

Turn Undead: Paladins turn undead as a cleric 10 levels lower than their current level (e.g., an 11th level paladin turns undead as a 1st level cleric of his faith).

Future Aspirations: When a paladin reaches high enough standing in his order (generally 21st level, varies with Fame and Honor), he will be ordered to construct a castle or other fortress at some strategically important locale in order to defend it against all enemies of the cause. Such a place is always under constant threat of attack from the forces of darkness or those that oppose his church and order. If the paladin can successfully build an appropriate structure, he will attract a body of followers to help him defend and clear the area of dangers in the name of his deity. Once settled, he can claim the land in his name and earn a place in the nobility (if not already noble-born). Your GM has more information about how to accomplish such a task, when and where it is appropriate and so-on.

THE RANGER

Rangers are a subclass of fighters that specializes in unconventional warfare. Rather than leading a phalanx of pikemen against an enemy arrayed for battle or conducting siege operations, the ranger's fieldcraft skills enable him to lead small independently operating teams that scout out foes, conduct raids and disrupt enemy command and control.

Like standard fighters, rangers are tough combatants that can handle the front line, wade into opponent's ranks and take down the enemy, whether at range or up close and personal. Though not quite as adept with weapons as a fighter, the ranger can more than hold his own when laying down some steel on foes, particularly from range and especially against giant-kin and humanoids.

Rangers can wield just about any weapon with some competence, even those they've never seen or used. While other character classes can brandish various arms and even excel at their use, due to extensive hunting experience, no class exceeds the ranger in skill with their chosen range weapons. Rangers are not quite as adept at melee as a standard fighter being slightly less effective in attacking, specializing and rate of attack. Further, like fighters, rangers may employ any armor type and may also avail themselves of shields of any size or shape, although most rangers prefer lighter armors and shields so they can fully employ their special skills that involve stealth.

Because of their nature and many of the advanced abilities gained at higher levels, the best rangers have high scores in several attributes. Without a high Strength a ranger can't wield a full array of weaponry without tiring, not to mention that the extra damage bonus helps make sure your foes go down - and stay down - when you hit them.

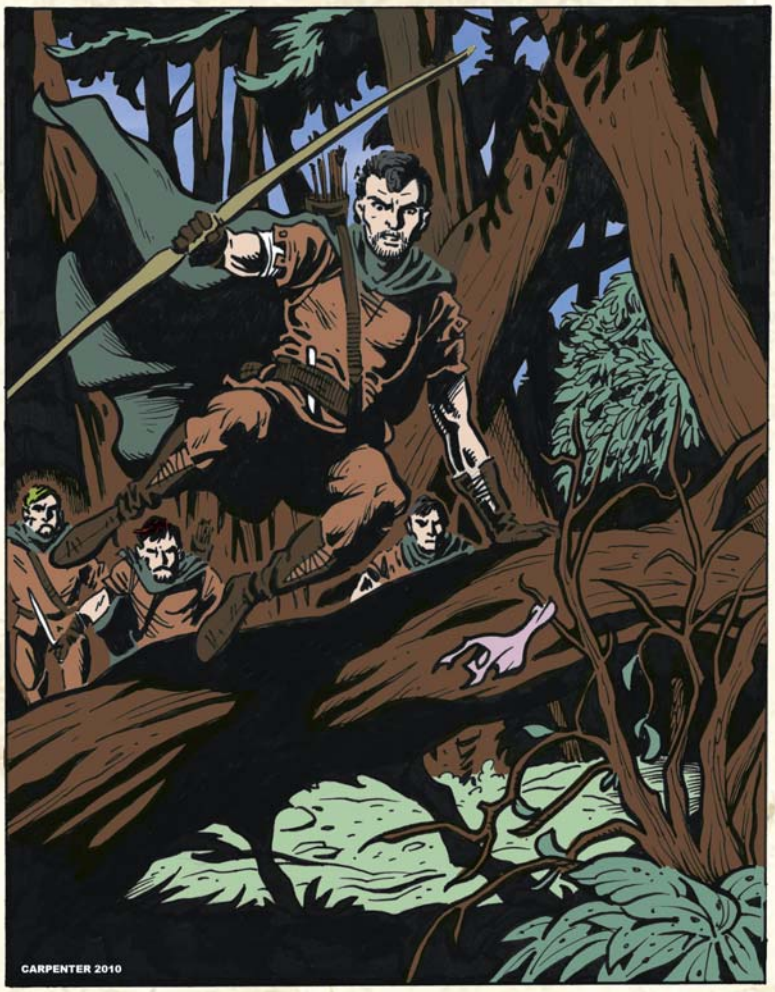
Dexterity also helps with defense and attacks and a solid Constitution will help keep a ranger alive in case things go worse than you'd hoped or you ate some bad berries.

A ranger character also needs a decent Intelligence in order to unlock the secrets of employing arcane magic items at higher levels, but this is not a requirement.

Rangers are good by their very nature; they may align themselves with law, neutrality or chaos, but the ranger must always be good. It is often mistakenly assumed that a ranger is nothing more than a fighter adapted to irregular warfare. This is hardly the case. A ranger's principal motivation is the welfare of the civilization of which he is a part. His special skill set permits him to operate far forward of conventional defenses gaining intelligence on mankind's enemies and disrupting their plans before they can make a concerted raid and slay the innocents sleeping soundly in village, thorp and town. While grel warriors may fairly emulate his skill at fieldcraft, they cannot become rangers because their principal interest is in disrupting civilization.

Ranger advancement table

Level	*Hit DIce (d8)*	*Attack Bonus*	*Speed (melee)*	*Speed (ranged)*	*Initiative*	*Initiative Die*
1	1	0	0	0	0	one better
2	2	0	0	0	0	one better
3	3	+1	0	0	0	one better
4	3 + re-roll	+1	0	-1	-1	one better
5	4	+2	0	-1	-1	one better
6	4 + re-roll	+2	0	-1	-1	one better
7	5	+3	-1	-1	-1	one better
8	5 + re-roll	+3	-1	-1	-1	two better
9	6	+4	-1	-1	-1	two better
10	6 + re-roll	+4	-1	-2	-2	two better
11	7	+5	-2	-2	-2	two better
12	7 + re-roll	+5	-2	-2	-2	two better
13	8	+6	-2	-3	-2	two better
14	8 + re-roll	+6	-2	-3	-2	two better
15	9	+7	-2	-3	-2	three better
16	9 + re-roll	+7	-3	-3	-2	three better
17	10	+8	-3	-3	-3	three better
18	10 + re-roll	+8	-3	-3	-3	three better
19	11	+9	-3	-4	-3	three better
20	11 + re-roll	+9	-3	-4	-3	three better



Humanoids, Grel, Grevans and the various giant-kin, being the most common and numerous of humanity's foes, are special enemies of the ranger. All rangers have spent considerable time battling these foes and learning to hit them where most effective, thus their training allows them to defeat such creatures more effectively.

Rangers are surprised less often than other characters. Further, the hardiness gained from their outdoors lifestyle allows them more sturdiness at lower levels than any class (as expressed by an extra Hit Die at second level) as well as higher Fatigue Factors, especially so when in light armor.

The lack of emphasis on martial combat takes its toll later in a ranger's career as their hit die type is lower than a fighter's.

Other Bonuses

Rangers improve their number of attacks (Speed bonus), reduce their chance of surprise (Initiative bonus) and increase their chance of landing a hit (Attack bonus) as they gain experience and levels. Further, on a successful hit, rangers gain a bonus of +1 to damage for every two full experience levels attained (round down) against giant-kin and humanoid foes (kobolds, goblins, grel, grevans, orcs, hobgoblins, gnoles, bugbears, ogres, trolls and giants of all types).

Initiative Bonus: Rangers are also difficult to surprise, and as they gain experience, this ability improves even further. This is reflected by a decrease in the die type a ranger uses for initiative. The number shown in the "Initiative Die" column indicates the decrease in appropriate die type. The Initiative Die type cannot be improved beyond d3.

Fatigue Bonus: Due to their special training, rangers are acclimated to the rigors of combat far more so than other classes. Accordingly, a ranger's gains a Fatigue Factor modifier superior to that of regular fighter types. In light armor, their Fatigue Factor modifier is -4 and in medium armor it is -3. However, this advantage is forfeited if they choose to wear heavy armor (in which case they are no better than any non-fighter class).

Weapon Specialization: Rangers can specialize in weapons by spending 6 BPs to improve in the four key areas of attack, defense, damage and speed. Moreover, since rangers spend much of their formative years hunting, specializing with the following weapons costs only 4 BPs: short bow, long bow, javelin, throwing axe and throwing knife.

Proficiencies: Rangers receive the Shield and the Light Armor proficiencies for free. With regard to weapons, they may purchase any weapon proficiency at half BP cost. They also gain the Hiking/Roadmarching proficiency at no cost.

Skills: Naturally, one of the ranger's core competencies is tracking. Accordingly, at first level the ranger gains the Tracking skill at no cost. Thereafter, he gains one free roll of the appropriate mastery die every level.

Rangers also receive their first purchase of the following skills at no cost (1st level only): Botany, Fire-Building, First Aid, Hunting, Observation, Sneaking and Survival. They gain +3 mastery in First Aid upon advancing.

Rangers can choose from the following skills at half their standard BP cost: Animal Empathy, Animal Mimicry, Botany, Climbing, Disguise, Fire-Building, First Aid, Hiding, Hunting, Listening, Observation, Rope Use, Sneaking, Survival, Swimming and Tracking.

At fifteenth level, Rangers gain the Supernatural Affinity Talent and a free purchase of the Arcane Lore skill. Every level thereafter they gain +2 mastery in Arcane Lore.

Future Aspirations: When a ranger attains high level (typically 21st, but varies with Fame and Honor), he may attract a small group of loyal followers. These followers can come from a variety of places and may even be animals or strange wilderness allies. Each arrives separately over a period of weeks, their common bond only the ranger himself. They will remain very loyal to the ranger and help him as long as he treats them well. Your GM has more information on this topic and will inform you at the appropriate time.

Note: Rangers may not hire mercenaries, aides, servants, men-at-arms or even attract henchman until they attain at least 15th level. Neither can they begin to train a protégé until at least 10th level.

THE BARBARIAN

Raised in a harsh, demanding and primitive environment, barbarians are physically sturdier than comparable individuals maturing in civilized lands. Should they opt to leave their clan to experience realms beyond their ancestral homelands, they carry the wisdom of their tribe out with them into the world at large. By definition, isolated - or nearly so - from civilization in general, each barbarian society produces warriors unique to its customs and culture. Accordingly, barbarian starting abilities and skills reflect their unique heritage.

TIP: A Barbarian's initial hit points are determined by their size (as listed in ***Chapter 3: Character Races***), a 5 hp bonus due to inherent toughness, their Constitution score plus the roll of a d12.

Like standard fighters, barbarians are exemplary front-line combatants that can wade into an opponent's ranks and take down the enemy or, if the situation demands, strike from afar with a plethora of ranged instruments of death. While lacking the formal training and discipline instrumental to a fighter's skill at arms, what the barbarian lacks in finesse he more than compensates with toughness, aggression and determination.

TIP: Dwarves already possess identical bonuses to their saving throws vs. Magic and Poison. ***Dwarven barbarians*** receive no additional bonus.

A barbarian's initial familiarity with weapons is limited to those commonly used by his tribe. This limitation is due solely to a lack of exposure to alternative implements of butchery. Indeed, the barbarian is capable of becoming fully proficient in any weapon he's had the pleasure of employing. They are quick to grasp the nuances of any new armament they encounter and thus may gain proficiency with said at half the normal cost (rounding up).

Despite their predilection for blades, the lack of formalized training during their upbringing coupled with a disposition not conducive to such meticulous instruction that proves a hindrance to a barbarian's weapon mastery. As such, they lag behind a similarly experienced fighter in skill and rate of attack. Specializing in a particular weapon's use also requires additional effort.

Barbarians are accustomed to wearing only light armor since their primitive tribes lack the technology requisite to fabricate more advanced, heavier armors. This is a transient restriction though for they are fully capable of mastering the use of any armor provided they have access to such superior equipment and receive training in its usage. Nevertheless, many barbarians prefer lighter armor so they may fully employ their many special skills that involve stealth, movement and so forth.

Within tribal cultures, only those deemed physically fit are trained as warriors. This winnowing out of weaklings and the infirm ensures that all barbarians possess better than average Strength and Constitution. The challenging process of attaining the right of manhood builds upon these natural abilities and imbues the barbarian with greater physical stamina and toughness. With heightened reaction time, a greater ability to sustain injuries and formidable resistance to fatigue, toxins and magic, even the lowliest barbarian is a formidable adversary.

Barbarians are by their very nature chaotic; they may align themselves with good, neutrality or evil, but the barbarian must always be chaotic.

Barbarian advancement table

Level	Hit Dice (d12)	Attack Bonus	Speed	Initiative	Initiative Die
1	1	0	0	0	standard
2	1 + re-roll	0	0	0	standard
3	2	+1	0	0	standard
4	2 + re-roll	+1	0	-1	one better
5	3	+2	0	-1	one better
6	3 + re-roll	+2	0	-1	one better
7	4	+2	-1	-1	one better
8	4 + re-roll	+3	-1	-2	two better
9	5	+3	-1	-2	two better
10	5 + re-roll	+3	-1	-2	two better
11	6	+4	-1	-2	two better
12	6 + re-roll	+4	-1	-2	two better
13	7	+4	-1	-2	two better
14	7 + re-roll	+5	-2	-3	three better
15	8	+5	-2	-3	three better
16	8 + re-roll	+5	-2	-3	three better
17	9	+6	-2	-3	three better
18	9 + re-roll	+6	-2	-3	three better
19	10	+6	-2	-3	three better
20	10 + re-roll	+7	-2	-3	three better

Barbarian Specialization Costs

Bonus Gained	BP Cost
+1	5 (20 for all)
+2	13 (52 for all)
+3	24 (96 for all)
+4	38 (152 for all)
+5	55 (220 for all)

Basic Barbarian Attributes

Barbarians may be found amongst various indigenous tribal groups throughout Tellene from the steaming Vohven Jungle to the frigid Jorakk Mountains. Many of these tribes, particularly those native to inaccessible jungles, deserts and mountains have little contact with the

outside world and thus few such barbarians ever venture forth into the civilized lands of Tellene. The Fhokki tribes of the far north are a notable exception in that their proximity to the Kalamaran Empire has engendered a tenuous economic relationship with the settled agrarian cultures to the south. Though the clans are staunchly protective of their native beliefs and ways, a fair number of these people emigrate to neighboring lands whether involuntarily as slaves or by choice as raiders or mercenaries. Indeed, barbaric Skarrn or Torakki warriors are highly prized by all with the means to buy their loyalty and thus the presence of a tall blonde soldier of fortune acting as a bodyguard is not an altogether uncommon sight (nor would one be surprised to see a Fhokki veteran in Kalamar's infamous gladiatorial pits).

As the most likely barbaric type encounterd, the balance of the class description presumes a Player Character Barbarian comes from this background.

To begin play as a barbarian, a character must have a minimum of 12/01 Strength and 12/01 Constitution. Lesser specimens never make it past adolescence in their tribe, having perished in the coming of age ceremony or relegated to scullery or similar work and not trained in the art of war.

Barbarians are extremely hearty combatants, boasting a larger hit die (d12) than most other classes and gaining 5 extra hit points. Further, they receive a +1 saving throw bonus versus poison and magic for every 3 full points of Constitution.

These warriors begin play with a wide assortment of weapon proficiencies: battle axe, broadsword, hand axe, knife (both melee and thrown), spear, short bow and throwing axe. They may subsequently purchase additional weapon proficiencies at half cost. Further, barbarians suffer only half of the non-proficiency penalties for using a weapon for which they have not yet gained proficiency (rounded down, zero possible). They also begin with light armor and shield proficiencies but must purchase said for medium and heavy armor should they wish to utilize these encumbering defenses.

Barbarians may specialize in any weapon. However, their temperament makes this an increasingly difficult skill to master as they are far too impatient to focus on the increasingly subtle techniques necessary to achieve great mastery with a blade.

Despite their affinity for arms, barbarians lack a fighter's discipline and thus learn the art of combat more slowly. While initially of comparable overall skill, with increasing experience the fighter is better able to absorb the lessons of battle and so gains attack and speed bonuses more quickly.

Innate Skills

Barbarians are, naturally enough, adept at wilderness survival. However, these skills were developed in their home environment and thus are not transferrable wholesale to just any locale. To represent this, the bar-

TIP:
The Barbarian's penalty to social and academia skills is additive with modifiers from relevant ability scores. Relevant skills are *Acting, Administration, Astrology, Cartography, Diplomacy, Fast Talking, Forgery, Geology, History (ancient), Law, Mathematics, Mining, Monster Lore, Pottery, Riddling, Salesmanship, Skilled Liar, and Survival (urban)*. Barbarians may never gain mastery in *Arcane Lore* or *Divine Lore*.



barian receives one purchase of the Survival skill with a +50% mastery level bonus when in his homeland.

The barbarian begins play with several other skills in which he was trained as a youth (receiving one purchase of each). These include Animal Training (dogs), Boating, Climbing/Rappelling, Hunting and Swimming. Further advancement in these skills can be gained at half of the standard BP costs.

They also gain the Long Distance Running, Stout and Physical Conditioning Talents for free (though the latter is forfeit if clad in medium or heavy armor) as well as the Hiking/Road Marching, Light Armor and Shield proficiencies.

While barbarians are not restricted from any skill choices save First Aid (this being woman's work and no male would deign to practice these arts), formalized book learning is an anathema. Any skill purchases of Literacy are doubly expensive and they suffer a -2 penalty to the mastery die for any social or academia skills purchased. Additionally, the Polyglot Talent and Bilingual proficiency is doubly expensive.

When a barbarian battles natural animals indigenous to his homeland (such as bears, great cats or wolves [including giant versions] but excluding fantastic creatures such as Owlbeasts) while wearing light or no armor, the barbarian may deduct one point of Damage Reduction from the animal for each experience level the barbarian possesses. Barbarians also receive a +2 bonus to damage when engaging in unarmed combat regardless of their foe.

A barbarian's Strength is also considered two points higher when calculating jumping distance (see the *Jumping* skill on page 177).

When advancing, a barbarian may never engage in formal training; they must self-train or work under direct tutelage of a one-on-one mentor.

Magic Phobias: Barbarians are a superstitious lot and fear magic (it being a cultural taboo). They must make a morale check at a -2 level to morale the first time they encounter any fantastic creature [i.e. one that demonstrates any power that is unnatural to include, for example, the undead, those capable of wingless flight or any being able to utilize magical powers] or magic (friendly or otherwise). Failure means they run away to safety and hide cowering. Should they witness the vulnerability of the creature, whether by viewing its remains or seeing adventuring companions live to tell the tale of the foe's destruction, they gradually gain confidence that their mortal powers can be effective against such a supernatural foe. Encountering the specific creature a second time requires only a morale check at a -1 level while observing two instances of the beast slain by mortals removes any doubt in the barbarian's mind that he can indeed harm the fiend with steel (and thus need not make a morale check).

All barbarians are distrustful of mages even those they know well and consider non-belligerents. They will be ever wary presuming that past friendly behavior is only a ruse to gain the barbarian's trust so as to make him more vulnerable to the nefarious manhood stealing magic that he will eventually attempt to employ. Accordingly, they will never allow a mage to cast magic upon them (even for beneficial purposes) and will seek vengeance if they become aware of surreptitious dweomers being laid upon them.

Barbarians are less superstitious of clerical magic – to a point. They are all highly religious and must begin play as an anointed follower of a deity. Spells cast by a priest of their deity are permissible as are those of priests allied with his god. Spells cast by a priest of another religion are worse than mage spells – under no circumstance will a barbarian permit a 'false' priest to touch him as they've all been taught from childhood that any other religion is evil (barring allied religions that are merely misguided but benign) and adherents of which will steal their soul.

Future Aspirations: When a barbarian attains high level (typically 21st, but varies with Fame and Honor), he may attract a band of other barbarians. To do so, he can take one of two routes. His first option is to build a freehold or small fortress typical of his culture and clear the nearby lands of monsters and other dangerous inhabitants. Once successful, small groups of tribesman will have heard of the barbarian's great feats and will come to gain fame, fortune, seek adventure and/or contribute to his cause, depending on alignment. They will be loyal as long as they are well treated, successful and paid amply and on-time. Abusive treatment or a disastrous campaign may lead to grumbling, desertion and even mutiny.

A barbarian's second option (typically done if he does not plan to settle in his homeland) is to visit his homeland and gather a massive gang of countrymen. This large warband must be gathered for one particular purpose such as destroying a common foe. Such a purpose must be attractive to the horde. Examples include a venture that promises an appealing location to loot and pillage, a way to fulfill a vendetta or some other undertaking that somehow appeals to the recruits. After the one-time event, the group will disband, so make it a good one filled with potential for Honor and Fame.

Your GM has more information about how to accomplish either task, when and where it is appropriate and so on. Suffice it to say, that it is a costly affair to build even a small barbarian community, so start saving early and often while minding your Honor and Fame at all times.

TIP:
Those objecting to the notion that a Barbarian would choose to run and hide from a fantastic creature ***should he fail a morale check*** simply fail to grasp the pervasiveness of this phobia in their society. They *truly believe* that such beings are immune to human weapons and cannot be defeated by mere mortals.

THE THIEF

The thief character is sadly misunderstood. Far too many players see him as a mere technician, accompanying a band of treasure-seekers in order to locate and disarm mechanical traps that might otherwise impede or injure the other characters. His generally low combat prowess (in comparison to professional fighting men) and low Hit Points often relegate him to a tertiary fighter or rear-rank missile hurler, hiding behind the ring of steel provided by the fighters and clerics.

Properly played, however, the thief is a highly intelligent character who rations his admittedly limited offensive power to employ it at the best time and to the greatest effect. While carpet-bombing may be an effective means of destroying a target, it is expensive and indiscriminate in its collateral effects, while an assassin's arrow may accomplish the same goal.

Unlike the fighter who is trained and equipped to bludgeon his way through the opposition, the thief fights his battles with stealth. His core capabilities offer him superior mobility, provide the means to avoid potential enemies and give him the ability to quickly react when push comes to shove.

Mobility is more than just moving fast (that's speed - at which the average thief has an advantage due to his light armor). It's the ability for reaching a desired location. While thief can easily climb walls to move to a higher or lower location, other characters can only accomplish this through burdensome ladders, or noisy and slow pitons. A thief can open locks for relatively quick and silent accesses to warded locations whereas others must resort to slow and noisy brute force and may fail to gain entrance at all.

Stealth affords the thief with opportunities to avoid unnecessary encounters keeping him from his goal. The ability to hide from (or slink past) guards is only the most obvious application. Traps must also be tallied as adversaries, since they serve as a passive extension of the enemy's force. The ability to find and remove these obstacles eliminates hazards that might otherwise injury a party more than living adversaries.

Reactivity allows the thief to control the tempo of events and force opponents to react to his plans. A good thief can manipulate a situation to play to his strengths. Certainly, his high Dexterity allows for superior Initiative, but other skills such as Listening and Observation can clue the thief in to the enemy's intent and allow him to take proactive action.

Combat

Unlike the fighter, who depends upon his brute strength to overcome opponents, the thief utilizes wits, talent and skills to shine. While the thief cannot compare with a fighter in a straight up fight, he has certain advantages when engaging in dastardly combat.

Initiative Bonus: A special bonus of thieves is their ability to rapidly assess a dangerous situation and swiftly act thus shaping events instead of merely reacting. As such, they gain improved Initiative dice. Whatever die type is called for by the GM, the thief of 2nd level or greater improves his die type by one or more. *For example, if the GM calls for a d12, a 3rd level thief would roll a d10, while a 5th level thief would roll a d8. Die order is as follows: d12, d10, d8, d6, d4, d3. A d3 is the best die that can be rolled, ever.*

Thief advancement table

Level	*Hit Dice (d6)*	*Attack Bonus*	*Initiative*	*Initiative Die*
1	1	0	-1	standard
2	1 + re-roll	0	-1	one better
3	2	0	-1	one better
4	2 + re-roll	+1	-1	one better
5	3	+1	-2	two better
6	3 + re-roll	+1	-2	two better
7	4	+1	-2	two better
8	4 + re-roll	+2	-2	two better
9	5	+2	-2	two better
10	5 + re-roll	+2	-3	two better
11	6	+2	-3	three better
12	6 + reroll	+3	-3	three better
13	7	+3	-3	three better
14	7 + reroll	+3	-3	three better
15	8	+3	-3	three better
16	8 + reroll	+4	-4	three better
17	9	+4	-4	three better
18	9 + reroll	+4	-4	four better
19	10	+4	-4	four better
20	10 + reroll	+5	-4	four better

Core Thief Skills

Climbing/Rappelling
Disarm Trap
Hiding
Identify Trap
Listening
Lock Picking
Pick Pocket
Sneaking
Trap Design*

** Trap Design mastery cannot be greater than Disarm Trap mastery.*



Backstab: When striking an opponent unaware of his presence, the thief may use a dagger or knife to stab his foe in the back. This attack inflicts penetration damage on both the maximum die roll and said roll -1 (*e.g.*, a result of 3 or 4 on a d4).

Table for availability of unique abilities in armor (applies to anyone, regardless of class, with these abilities)

	No Armor	Leather or Padded	Studded Leather	Ringmail	Chainmail	Scale Mail	Banded Mail	Splint Mail	Plate Mail	shield
Backstab	yes	yes	yes	no	no	no	no	no	no	no
Fleeing Opponent bonus	yes	yes	yes	yes	yes	no	no	no	no	yes
Rearward Strike bonus	yes	yes	yes	yes	no	no	no	no	no	yes
Superior Defense	yes	yes	no	no	no	no	no	no	no	no

Armor Use by Thieves, Rogues, Assassins, Fighter /Thieves, and Mage/Thieves

These classes may opt to wear body armor offering greater protection than leather or padded armors or may choose to employ a shield. While these defensive items do offer greater resistance to the lethal blows of opponents, their usage is not without cost.

The use of medium or heavy armor and the use of shields may assess severe penalties to the core skills possessed by many of these characters. Simply put, wearing plate mail is not a good choice if one wishes to sneak about, hide from observers or climb a wall to gain surreptitious access. These penalties are listed in ***Chapter 12: Goods and Gear*** (see p. 206) as all classes may possibly have some limited mastery at these skills.

There are several other abilities unique to these classes. One's ability to take advantage of the benefits they provide may also be compromised when clad in encumbering body armor or employing a shield. These restrictions are detailed above.

The takeaway lesson is that frontline combat is best left to those most suited to this task. Attempting to emulate fighters is not a good tradeoff.

Upon reaching 9th level, a thief inflicts an additional d4p damage with a backstab and at 17th level an additional 2d4p. This supplemental damage die or dice also penetrate on a 3 or 4.

Fleeing Opponent: Should an opponent attempt to flee from melee with a thief, the thief can strike as if dealing a backstab. This is the only situation where a thief can use a weapon other than a dagger (or knife) to perform a backstab. *Note that the supplemental d4p or 2d4p damage gained by more experienced thieves when performing a true backstab does not apply in this circumstance.*

Rearward Strike: Whenever he strikes an opponent from behind, the thief eliminates 1 point of his foe's damage reduction (either natural or gained via armor) for every 2 thief levels he possesses.

A rearward strike bonus may only be gained when wielding the following weapons: club, dagger, knife, scimitar, short sword, long sword and throwing axe (the latter only when used as a melee implement). Other weapons may obviously be employed to strike an opponent's rear but they do not acrue this bonus.

Superior Defense: Thieves gain a Near Perfect Defense on a natural roll of 18 or 19 that exceeds their opponent's attack roll (unlike other characters who require a 19). In addition, a successful counter-blow allows the thief to roll 2d4p for damage (instead of 2(d4p-2)). See ***Chapter 13: Combat*** (p. 241) for further details on the *Near Perfect Defense.*

Coup de Grâce: Thieves may dispatch helpless opponents in 3 seconds. Most other characters require 10 seconds to execute this grisly task.

Proficiencies

Thieves gain the Minimal Skill Weapon proficiency for free as well as proficiencies in the dagger and knife (melee) . They may purchase Low Skill Weapon proficiencies (for short sword or light crossbow only) and Medium Skill Weapon proficiencies (for longsword, sling or short bow) at normal cost. Other weapon proficiencies cost double.

Thieves get the Light Armor proficiency for free. Should they wish to utilize heavier armors or employ shields, despite the potentially severe limitations these may impose on their unscrupulous fighting abilities and larcenous skills, they must purchase these proficiencies.

Weapon Specialization

Thieves may purchase weapon specialization. However, the cost depends on the type of weapon. Their natural forte is using knives and daggers and thus need spend only 6 BP per specialization category for these melee weapons. Additionally, they may take the Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade Talents specific to these weapons at half cost.

The following weapons are available to thieves at a specialization cost of 7 BP: club, light crossbow, longsword, scimitar, short bow, shortsword, sling and throwing knife.

All other weapons cost 8 BP per specialization increment.

Luck

Compared to their adventuring companions, thieves are uncannily lucky. A thief gains the benefit of having 20 **Luck Points** (+1 per level) that he may expend during the course of adventuring. Each point spent alters the die roll by a particular amount,

increasing the results of the thief's saving throws and skill checks, or decreasing attack or damage rolls against the thief as described below. Luck Points represent the thief's uncanny luck in avoiding calamities.

Whenever a player uses Luck Points, he must state some improbable event that helped him out (*e.g.*, the thief suffers less damage because an attack struck right where he hid his metal flask of brandy under his cloak). If you can't come up with a suitable situation, you can't your his Luck Points, so have a few excuses prepared each game session.

With Saving Throws: A thief can spend a Luck Point to alter his saving throw result by +/-1.

For example, a thief might spend three points to increase his saving throw versus poison from 11 to 14, thus allowing him to survive the poison needle trap that he failed to discover in time.

With Skills: When using Luck Points with skills, each Luck Point expended on a skill check allows the thief to alter the result of the roll by 5%.

For instance, a thief with 60% mastery of the Disarm Traps skill must roll 60 or less on percentile dice to nullify a Difficult (i.e. no situational modifier) trap. If he rolls 68, he can expend two Luck points, changing his result to 58 and thus avoiding the trap.

On Opponents: A thief can spend a Luck Point to alter his opponent's attack roll by -1, but cannot use Luck Points to bolster his own combat prowess (*i.e.,* his attack or damage rolls). Luck points should be used to extricate your thief from a pitched battle, not empower him to join one! Nor can Luck Points modify Hit Die rolls or help out your allies (*i.e.* you cannot use Luck Points to 'pump up' a fighter's damage roll or reduce a monster's attack roll on him).

For example, a thief might expend 2 Luck Points to reduce the attack roll from a crossbow from 11 to 9, thus saving the lucky thief from a potentially serious wound.

The player must decide immediately if he wishes to expend Luck Points to avoid the hit, not after gauging the damage of the blow. You can't wait to see if a hit deals 18 points of damage instead of 3 and **then** go back and avoid the blow... once the damage dice are rolled, the preceding attack roll is unalterable (though you can use Luck Points to reduce the damage).

Penetration: Luck Points cannot 'interrupt' a penetrating die. That is, you can't spend a Luck Point to move a '6' result on a d6 to a '5' result and forego the penetration roll. Treat penetrating die rolls as a single result, even if the actual mechanics may involve several rolls to determine the final value. Thus a d8 roll of 8, 8, 8, 6 is functionally a single d8 roll totaling 27. You can apply Luck Points to the total (*i.e.* spend 20 Luck Points to reduce 27 down to 7), but not to the intermediate rolls.

Restoring Luck Points: Once Luck Points are expended, they're gone until the thief advances in level. *For example, a 1st level thief starts his adventuring career with 21 Luck Points. Once he spends them, they're gone until he reaches 2nd level, at which point his Luck Points restore (+1), for a total of 22 Luck Points.* Unused Luck Points do not carry over to the next level.

SKILLS

While other classes have access to the 'traditional' set of skills normally associated with thieves (Climbing, Hiding, Listening and so on), what differentiates the thief is his mastery in employing these skills.

A beginning thief receives his first purchase of each of the following skills for free (no BP cost): Climbing/Rappelling, Disarm Trap, Hiding, Identify Trap, Listening, Lock Picking, Pick Pocket and Sneaking.

Purchasing Core Skills

Thieves may use BPs gained from their initial character creation allotment or during advancement, to make additional purchases of their core skills and so improve their mastery.

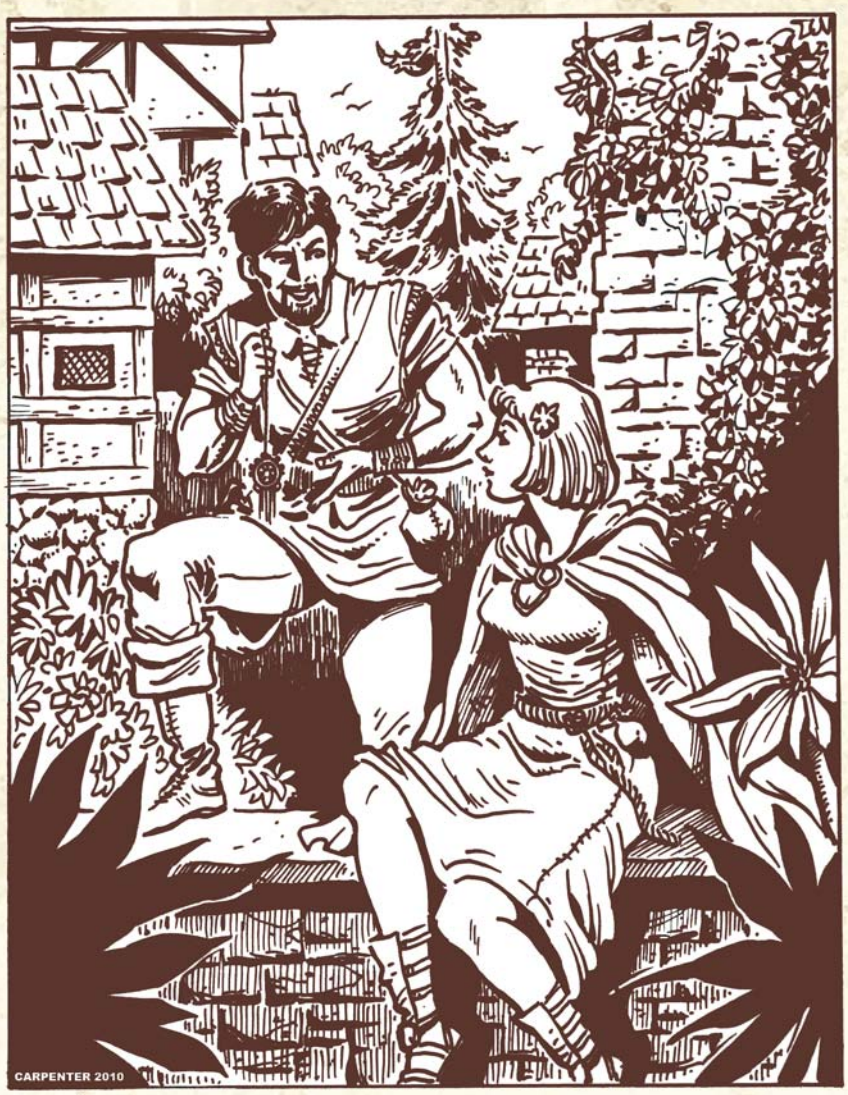
Core Skill Advancement: Thief skill progression is handled somewhat differently than that of other character classes. At 2nd and each subsequent level, a thief receives (at no BP cost) one roll of the appropriate mastery die in any four of his core thief skills. A character may only take one roll of the mastery die in a particular skill during advancement (but may spend BPs to purchase further mastery die rolls in that skill).

For instance, Greycloak, a 2nd level thief, decides to take his free mastery die roll for the Disarm Trap, Listening, Pick Pocket and Sneaking skills. He can spend BPs to purchase another mastery roll in Sneaking and so get another mastery die roll in the skill, but he can't choose to use two of his free rolls in Sneaking.

Purchasing Other Skills: The following list of skills represent some special domains of thieves: Acting, Appraisal, Current Affairs, Disguise, Distraction, Escape Artist, Fast Talking, Forgery, Gambling, Glean Information, Observation, Reading Lips, Salesmanship, Scrutiny and Seduction (Art of). If a thief purchases any of these skills, modify his mastery roll by +3 or by the relevant ability score modifier (see ***Chapter 11: Skills***), whichever is greatest.

Future Aspirations: When your thief reaches high enough level (typically 21st, but varies with Fame and Honor), he may attract a group of thugs that will urge him to form his own guild. In order to do so, he must build or inhabit a structure near a large enough population for the group of hooligans to prey upon. The chances are slim that such a location will not already have a thieves' guild (or more than one). If that is the case, the entrenched guilds will see your new guild for what it is: a threat to their business. Since you're moving into their territory, the local guild will demand your guild take a subservient role (in which case your followers will desert over time) or, if you refuse, seek to destroy the upstart guild and all of its members. Your GM has more information about how to build your secret guildhouse when and where it is appropriate, how expensive and so-on.

THE ROGUE



The archetypical grifter, a rogue makes his way in life by his charm, talent, and wit coupled with a strong sense of underhandedness. A successful rogue should be glib of tongue, talented in many areas and fleet of foot (when all else fails).

While the traditional thief resorts to burglary, theft, larceny and other stealthy disciplines, the rogue specializes in gaining wealth through manipulation of other sentient beings whether by underhanded means such as swindles, confidence games or more above-board tactics involving superior negotiation, salesmanship and diplomacy. Sometimes they sell snake oil, other times they perform for coppers while wooing the noble's daughter (only to later steal her jewelry and her heart).

Like his thief peer, combat is not the rogue's forte in part owing to his low Hit Points and inability to wear even middling armor or a shield. However, he shines in other areas. Played properly, the rogue is the perfect front-man for the party with the capabilities to negotiate the best pay rates, sell off goods won at a premium, parley better outcomes with opponents (or trick them out of their treasure), and so on.

TIP:
Rogues are hustlers not killers. Although they can backstab, they do not gain extra damage dice with experience. They also don't possess a thief's *Rearward Strike* or *Superior Defense* abilities nor are they faster at performing a *Coup de Grâce*.

The rogue shares many of the same abilities as the standard thief, but due to his emphasis on social skills, he generally performs these to a lesser degree. His fighting skills are slightly inferior to the standard thief, but he has a wider selection of weapons.

The primary ability for a rogue is Charisma because it is central to many of his social skills and critical for successful interaction with other intelligent species. A high Intelligence and Looks are also very useful as well as a solid Dexterity in case things get rough or stealth is required.

A Rogue can be lawful, chaotic, good or evil, but must always remain partially neutral. Only by retaining some amount of detachment can he be so entirely self-centered and care so little for the welfare of the poor suckers he's fleecing.

Combat

Like the thief, the rogue must utilize his wits, talents and skills to shine. Like thieves, rogues gain improved Initiative Dice (see the Rogue Advancement chart), can Backstab, and strike a Fleeing Opponent as if with a backstab.

Weapon Specialization

Rogues pay 8 BP for each initial tally in Attack, Speed, Defense and Damage. Further purchases cost 2x, 3x and 4x. Other than the increased BP cost, this is handled just as the fighter's weapon specialization.

Proficiencies

Weaponry: Rogues may use any weapon for which they purchase the proficiency.

Armor: Rogues receive the Light armor profiency for free, and can wear Medium and Heavy armors with the appropriate proficiency. They cannot employ shields without purchasing the Shield Use proficency.

Luck

A rogue gains the benefit of having 24 Luck Points (+1 per level). Other than the quantity available, these function identically to those possessed by a thief.

Skills

Rogues have a number of valuable skills. While other classes have access to the 'traditional' set of skills one normally associates with rogues, what differentiates the rogue is his mastery in employing these skills.

Core Skill Advancement

Rogue skill progression is handled somewhat differently than that of other character classes. A beginning rogue receives one purchase (at no BP cost) in each of the following skills: Acting, Appraisal (once in each of the nine subtypes), Diplomacy, Disguise, Fast Talking, Forgery, Glean Information, Language, Listening, Literacy, Salesmanship and Seduction (Art of).

At each subsequent level, he receives (at no BP cost) one roll of the mastery die in five of the core rogue skills plus Appraisal (one subtype). Note that one and only one roll of the mastery die may be taken in a particular skill during advancement.

Rogues may opt to make additional purchases in their core skills with BPs gained from their initial allotment or during advancement.

Other Skills: The following list of skills represent secondary areas where rogues excel: Climbing/Rappelling, Current Affairs, Gambling, Hiding, History (ancient), Lock Picking, Musician, Observation, Oration, Persuasion, Pick Pocket, Reading Lips, Recruiting, Riddling, Scrutiny, Skilled Liar, Sneaking and Survival (urban). If a rogue purchases any of these skill or the ones in his core skill list, the mastery roll is modified by +3 or the rogue's relevant ability score modifier, whichever is better.

Bonus Talent: Rogues receive the No Accent talent for free.

Rogue advancement table

Level	Hit Dice (d6)	Attack Bonus	Initiative	Initiative Die	Spell Capacity
1	1	0	-1	standard	none
2	1 + re-roll	0	-1	standard	none
3	2	0	-1	one better	Apprentice
4	2 + re-roll	+1	-1	one better	
5	3	+1	-2	one better	+ Journeyman
6	3 + re-roll	+1	-2	two better	
7	4	+1	-2	two better	+ 1st level
8	4 + re-roll	+2	-2	two better	
9	5	+2	-2	two better	+ 2nd level
10	5 + re-roll	+2	-3	two better	
11	6	+2	-3	two better	+ 3rd level
12	6 + reroll	+3	-3	three better	
13	7	+3	-3	three better	+ 4th level
14	7 + reroll	+3	-3	three better	
15	8	+3	-3	three better	+ 5th level
16	8 + reroll	+4	-4	three better	
17	9	+4	-4	three better	+ 6th level
18	9 + reroll	+4	-4	three better	
19	10	+4	-4	three better	+ 7th level
20	10 + reroll	+5	-4	three better	

Spell Casting

Learning Spells: Beginning at 3rd level, some rogues can pick up arcane spells here and there. To do so, a rogue will need to purchase Arcane Lore (one discount purchase available for 5 BP when attaining 3rd level; all other purchases are made at full price) and have an Intelligence of at least 13. Since rogues are dabblers rather than full-time mages, their spells tend to be gained by serendipity and happenstance. He doesn't need to keep a spellbook, these are simply tricks and magics he's learned to harness (although spell components or catalysts are needed as indicated in the spell). Since rogues lack the formal training of the various mage classes, their mental capacity for learning spells pales compared to most competent mages; they can only ever learn one spell of a particular level.

Beginning rogues do not have a selection of spells. A third level rogue begins with one Apprentice spell rolled randomly by your GM. The rogue can add new spells to his repertoire as he finds them, but he does not automatically gain additional spells as he advances in level like a mage; all spells beyond the first one must be found during the course of adventuring (e.g., in scrolls or spell books). A successful Arcane Lore and then a *Mage Spell Cognition check* (p. 61) to decipher, then comprehend must be made to see if the rogue can learn a given spell. Remember, he can only learn one per spell level ever, so choose which ones to learn wisely! Beyond that one spell, he simply has no capacity (or patience) to understand. If desirous, a rogue can learn a lower level spell instead of one in which he is capable (i.e., an 9th level rogue can choose to learn a 1st level spell rather than a 2nd level spell, forgoing 2nd level spells forever, unless he chooses a 2nd level spell in place of a higher level one later in his career). These spells are simply tricks known and, again, are not stored on scrolls or in spell books; a rogue has no need to study.

Spellcasting: Rogues have no Spell Points (unless they purchase the *Supernatural Affinity* Talent) and thus cast spells at their baseline efficacy. They need not study their spells in the morning. Spell casting time and all other elements (such as components) are the same for a rogue as for a mage.

The rogue's incomplete understanding of magic not only limits the rogue as above, but also makes their Spell Fatigue worse. Untrained and mentally ill-prepared compared to the professional mage and his years of training, the shock to the rogue's mind following spell casting inhibits the rogue from re-casting the same spell a second time within 24 hours. If the rogue chooses to risk it and re-cast the same spell a second time, he can suffer several debilitating effects ranging from physiological injury to permanent Intelligence loss to inability to cast a particular spell again. Of course, spell mishaps are almost a guarantee in this circumstance. The odds and severity of these deleterious and potentially disastrous results are a function of proximity to the last casting. Thus casting twice in a short timeframe might spell catastrophe, while casting after 23 hours may not be all that risky… or maybe it will. In any event, your GM has the information necessary to adjudicate premature replication of spells.

TIP:
Rogues do not possess spell points. When casting a mage spell, they do so at its baseline efficacy.

Should they acquire spell points (i.e. via the *Supernatural Affinity* Talent), they may use these SPs to enhance their spells.

A rogue may spend 1 BP when receiving his initial spell at 3rd level in order to re-roll the result.

Influence

The rogue can influence reactions of non-player characters and/or monsters. When talking to or performing before a group of such individuals, the rogue can try to alter the mood of the listeners. He can try to soften their mood or make it uglier. The method can be whatever is most suitable to the situation at the moment – a fiery speech, collection of jokes, a sad tale, a fine tune played on a fiddle, a haunting lute melody or a heroic song from the old homeland. Everyone in the group listening must roll a saving throw (if the crowd is large, make saving throws for groups of people using a median Mental save).

If the saving throw fails, the group's reaction can be shifted one level (*forthcoming; in the Reactions section in the GMG*), toward either the friendly or hostile end of the scale, at the rogue's option. Those who make a successful saving throw have their reaction shifted one level toward the opposite end of the scale. This ability can only further anger characters or creatures in the midst of battle *(i.e.,* it cannot be used to talk them out of fighting). It is effective only if the audience has time to listen.

Knowledge

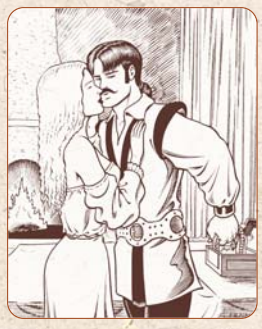
Rogues learn a little bit of everything in their travels and interactions at seedy pubs, brothels, etc. Because of this, rogues tend to know useless bits of trivia and other background history on just about any given topic (to wit, a 3% chance per level). The facts are only as correct or as complete as the GameMaster's secret percentile die rolls allow.

For example, Quentin is in a tavern in Frandor's Keep when a patron strikes up a conversation about his broken wagon axle. As a 2nd level rogue, Quentin has a 6% chance to know something on the subject. The GM rolls a 05 on a percentile die, so Quentin knows something about wagon undercarriages. To check for correctness/completeness, the GM adds 6 (3x Quentin's level) to 100, then deducts a second percentile roll (in this case a 77). The total comes to 43. Quentin is only 43% percent correct, but may choose to bluff as if he were a skilled craftsman. If anyone at the bar happens to be a competent wainwright, he could call Quentin on this and Quentin would lose Honor. If not, Quentin's Honor would likely rise.

Rogue Junior Players

Being grifters, rogues never attract more than a few protégées to help them run scams and other cons, nor can they attract large numbers of followers by building a stronghold. They can build or own one, but never seem to be able to keep it for long. Most often, they win them in card games, or in trade for played-out mines or other worthless real estate. Eventually, the real owner comes back to take the property by force. In any case, by then a good rogue will have sold it off to a third party and moved on to some place where no one knows his name.

Future Aspirations: When your Rogue reaches high enough level (typically 21st, but varies with Fame and Honor), he may attract a group of grifters and scum that will seek to join him in forming a beggars' guild. In order to do so, the rogue must build or inhabit a structure near a large enough population of marks for his new band of miscreants to fleece. The chances are slim that such a location will not already have a beggars' guild (or more than one). If that is the case, the entrenched guild(s) will see your new guild for what it is: a threat to their business. Since you're moving into their territory, the local guild will demand your guild take a subservient role (in which case your followers will desert over time, each taking some item of value or three in the process) or, if you refuse, seek to destroy the upstart guild and all of its members. Your GM has more information about how to build your secret guildhouse when and where it is appropriate, how expensive and so-on.



Core Rogue Skills

Acting
Appraisal
Diplomacy
Disguise
Fast Talking
Forgery
Glean Information
Language
Listening
Literacy
Salesmanship
Seduction, Art of

THE ASSASSIN

While any character of any profession or class can murder another for profit, only the assassin class specializes in doing so as a vocation. One of the oldest and most venerable lines of work, the Assassin combines stealth, mobility and subterfuge with combat ability in order to carry out their grisly task. Secondarily, the assassin can also be employed as a spy.

The assassin has the advantage of engaging thiefly pursuits supported by superior martial skills in the event an operation sours. While this class does not possess all of the advantages of the thief class, the available skills allow for a stealthy character with enough brawn to carve his way out of a tight spot if necessary. The class combines great reactivity with martial skill permitting the assassin excellent first strike capabilities.

Assassins have alignment restrictions in that they can never be good characters. Murdering people for profit (or salary) is considered an evil vocation even whilst in the employ of a benevolent ruler. Thus while an assassin may opt to be of lawful neutral, neutral or chaotic neutral alignment, those choosing neutrality suffer from the *Nagging Conscience* quirk. The acquisition of this quirk occurs as the final step of character creation, providing zero BPs but also no BP reduction for other quirks and flaws either.

Arms and armor: The assassin gains proficiency in shield and all armors for free. Further, proficiency in arms are gained per the standard fighter class (e.g. they receive the Minimal Skill Weapon proficiency for free and may purchase any other weapon proficiency at half BP cost). The character may wear and use any arms or armor, but is subject to all standard penalties to skills while so equipped.

The Assassin character may also specialize in weaponry for a mere 6 Building Points per increase with the exception of daggers and knives. These weapons only cost 5 BP per specialization category. Additionally, they may take the Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade Talents specific to these weapons at half cost.

Backstab: When striking an opponent unaware of his presence, the assassin may use a dagger or knife to stab his foe in the back. This attack inflicts penetration damage on both the maximum die roll and said roll -1 (*e.g.*, a result of 3 or 4 on a d4).

Assassin advancement table

Level	Hit Dice (d6)	Attack Bonus	Speed	Initiative	Initiative Die
1	1	0	0	-1	standard
2	1 + re-roll	0	0	-1	one better
3	2	+1	0	-1	one better
4	2 + re-roll	+1	0	-1	one better
5	3	+2	0	-1	one better
6	3 + re-roll	+2	0	-1	one better
7	4	+2	-1	-1	one better
8	4 + re-roll	+3	-1	-2	one better
9	5	+3	-1	-2	one better
10	5 + re-roll	+3	-1	-2	one better
11	6	+4	-1	-2	one better
12	6 + reroll	+4	-1	-2	one better
13	7	+5	-1	-2	one better
14	7 + reroll	+5	-1	-3	one better
15	8	+5	-1	-3	two better
16	8 + reroll	+6	-1	-3	two better
17	9	+6	-2	-3	two better
18	9 + reroll	+6	-2	-3	two better
19	10	+7	-2	-3	two better
20	10 + reroll	+7	-2	-3	two better

Upon reaching 9th level, an assassin inflicts an additional d4p damage with a backstab and at 17th level an additional 2d4p. This supplemental damage die or dice also penetrate on a 3 or 4.

Fleeing Opponents: as thief

Rearward Strike: When he strikes an opponent from behind, he subtracts 1 DR for every 2 levels he has. Assassins gain this ability with any melee weapon.

Coup de Grâce: There is no better killer of helpless victims than the assassin. They may dispatch incapacitated opponents in 2 seconds.

Assassination: The prime ability of the assassin class is his ability to dispatch unsuspecting foes quickly and, failing that, rapidly eliminate targets through direct frontal combat.

Owing to the Assassin's ability to target weak spots that debilitate hominid opponents with near-human physiology, this character class is superior to other classes in taking down foes in short order or even one blow. This advantage applies in all circumstances whether surreptitiously jabbing a dagger in an enemy's back or butchering him in a frontal assault.

At first level, the assassin deducts one from a near-human biped (of any size, from Giant to pixie fairy) opponent's Threshold of Pain (ToP). For every two levels thereafter (3rd, 5th, etc), the assassin deducts an additional point from such opponent's Threshold of Pain. Further, for damage results of 5 or more points higher

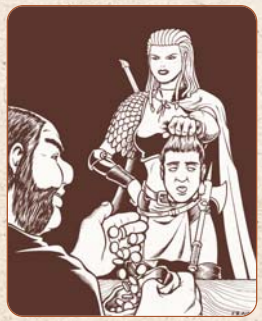
than required for a ToP check, the victim failing their Trauma check not only falls in agony but is also silenced based on the assassin's artful choice of location (solar plexus, throat, etc.). A result of 10 or more beyond the required threshold renders the opponent completely unconscious for d6p minutes while a result of 15 or more immediately reduces the opponent to zero hit points and initiates the bleeding out rules.

The assassination ability can be used with ranged weapons, but only when within 20 feet of an opponent.

TIP:
Beginning assassins may opt to "double up" on Acting or Disguise if they wish.

Skills: The assassin has several core skills that allow him to gain access and close proximity to his intended target. At first level, the assassin begins play with one free initial mastery die (plus any applicable modifiers) in Acting and Disguise, plus any additional two skills from the Core Assassin Skill list:

Core skill advancement: One roll of the mastery die in any 2 different skills from the assassin core skills list. Note: these skills may also be purchased additional times if so desired using BPs.



Core Assassin Skills

Acting
Climbing/Rappelling
Disguise
Glean Information
Hiding
Language
Listening
Lock Picking
Sneaking

Purchasing other skills: The following list of skills represent some special domains of assassins: Current Affairs, Disarm Trap, Distraction, Escape Artist, Fast Talking, Identify Trap, Observation, Reading Lips, Seduction (Art of) and Trap Design.

If an assassin purchases any of these skills, modify his mastery roll by +3 or by the relevant ability score modifier (see *Chapter 11: Skills*), whichever is greatest.

Future Aspirations: When your assassin reaches high enough level (typically 21st, but varies with Fame and Honor), he may attract a group of cutthroats that will seek to join him in forming a guild. In order to do so, the assassin must build or inhabit a structure near a large enough population for the company of thugs to prey upon. The chances are slim that such a location will not already have an assassins' guild (or more than one). If that is the case, the entrenched guild(s) will see your new guild for what it is: a threat to their business. The incumbent guild will attempt to destroy the upstart guild and all of its members by any and all means at their disposal. Your GM has more information about how to build your secret guildhouse when and where it is appropriate, how expensive and so-on.



THE MAGE

Sometimes referred to as wizards, witches, warlocks, magi, magicians, magic-users, sorcerers and so on, all characters that primarily pursue non-divine magic as their profession are generically referred to as "mages." The primary ability of the mage class is to cast magic spells. Spells include a potent arsenal of destructive spells designed to blast your opponents into bits, protective and defensive dweomers that thwart your foes and even some that change the environment to suit your fancy or conjure up outsiders and bend them to your will.

Unlocking the secrets of all this awesome arcane knowledge requires determination, patience and, most importantly, intellect. Accordingly, Intelligence is the primary attribute of the mage. It's needed for learning new spells, partially regulates the quantity and power of the mage's spells, determines how many spells he can learn, avoiding or mitigating spell mishaps and so on. In short, if you want to live by the way of arcane magic, you should make sure your character has at least an above-average, if not an outstanding Intelligence score.

Augmenting their prowess, mages can employ a greater variety of magic items than other classes, including the most powerful types such as wands, crystal balls, staves, potent rings and so on. Given the requisite skills and level, mages can even enchant their own magic items.

Mages are especially resistant to spells cast against them; they receive superior modifiers to their saving throw compared to other character classes. These bonuses are compiled in the Mage advancement table.

Unfortunately, mages tend to be rather weak when it comes to combat of a physical nature. Their Attack Bonus, Initiative modifier and Hit Dice are weaker than those of the other classes. Further, though mages are unlimited in their choice of weaponry, they have a more difficult time becoming proficient or specializing in these and cannot use shields or armor without purchasing the requisite proficiency. To further complicate matters, bearing a shield makes the necessary magical gestures of spell casting impossible while wearing armor risks a spell mishap.

These drawbacks make survival difficult for low-level mages. Surviving is a skill and if you use your wits and are clever, you should be able to guide your spellslinger to mid level when he'll be able to hold his own and by high level, he certainly could be outstripping the other classes in terms of raw power.

Mage advancement table

Level	*Hit Dice (d4)*	*Total Spell Points*	*Saving Throw bonus vs. Spells*	*Attack Bonus*	*Initiative*
1	1	140	0	0	+2
2	1 + re-roll	190	+1	0	+2
3	2	260	+1	0	+2
4	2 + re-roll	340	+2	0	+2
5	3	430	+2	+1	+1
6	3 + re-roll	530	+3	+1	+1
7	4	640	+3	+1	+1
8	4 + re-roll	760	+4	+1	+1
9	5	890	+4	+1	+1
10	5 + re-roll	1030	+5	+1	+1
11	6	1180	+5	+2	0
12	6 + re-roll	1340	+6	+2	0
13	7	1510	+6	+2	0
14	7 + re-roll	1690	+7	+2	0
15	8	1880	+7	+2	0
16	8 + re-roll	2080	+8	+2	0
17	9	2290	+8	+3	0
18	9 + re-roll	2510	+9	+3	0
19	10	2740	+9	+3	-1
20	10 + re-roll	2980	+10	+3	-1

Casting Spells

A mage powers his spells by drawing on energy from his inner self, the world around him and even the outer planes and other worlds. His capacity to draw from these power sources increases as the mage improves in his craft (as measured by gaining levels). HackMaster quantifies this power in Spell Points (SPs) and the Mage advancement table shows the maximum number of Spell Points a magic-user can command per day.

A spellslinger can memorize one spell from each level he has in the mage class, plus one each from the Journeyman and Apprentice spell levels. Thus, a novice spellslinger enters play with the ability to memorize three spells; one 1st level in addition to an Apprentice and Journeyman spell (see more details on these below). Likewise, a 5th level mage can memorize a total of seven spells - one from each of levels 1, 2, 3, 4 and 5, plus one spell each from his Apprentice and Journeyman levels.

Memorized spells cost (spell level x 10 + 40) Spell Points to cast (*e.g.*, 1st level spells cost 50 SPs). A mage can cast spells he doesn't have memorized, but these cost twice as many (spell level x 20+ 80) Spell Points. Once used, Spell Points are gone until the mage can rest; he regains his used Spell Points after roughly 8 hours of sleep. Memorized spells, on the other hand, are not lost and remain in the mage's mind until he sleeps, after which he must re-memorize them.

TIP:
A mage cannot benefit from more than 8 hours of sleep in any 24-hour period (*or 4 hours if they have the Less Sleep Talent*). Should he try to do so in order to prematurely gain additional spell points, he will toss and turn fitfully but be unable to lapse into a necessary deep sleep.

A mage can also use Spell Points to power up his spells and achieve effects beyond his ordinary casting ability. Each spell includes a listing of additional SP costs to achieve these heightened effects (such as additional power, duration, range, area of effect and so on).

Additionally, Spell Points can be used to power magic items and improve their spell-like effects. Spell Points are required for magic item creation.

Mage Spells

Spells are listed alphabetically by level in ***Chapter 19: Mage Spells***.

Apprentice and Journeyman Spells

The process of becoming a mage does not involve a "Eureka!" moment where the novice suddenly grasps the concept of magic use and thereafter can cast spells. Rather, a long period of intense study prefaces the attainment of 1st level, during which the student mastered lesser magical incantations and formed the necessary groundwork for his eventual attainment of 1st level sorcery.

These lesser incantations are colloquially known as Apprentice and Journeyman level spells. While of reduced power compared to leveled spells, they are useful nonetheless. These spells are less demanding to memorize and cast, with Apprentice spells requiring only 30 SPs and Journeyman spells 40 SPs. In other respects, they act like regular spells requiring double spell point expenditure to cast if not memorized and containing an internal Spell Point listing for enhancing their effects.

Spell Books

Spellbooks come in many shapes and sizes, from large leather or metal-bound tomes to scrolls or even wooden boards. While the *Spellslinger's Guide to World Domination* has an extensive section on such matters, for purposes of the Player's Handbook and space considerations, here is a general rule-of-thumb for spellbooks. Each contains a strong, thick binding or wrap or possibly other non-written materials (such as a strong wooden spindle for a scroll) that weigh about 3 pounds. Each spell then takes pages that weigh about one ounce per level (treat Apprentice and Journeyman spells as first-level spells, i.e., one ounce). Thus a fifth-level spell requires about 5 ounces of vellum or other material. These sizes apply to all spellcasters save Pixie-Fairies who require less material – their books are about ⅛th the size of standard spellbooks (note that a magnifying glass is required for any being larger than Tiny to read such a book).

Most spellbooks have bindings that can be removed and easily reorganized, added to or subtracted from. Thus adding a new spell to an existing book requires only 10 minutes of effort (physically – all transcription and learning rules still apply!) to remove the covers and re-bind with the new pages. Spells can also be added to scrollwork books through a simple gluing procedure, wooden carvings include stitching and so-on. The bottom line is that all spellbooks are expandable.

Spell Mishaps



While not an ordinary occurance (and practically unheard of for a cautious mage), spell mishaps can have catastrophic effects.

Here are some situations to avoid:

- Being struck by a weapon in the midst of casting a spell
- Attempting to cast spells or employ magical devices while wearing armor (though fighter/mages have a far smaller chance of this occuring and elven ones even less so)
- Amping Up spells (rolling a critical failure guarantees a spell mishap *made worse by the amount of additional spell points funneled into an enchantment* though smarter individuals reduce both the risk and severity of such a horrific failure)

Your GameMaster is in possession of the exact details of these risks.

A mage begins play with four spells in his spell book, two of Apprentice and one each Journeyman and 1st level. He received these spells from his mentor, instructor or otherwise discovered them during training (prior to 1st level). Thereafter, a mage can learn spells taught by others or attempt to learn spells found in scrolls, musty libraries, captured spell books and so on.

Spells recorded in spell books and scrolls are more recipes than formulae, with each mage casting a spell in a slightly different way. Just like when you try to make your great-aunt Dottie's potato pancakes from her handed-down recipe and they never seem to taste quite like hers, it takes some experimentation to learn new spells from another caster's scrolls and books. In fact, in some (or even many) cases, a mage is never able to unlock the secrets of a new spell. The chance to learn new spells is a function of Intelligence as shown in the *Mage Spell Cognition table*.

Further, there's a limit to how many spells a mage can learn. Simply put, the cognitive abilities of most sentient beings can only handle a certain amount of information. Spells are so complex that mages are limited to a maximum number known and recordable in their spell books. This maximum number known is a function of Intelligence, as well as level, since with experience a mage can expand his capacity for learning. A mage's maximum spells known are shown on the Mage Spell Cognition table.

For example, a 1st level mage with 16 Intelligence knows a maximum of 12 spells: 4 each of Apprentice, Journeyman and 1st level. Upon reaching 2nd level, his capacity for spell knowledge increases to 16 spells: 4 each of Apprentice, Journeyman, 1st and 2nd level. He cannot 'mix and match' by allocating additional spells from one particular level and lowering the number of spells from another.

Each time a mage gains a level and spends at least one week searching libraries or seeking out an instructor, he gains a new spell equal to his new level (the Mage Spell Cognition check is automatically successful). Your GM determines the new spell randomly.

Proficiencies: Mages may purchase any weapon proficiency but each proficiency (except staff and dagger) requires double the standard BP cost, due to their poor martial background. Once they've aquired proficiency in a weapon, they may also specialize. Specialization costs double that of fighters (*i.e.* 10 BP per category).

Mages do not gain proficiencies in armor or shield use though they may don thick robes that offer some protection. They may purchase armor or shield proficiencies but are subject to potential Spell Mishaps when employing any of these protective items.

Mages receive the Magical Transcription proficiency (see ***Chaper 9: Proficiencies***) for free.

Bonus Skills: Mages receive an initial purchase of the Arcane Lore skill for free at first level. They gain free mastery points in this skill equal to their Intelligence Mastery Die modifier each time they advance in level. *This is obviously a function of Intelligence and the exact quantity gained can be determined by consulting the Mastery Die Roll Modifier Table on page 154.*

Mages also gain two free purchases of the Literacy skill. This must, however, be in their native language.

Future Aspirations: When a mage surpasses 20th level, he can build a tower or other appropriate fortress. As long as he can exert his influence (in any manner) over the surrounding area, he can claim and rule the land. It's best to do so in the wilds as trying this in lands already owned by some crown or noble will likely end in destruction of your poor tower and your mage fleeing the area to begin again somewhere else. Your GM has details on all of this activity.

Mage Spell Cognition table

Intelligence	*Maximum Spells Known/Level*	*Chance to Learn Spells*
3	0	0%
4	0	0%
5	1	1%
6	1	5%
7	1	10%
8	2	15%
9	2	20%
10	2	25%
11	2	30%
12	3	40%
13	3	50%
14	3	60%
15	3	65%
16	4	70%
17	4	75%
18	4	80%
19	4	85%
20	5	90%



TIP:
Only elves receive the advantage of being able to cast spells in light armor without incurring the risk of a spell mishap; half-elves and grel do not.

TIP:
Mages may wear thick robes for defensive purposes without compromising their spell-casting abilities. No proficiency is required. Details on the protection they provide can be found in ***Chapter 12: Goods and Gear***.

Mages begin with two Apprentice level spells, one Journeyman and one 1st level spell. The spells an individual character has can be determined by rolling a d12 twice on the Apprentice level chart (re-rolling duplicates) and once for Journeyman and 1st level spells.

Players dissatisfied with the results may spend a BP and reroll any individual result.

Number	Apprentice Level	Journeyman Level	First Level
1	Amplify Illumination	Audible Clamor	Bash Door
2	Aura of Innocence	Aura of Protection	Bird's Eye View
3	Buoyancy	Bar Portal	Doze
4	Feat of Strength	Candlelight	Magic Shield
5	Fire Finger	Enrage	Pepper Spray
6	Illusionary Mural	Freeze Water	Planar Servant
7	Jolt	Perimeter Alarm	Scorch
8	Permanent Mark	Remote Audio Link	Shift Blame
9	Phantom Irritation	Sense Magic Aura	Shrink
10	Repair	Tireless Run	Throw Voice
11	Repel	Virtual Mount	Translate
12	Springing	Yudder's Whistle of Hells Gate	Wall Walk

MULTICLASS CHARACTERS

Some characters, unable to decide betwixt classes, choose to pursue both. Such characters have spent many additional years studying multiple disciplines and continue to pursue them equally such that neither class dominates, but rather melds with the other to form a blended class of both. Such multiclasses carry several resemblances and thus follow several similar rules. The character gains class abilities, levels and so forth at roughly half the rate of those choosing a singular purpose (which only makes sense as the character is dividing his attentions, practice and studies). The ramifications of this are described with each class entry in this section.

THE FIGHTER/MAGE

The Fighter/Mage combines the battle prowess of a warrior with the spell casting ability of a spellslinger. While this class does not possess all of the advantages of either class, the variety of skills afforded leave the character with a myriad of options in virtually any situation. While Spell Points are lower than the standard mage, increased martial training provides the character with improved hit dice, attack bonus, speed (at higher levels) and a vastly improved initiative modifier.

Arms and armor: This blended class gains proficiency in shield and all armors for free. Further, proficiency in arms are gained per the standard fighter class (e.g. they receive the Minimal Skill Weapon proficiency for free and may purchase any other weapon proficiency at half BP cost). The fighter/mage character may also specialize in weaponry for a mere 7 Building Points per increase. The character also receives Appraisal: Arms and Armor for free at first level with further purchases at half price.



The character may wear and use any arms or armor, but cannot use a shield while casting spells with somatic components. Further, wearing body armor while casting a spell subjects the character to possible spell mishaps. (Elven fighter/mages can cast freely in light armor and buckler but medium and heavy armor forces spell mishap checks …N.B. elfin chain is 'light' armor).

Skills: This class receives Literacy (in their native language) for free and may purchase his initial tally in Arcane Lore for ½ price during character creation. If, and only if, PC has this skill, he receives free mastery points in this skill equal to his Intelligence Mastery Die modifier upon advancing to each odd-numbered level.

Proficiencies: Fighter/Mages gain the Heavy Armor, Magical Transcription and Shield proficiencies .

Talents: Fighter/Mages may purchase the following Talents at half price: Combat Casting, Mitigate Spell Fatigue, Diminish Spell Fatigue.

Spellcasting: When casting spells, fighter/mages use the same basic rules that apply to mages. The begin play with a spellbook that contains two apprentice spells and may learn additional spells if they succeed at a Mage Spell Cognition check (*see table on page 61*). They also receive a free spell during training whenever their spell arsenal increases (i.e at 2nd, 3rd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th and 20th levels).

Just as with a regular mage, fighter/mages are subject to a cap on the number of spells they may know per level based on their Intelligence.

Spells cost the same number of Spell Points to cast and may be "amped up" with additional SPs just as a regular mage would.

Spellbooks: Fighter/mages must maintain a spellbook in order to learn and rememorize spells. The rules pertaining to this tome are identical to those that apply to mages (*see page 60 for this discussion*) excepting rate of spell acquisition.

Future Aspirations: When your Fighter/Mage attains a high enough level (generally 15th-20th+ based on Fame and Honor), he will be able to build a fortress and clear an area much like the fighter and mage classes. Refer to those classes for a flavor for what's in store, but refer to your GM as he has the specifics.

Fighter/Mage advancement table

Level	*Hit Dice*	*Total Spell Points*	*Saving Throw bonus vs. Spells*	*Attack Bonus*	*Speed*	*Initiative*	*Spell Arsenal*
1	d6	60	0	0	0	+1	a
2	re-roll	100	0	0	0	+1	a,j
3	d8	140	+1	+1	0	+1	a,j,1
4	re-roll	190	+1	+1	0	+1	a,j,1,2
5	d6	225	+1	+1	0	+1	a,j,1,2
6	re-roll	260	+2	+2	0	0	a,j,1,2,3
7	d8	300	+2	+2	-1	0	a,j,1,2,3
8	re-roll	340	+2	+2	-1	0	a,j,1,2,3,4
9	d6	385	+3	+3	-1	0	a,j,1,2,3,4
10	re-roll	430	+3	+3	-1	0	a,j,1,2,3,4,5
11	d8	480	+3	+3	-1	0	a,j,1,2,3,4,5
12	re-roll	530	+4	+4	-1	-1	a,j,1,2,3,4,5,6
13	d6	585	+4	+4	-1	-1	a,j,1,2,3,4,5,6
14	re-roll	640	+4	+4	-1	-1	a,j,1,2,3,4,5,6,7
15	d8	700	+5	+5	-1	-1	a,j,1,2,3,4,5,6,7
16	re-roll	760	+5	+5	-1	-1	a,j,1,2,3,4,5,6,7,8
17	d6	825	+5	+5	-2	-1	a,j,1,2,3,4,5,6,7,8
18	re-roll	890	+6	+6	-2	-1	a,j,1,2,3,4,5,6,7,8,9
19	d8	960	+6	+6	-2	-2	a,j,1,2,3,4,5,6,7,8,9
20	re-roll	1030	+6	+6	-2	-2	a,j,1,2,3,4,5,6,7,8,9,10

Fighter/Mages begin with two Apprentice level spells. The spells an individual character has can be determined by rolling a d12 twice on the Apprentice level chart (re-rolling duplicates).

Players dissatisfied with the results may spend a BP and reroll any individual result.

Number	Apprentice Level
1	Amplify Illumination
2	Aura of Innocence
3	Buoyancy
4	Feat of Strength
5	Fire Finger
6	Illusionary Mural
7	Jolt
8	Permanent Mark
9	Phantom Irritation
10	Repair
11	Repel
12	Springing

THE FIGHTER/THIEF

The fighter/thief has the advantage of engaging thiefly pursuits, supported by superior martial skills in the event an operation sours. While this class does not possess all of the advantages of either class, the combination of skills allows for a stealthy character with enough brawn to carve his way out of a tight spot if necessary. The class combines strong Hit Dice, a nice attack bonus and improved Initiative.

Combat

The fighter/thief can pack a punch nearly on par with a standalone fighter. That ability, coupled with excellent reaction time, provides a formidable first strike lethality. The downside is that unless the fighter/thief has essentially abandoned his core competencies of both mobility and stealth by donning heavy armor, he simply isn't going to have the wherewithal to last in a prolonged melee.

He is best served by remembering that he's a welterweight fighter and to use his thiefly advantages of mobility, stealth and reactivity to avoid fighting over his weight class.

Initiative Bonus. A fighter/thief gains the perceptual awareness of a thief granting him better reaction time than a comparably leveled fighter. Beginning at fourth level, they also gain improved Initiative dice. Whatever die type is called for by the GM, the seasoned Fighter/Thief improves his die type by one (or more).

Backstab. When striking an opponent that is unaware of his presence, the fighter/thief may use a dagger or knife to stab his foe in the back (yes, you may stab a giant in the back with your two-handed sword Conan but it dosen't count as a backstab!). This attack inflicts penetration damage on both the maximum die roll and said roll -1.

Upon reaching 13th level, a fighter/thief inflicts an additional d4p damage with a backstab. This supplemental damage die also penetrates on a 3 or 4.

Rearward Strike. Whenever he strikes an opponent from behind, the fighter/thief eliminates 1 point of his foe's damage reduction (either natural or gained via armor) for every 3 levels he possesses. Only certain weapons accrue this bonus (see list on page 52).

Coup de Grâce. Fighter/thieves may dispatch helpless opponents in 5 seconds.

Proficiencies

This blended class gains proficiency in shield and all armors for free. They may purchase any Weapon Proficiency at half BP cost. The character may wear and use any arms or armor, but is subject to all penalties to thief abilities while so armed.



Weapon Specialization: The character may specialize in weaponry for a mere 6 BP times the bonus level. Additionally, they may take the Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade Talents for daggers and knives at half cost.

Luck Points: The fighter/thief starts his career with 10 Luck Points with an additional +1 Luck Point for every even-numbered level.

Skills

Core Skills: A beginning fighter/thief receives his first purchase of four of the following eight skills for free (no BP cost): Climbing/Rappelling, Disarm Trap, Hiding, Identify Trap, Listening, Lock Picking, Pick Pocket and Sneaking.

Core Skill Progression: This specialized skill progression is handled somewhat differently than that of other character classes. At 2nd and each subsequent level, a fighter/thief receives (at no BP cost) one roll of the appropriate mastery die in any two of the core thief skills. A character may only take one roll of the mastery die in a particular skill during advancement (but may spend BPs to purchase further mastery die rolls in that skill.

Purchasing Other Skills. The following list of skills represent some special domains of fighter/thieves: Acting, Appraisal, Current Affairs, Disguise, Distraction, Escape Artist, Fast Talking, Gambling, Glean Information, Observation, Salesmanship, Scrutiny and Seduction (Art of).

If a fighter/thief purchases (or receives for free) any of these skills, modify his mastery roll by +2 or by the relevant ability score modifier, whichever is greatest.

The character also receives Appraisal: Arms and Armor for free at 1st level with further purchases at half price.

Future Aspirations: When your Fighter/Thief attains a high enough level (generally 15th-20th+ based on Fame and Honor), he will be able to build a fortress and clear an area much like the fighter or start a thieves' guild like a thief. Refer to those classes for a flavor for what's available, but refer to your GM as he has the specifics.

Fighter/Thief advancement table

Level	*Hit Dice (d8)*	*Attack Bonus*	*Speed*	*Initiative*	*Initiative Die*
1	1	0	0	0	standard
2	1 + re-roll	0	0	0	standard
3	2	+1	0	-1	standard
4	2 + re-roll	+1	0	-1	one better
5	3	+2	0	-1	one better
6	3 + re-roll	+2	0	-1	one better
7	4	+2	-1	-1	one better
8	4 + re-roll	+3	-1	-2	one better
9	5	+3	-1	-2	one better
10	5 + re-roll	+3	-1	-2	one better
11	6	+4	-1	-2	one better
12	6 + reroll	+4	-1	-2	one better
13	7	+4	-1	-2	two better
14	7 + reroll	+5	-1	-3	two better
15	8	+5	-1	-3	two better
16	8 + reroll	+6	-2	-3	two better
17	9	+6	-2	-3	two better
18	9 + reroll	+6	-2	-3	two better
19	10	+7	-2	-3	two better
20	10 + reroll	+7	-2	-4	two better

Core Fighter/Thief Skills

Climbing/Rappelling
Disarm Trap
Hiding
Identify Trap
Listening
Lock Picking
Pick Pocket
Sneaking



THE MAGE/THIEF

This class affords the ability to engage in stealthy operations augmented by spell casting ability. While this class does not possess all of the advantages of either class, the combination of skills is remarkably well suited for a number of contingencies.

Combat: While somewhat better suited to the rigors of melee than associates who've solely dedicated themselves to the pursuit of magical prowess, the mage/thief should not delude himself into thinking he can hold the line with the professionals. A full-fledged thief with a brigandish demeanor may at times prove a capable auxiliary fighter. However, when dual (pointy) hatting, even these meager skills are compromised. The mage/thief is well advised to use his presumed intelligence to avoid combat whenever he cannot utilize his unique skills.

Initiative Bonus: Though hampered by their bookish studies, a mage/thief nonetheless has quicker reactions and the capability to improve markedly with experience. Beginning at eighth level, they gain improved Initiative dice. Whatever die type is called for by the GM, the seasoned mage/thief improves his die type by one (or more).

Backstab: When striking an opponent that is unaware of his presence, the mage/thief may use a dagger or knife to stab his foe in the back (a short sword is too large!). This attack inflicts penetration damage on both the maximum die roll and said roll -1.

Upon reaching 14th level, a mage/thief inflicts an additional d4p damage with a backstab. This supplemental damage die also penetrates on a 3 or 4.

Rearward Strike: Whenever he strikes an opponent from behind, the mage/thief eliminates 1 point of his foe's damage reduction (either natural or gained via armor) for every 3 levels he possesses. Only certain weapons accrue this bonus (see list on page 52).

Coup de Grâce: Mage/thieves may dispatch helpless opponents in 5 seconds.

Proficiencies: Mage/thieves gain proficiency in both the dagger and knife for free. They may purchase Low Skill Weapon proficiencies (for short sword and staff) at normal cost. Other weapon proficiencies cost double.

They get the Light Armor proficiency at no BP cost but face possible spell mishaps while so armored. They may purchase Medium and Heavy Armor proficiencies but face both an increased risk of a spell mishaps and potentially severe degredation of their thieving abilities when so clad. Mage/Thieves may use shields if they purchase the Shield proficiency, but again are subject to possible spell mishaps while wearing it.

Mage/thieves also receive the Magical Transcription proficiency for free.

Weapon Specialization: Mage/thieves may purchase weapon specialization. Their natural forte is using knives and daggers and thus need spend only 7 BP per specialization category for

these weapons. Additionally, they may take the Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade Talents specific to these weapons for 7 BPs instead of the normal 10.

If they choose to specialize in either the short sword of staff, they may do so at a cost of 8 BP per specialization increment. All other weapons cost them 9 BP for each increase in Attack, Speed, Defense and Damage. This is an expensive route to take, however and highlights the fact that the mage/thief isn't the guy that should be smacking orcs around.

Luck Points

A mage/thief gains the benefit of having 10 Luck Points (+1 per each even-numbered level) that he may expend during the course of adventuring. Otherwise, a mage/thief's Luck Points work like those of the thief. Some examples of how a mage/thief might use Luck Points are presented here:

Whenever a player uses Luck Points, he must state some improbable event that helped him out. Unlike a standard thief, however, a mage/thief might knowingly claim that an improbable Doppler shift of magical energy weakened the spell at his precise location.

A mage/thief might expend 1 Luck Point to increase his saving throw roll against an enemy spellcaster, thus saving the lucky mage/thief from a potentially malevolent spell effect.

When using Luck Points with skills (including such things as the Mage Spell Cognition table (synergy at its best), each Luck Point expended on a skill check allows the mage/thief to alter the result of the roll by 5%.

A mage/thief can spend a Luck Point to alter his opponent's attack by -1, but cannot use Luck Points to bolster his own combat or magical prowess (i.e., his attack, damage or opposed saving throw rolls when casting spells). Luck Points save your character from a calamity, but do not provide a magical power surge!

Skills

While other classes have access to the 'traditional' set of skills normally associated with thieves (Climbing, Hiding, Listening and so on), the mage/thief gains the benefit of expert tutelage from his larcenous peers permitting him to more quickly master these skills.

A beginning mage/thief receives his first purchase of four of the following eight skills for free (no BP cost): Climbing/Rappelling, Disarm Trap, Hiding, Identify Trap, Listening, Lock Picking, Pick Pocket and Sneaking.

Mage/Thieves also gain one free purchase of the Literacy skill. This must, however, be in their native language.

Thief Skill Advancement. This specialized skill progression is handled somewhat differently than that of other character classes. At 2nd and each subsequent level, a mage/thief receives (at no BP cost) one roll of the appropriate mastery die in any two of the core thief skills. A character may only take one roll of the mastery die in a particular skill during advancement (but may spend BPs to purchase further mastery die rolls in that skill).

Purchasing Other Skills

The following list of skills represent some special domains of mage/thieves: Acting, Appraisal, Current Affairs, Disguise, Escape Artist, Forgery, Gambling, Glean Information, Observation, Reading Lips and Salesmanship.

If a mage/thief purchases any of these skills, modify his mastery roll by +2 or by the relevant ability score modifier, whichever is greatest.

Mage/thieves may make one purchase the Arcane Lore skill for half price (5 BP) during character creation. If they do, they gain free mastery points in this skill equal to their Intelligence Mastery Die modifier upon advancing to each odd-numbered level.

Mage Spells

Mage/thieves begin play with the ability to memorize but a lone apprentice spell (no doubt the result of playing hooky and hanging out with "the wrong crowd" while his peers were busy studying). They are also slower at gaining the capabilities to cast more powerful spells and learning how to channel magical energies (the latter reflected in reduced spell points). Other than these noted deficiencies, they cast spells in the same manner as a 'professional' mage.

Spell Books

A mage/thief begins play with two Apprentice spells. The character either received or (more likely) stole this spell from his mentor, instructor, or fellow classmate during training. Thereafter, a mage/thief can learn spells taught by others or attempt to learn spells found in scrolls, musty libraries, captured spell books and so on. This is handled according to the rules listed under the mage class.

Each time a mage/thief gains a level that qualifies for a new spell (i.e., 2nd, 3rd and every odd level thereafter) and spends at least one week pilfering libraries or conning an instructor, he gains a new spell of the level granted by his increased experience (e.g. a 2nd level spell is gained upon reaching 5th level). Your GM determines the new spell randomly, but the Mage Spell Cognition check is automatically successful.

Future Aspirations: When your Mage/Thief attains a high enough level (generally 15th-20th+ based on Fame and Honor), he will be able to build a fortress and clear an area much like the mage or start a thieves' guild like a thief. Refer to those classes for a flavor for what's available, but refer to your GM as he has the specifics.

Core Mage/Thief Skills

Climbing/Rappelling
Disarm Trap
Hiding
Identify Trap
Listening
Lock Picking
Pick Pocket
Sneaking



Mage/Thieves begin with two Apprentice level spells. The spells an individual character has can be determined by rolling a d12 twice on the Apprentice level chart (re-rolling duplicates).

Players dissatisfied with the results may spend a BP and reroll any individual result.

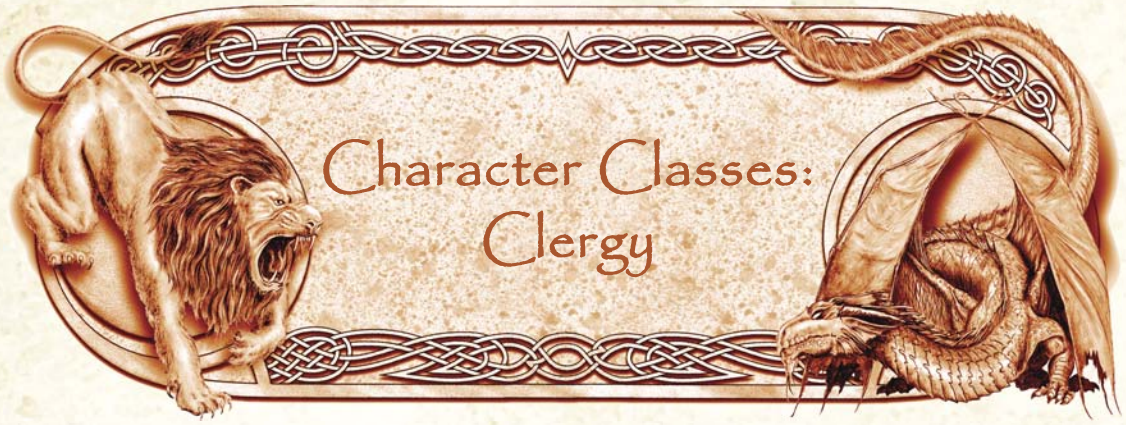
Number	Apprentice Level
1	Amplify Illumination
2	Aura of Innocence
3	Buoyancy
4	Feat of Strength
5	Fire Finger
6	Illusionary Mural
7	Jolt
8	Permanent Mark
9	Phantom Irritation
10	Repair
11	Repel
12	Springing

TIP: Get ready for a severe Honor hit if you insist on running around in plate mail as a mage/thief.

TIP: Your Luck Points may come in handy to mitigate the effects of a spell mishap.

Mage/Thief advancement table

Level	*Hit Dice*	*Total Spell Points*	*Saving Throw bonus vs. Spells*	*Attack Bonus*	*Initiative*	*Initiative Die*	*Spell Arsenal*
1	d4	60	0	0	+1	standard	a
2	re-roll	100	0	0	+1	standard	a,j
3	d6	140	+1	0	+1	standard	a,j,1
4	re-roll	190	+1	0	+1	standard	a,j,1,2
5	d4	225	+1	+1	+1	standard	a,j,1,2
6	re-roll	260	+2	+1	0	standard	a,j,1,2,3
7	d6	300	+2	+1	0	standard	a,j,1,2,3
8	re-roll	340	+2	+1	0	one better	a,j,1,2,3,4
9	d4	385	+3	+1	0	one better	a,j,1,2,3,4
10	re-roll	430	+3	+2	0	one better	a,j,1,2,3,4,5
11	d6	480	+3	+2	0	one better	a,j,1,2,3,4,5
12	re-roll	530	+4	+2	-1	one better	a,j,1,2,3,4,5,6
13	d4	585	+4	+2	-1	one better	a,j,1,2,3,4,5,6
14	re-roll	640	+4	+3	-1	one better	a,j,1,2,3,4,5,6,7
15	d6	700	+5	+3	-1	one better	a,j,1,2,3,4,5,6,7
16	re-roll	760	+5	+3	-1	one better	a,j,1,2,3,4,5,6,7,8
17	d4	825	+5	+3	-1	one better	a,j,1,2,3,4,5,6,7,8
18	re-roll	890	+6	+3	-1	one better	a,j,1,2,3,4,5,6,7,8,9
19	d6	960	+6	+4	-2	two better	a,j,1,2,3,4,5,6,7,8,9
20	re-roll	1030	+6	+4	-2	two better	a,j,1,2,3,4,5,6,7,8,9,10



Character Classes: Clergy

Divine Spells 69
Proficiencies 69
Weapon Specialization 69
Skills 69

Cathedral of Light 70
The Courts of Justice 71
Church of Everlasting Hope 72
Temple of the Stars 73
Temple of the Patient Arrow 74
The Face of the Free 76
The Order of Thought 77
The Conventicle of the Great Tree 79
Church of Chance 81
The House of Shackles 83
The Order of Agony 84
The House of Knives 86
The Conventicle of Affliction 88
The Temple of Strife 89

Kalamaran Deities 92
Spell Lists 94-107

The gods of the cosmos battle one another for control of followers, the physical planes and ultimately all power itself. Each deity seeks to spread his sphere of influence while marginalizing or even destroying that of the others. Unable or unwilling to battle each other directly, these gods view the land in which your character lives as their battleground. Each views its clerics as the instruments of its will. While every deity has its own clerics (also known as priests) and each has its own order or sect, they all share responsibility to their chosen deity as the font of their power on the material plane. Yes, a cleric carries a heavy burden as the ambassador and the foe hammer of his deity. While every clergyman may have his own desires and ambitions, make no mistake, the cleric is first and foremost a warrior dedicated to the glory of his deity.

Understanding philosophies, rooting out church enemies, knowing the intentions of nonbelievers, empathizing with the troubles of loyal followers and evangelizing potential converts all require exceptional insight. Of course, this makes Wisdom the most important ability for clerics. A high Wisdom allows priests to gain access to higher level spells, commune with their deity's minions (or even the deity himself) and gain better mastery of evangelically-related skills.

Characters must also have an Intelligence score of 6/01 or better to become a cleric. It is only at this level of intellect that a sapient being can choose his own moral compass - an absolutely essential prerequisite if one is to espouse a religious conviction.

Cleric advancement table*

Level	Hit Dice (d8)	Attack Bonus	Initiative
1	1	0	+1
2	1 + re-roll	0	+1
3	2	+1	+1
4	2 + re-roll	+1	+1
5	3	+1	+1
6	3 + re-roll	+2	0
7	4	+2	0
8	4 + re-roll	+2	0
9	5	+3	0
10	5 + re-roll	+3	0
11	6	+3	0
12	6 + re-roll	+4	-1
13	7	+4	-1
14	7 + re-roll	+4	-1
15	8	+5	-1
16	8 + re-roll	+5	-1
17	9	+5	-1
18	9 + re-roll	+6	-1
19	10	+6	-2
20	10 + re-roll	+6	-2

** certain clergy mave have their own unique tables that supersede information listed above*

Depending on his deity, he'll probably also need a solid score in one or more other abilities.

Cleric skills and powers vary according to their deity's spheres of influence. Generally speaking, clerics are excellent combatants, second only to fighters in open frontal engagements. Clerics may use a wide array of weapons and armor, although many clerics are restricted in their choices for religious reasons. All clerics have spell casting ability much like mages, although they cast divine spells rather than arcane ones and do not use Spell Points.

Divine Spells

The primary power of the cleric is his capability to cast divine spells. A 1st level cleric can cast one spell from the 1st level spell list. With each additional level he can cast another spell from the new level's list, and so on. Thus, a 5th level cleric can cast one 1st, 2nd, 3rd, 4th and 5th level spell each day.

Unlike mages, who channel magic from various sources, divine spells always flow from the cleric's deity (or its supernatural messengers). Each day the cleric prays for various spells (chosen by the player from each level's list of available spells) and, assuming he's in the good graces of his deity, receives the spells precisely as requested. Thus, clerics can cast each of their prayed-for spells once per day with no need of Spell Points.

Because their magical powers are granted by a near-omnipotent deity, clerics are not forced to tax their physiology to enact these miracles and thus do not suffer from spell fatigue nor do their spells fail if the priest is struck by an enemy in combat. The injured priest simply needs to begin his prayer again from the initial verse.

Clerics with a high Wisdom score may gain a few extra spells per day as indicated on the chart below. Bonus spells are cumulative, so, for example, a cleric with a 14 in Wisdom receives one level 3 or level 4 spell, as well as one level 1 or level 2 spell. (Note: clerics only gain bonus spells that they are normally capable of casting. Thus a first level cleric with 17 Wisdom only receives one first level spell as a bonus - were he fifth level he would gain his choice of a first or second level spell, a third or fourth level spell and a fifth level spell.)

Wisdom	*Bonus Spell(s)*
< 13	none
13	One level 1 or level 2 spell
14	One level 3 or level 4 spell
15	One level 5 or level 6 spell
16	One level 7 or level 8 spell
17	One level 9 or level 10 spell
18	One level 11 or level 12 spell
19	One level 13 or level 14 spell
20	One level 15 or level 16 spell

Deities consider it wasteful to grant the same spell twice, so a cleric's bonus spell from a given level must be different from other spells granted at the same level. Exceptions occur when a character receives spells randomly (due to the nature of his deity) or simply because his deity is dissatisfied with his performance, devotion or some other divinely motivated reason.

Special Powers

Aside from combat ability and spells, clerics have one or more special powers. These powers vary by deity and range from the most common, repelling or commanding undead, to special additional skills, bonus spells and so on. See the cleric's chosen deity description for information on these powers.

Note again that ***powers vis-à-vis the undead are not an automatic ability possessed by all clerics.*** Only those priesthoods which specifically list this power may turn or control the unliving.

Proficiencies

If a cleric's faith has a Preferred Weapon, he receives a free proficiency for that weapon. Clerics may wield any other weapon permitted by their faith as long as they purchase the appropriate weapon proficiency (at the standard BP cost).

Clerics may wear armor or use shields, provided the faith allows it. As with Preferred Weapons, they receive these proficiencies for free as part of their clerical indoctrination.

Weapon Specialization

Clerics may purchase weapon specialization. However, it costs them 8 BP for each initial purchase of attack, speed, defense and damage modifiers. Further purchases cost 2x (16), 3x (24) and 4x (32). Other than the increased BP cost, this works just like a fighter's weapon specialization.

Note that a cleric must have his greatest specialization in his faith's preferred weapon (if any; see the deity descriptions).

Skills

All beginning clerics receive the first purchase of their deity's bonus skills for free (no BP cost). They also receives other divine favors, as noted below.

Religion (own church): Beginning clerics receive their initial purchase of this skill equal for free. A cleric receives an additional +5 skill points at each subsequent level.

Religion (own or other church): These skills cost clerics only 1 BP (as opposed to 2 BP for non-clerics).

TIP: Clerics may not "downgrade" their bonus spells (e.g. opting to take a second level spell where the listed choice is a third or fourth level spell).

TIP: Light armor proficiency is a prerequisite for medium and the latter is a prerequisite for heavy. If a cleric is granted a particular armor proficiency, he has proficiency in all lighter armors.

Divine Lore: Clerics receive their initial purchase of this skill for free. They gain free mastery points in this skill equal to their Wisdom Mastery Die modifier each time they advance in level. *This is obviously a function of Wisdom and the exact quantity gained can be determined by consulting the Mastery Die Roll Modifier Table on 154.* Should they opt to purchase the skill outright, they receive a +3 mastery bonus.

TIP: If a cleric gains Literacy as a bonus skill, it is always in the character's native language. *Note that the Dejy language has no written form. If a Dejy character wishes to take advantage of free Literacy, he must take the Bilingual proficiency (and thereby gaining Literacy in his alternative native language).*

Divine Icons

A cleric's divine icon is usually a small carved symbol or shape resembling some aspect of his faith. Clerics receive their first divine icon for free. If he loses his divine icon, he can't simply walk into a shop and purchase a new one; he must petition another from his church. Without a good explanation, he may have to perform a task in order to be awarded a replacement. (The replacement symbol must still be consecrated with the Ceremony: Consecrate Divine Icon spell.)

Alignment

A cleric's alignment *must* match that of his chosen religion. There are no exceptions.

Advancement with the Church

Advancement with a Church's hierarchy is a function of competency, merit and internal politics. A cleric's "level" has no direct relevance and certainly does not automatically grant him standing. Adventuring clerics should resign themselves to relatively low ranks within in their Order as their primary focus is demonstrably not nurturing the faithful.

RELIGIONS

The Cathedral of Light

Alignment: Lawful Good

Spheres of Influence: Day, Light, Dawn

Tenets of the Faith: The Eternal Lantern (also known as the Shining One, Lord of Luminosity, Radiance) claims sway over day, light, and certain special times of sunlight (dawn, noon). Clerics of the Eternal Lantern dedicate themselves to the banishment of the evil that lurks in the shadows of the night by bringing all creatures into the purifying light of Radiance. The Cathedral of Light preaches that only by walking in the light of the Lord of Luminosity can one save one's soul from the taints of darkness. The main weapon against evil in the arsenal of the clergy is conversion. All clerics must go on a one-year mission to gain converts and bring them into the flock.

During the darkest hours of the night, the clerics act as sentries by walking through cities, towns and villages with lanterns and torches to aid the Lord of Luminosity hold back the darkness. This ritual is known as the "Dark Watch." Clerics of the Eternal Lantern are often found as members of bands who assist a town watch or city guard in protecting the settlement from evil.

Sworn enemies of the undead and the minions of darkness, quests of the clergy tend to be forays against such creatures of the night. An active vampire, lich or mummy is sure to spark vigorous activity from the Cathedral of Light. Sermons at weekly services advise worshippers how to protect themselves from the undead, while junior clerics initiate exploratory missions to discover the nature of the threat. Higher-level clerics organize the final strike, usually leading them personally. Even the aged can participate in these holy quests, where the power of faith is tested against the evil of the undead.

Members of the Order consider their ability to turn undead the most basic and pure demonstration of their faith. Lacking the rigid structure of spell casting and stemming directly from a combination of the cleric's faith and the Eternal Lantern's favor, this channeling of positive energy is a cleansing experience. It's a reaffirmation of the Eternal Lantern's love for living things and hatred of the abomination of undeath. Great clerics often claim epiphanies during the moment of its use.

The Cathedral of Light does not preach the value of physical might at arms. They know that the undead take many forms, and not even the mightiest warrior's strength is a reliable weapon against an opponent lacking in corporeal form. Thus, they urge the mastery of divine spells over skill with steel. Nevertheless, they are quite capable of defending themselves in combat.

The Cathedral of Light



Alignment: Lawful Good

Divine Icon: The divine icon for the Cathedral of Light is a carving of the faith's holy symbol. The color and material varies, depending upon the cleric's rank in the Order.

Preferred Weapon: Mace

Other Weapons Permitted: Any

Armor Permitted: Any,

Bonus STPs: Fire-building, First Aid, Literacy, mace proficiency, heavy armor and shield proficiencies

Powers: Turn undead with a +2 bonus. +1 bonus to attack and defense against undead. Save bonus against undead energy draining attacks (+1 for every two levels of experience, e.g. +1 at 2nd level, +2 at fourth).

About The Cathedral of Light

Priesthood: The Order of Light

Symbol: Half of a shining sun, as if seen over a horizon. Glowing lanterns are also frequently depicted in religious iconography.

Colors: White, yellow and gold.

Place of Worship: Worship of The Eternal Lantern takes place in open-air temples, found in many cities. Altars and shrines dedicated to Radiance exist in small towns and villages.

Holy Days: The summer solstice is the highest holy day for the Cathedral of Light. On this day, the sun blesses Tellene with its presence longer than any other day during the year.

Sacrifice: Members of the Order sacrifice small white, yellow or gold gems on a monthly basis.

Raiment: The Order of Light wear white or yellow robes according to their rank. It is not uncommon for some clerics to have pieces of shale or other shiny materials sewn into the weave of their robes to add a scintillating appearance to their garments.

Revered Names for Deity: The Eternal Lantern, The Shining One, Lord of Luminosity, Radiance, Natrakk (Fhokki), Bleslelna (Brandobian), Sharynath (Dejy), Dirasip (Kalamaran), Shanvim (Svimohzish), Naetuir (Reanaarese)

Deity's Appearance: The Eternal Lantern appears as a beautiful young lady with porcelain white skin and gleaming golden hair. Her garb is shining plate mail with a white cloak that radiates bright sunlight. The Shining One wields a golden mace (Daybringer).

Advancement within Order: Advancement within the church is based upon service in the form of missions to battle the forces of evil, conversion of followers, and participation in the Dark Watch.

Confederate Faiths: The Theater of the Arts, The Church of the Life's Fire, The Church of the Night's Beauty, The Courts of Justice

Adversarial Faiths: The Church of Endless Night, The Congregation of the Dead, The Temple of Strife

Sayings: *"Rest now to celebrate the new day." - "Daylight soothes you. Dawn warms and moves you. The sun's rays caress you until you slip away. Oh the lovely light of day." - A morning prayer (often sung): "Oh shine on me to make them see, such a wonderful sight in the new dawn's light. Rest they may, but soon comes day. And I wish them to see your glory gleam." - A line said to foes conquered during the Dark Watch: "You shall never again dream or see the great light. Darkness disperse. I claim the night." - A farewell: "Push the day into the night."*

The Courts of Justice



Alignment: Lawful Good

Divine Icon: A tiny golden sword or scale

Preferred Weapon: Longsword

Other Weapons Permitted: None

Armor Permitted: Any, but the armor must be gold colored. Gilding is preferred, but a golden-hued lacquer is acceptable for novice priests.

Bonus STPs: History (ancient), Law, Literacy, Riding (equine), Tracking, longsword proficiency, heavy armor and shield proficiencies

Powers: Turn Undead; 5% chance per level to detect lies (up to a maximum of 90%)[1]; +4 bonus to saves against spells that fool, mislead or have other deceptive effects (e.g., illusion spells)

[1]Should a Skilled Liar attempt to deceive a Truthseeker, the two individuals should roll a contested skill check. The liar rolls d100 + his Skilled Liar mastery while the Truthseeker rolls d100 + his Observation mastery + his chance of detecting lies. High score wins.

The Courts of Justice

Alignment: Lawful Good

Spheres of Influence: Justice, Truth

Tenets of the Faith: Also known as the Blind One, the Magnificent Magistrate and the Exalted Judge, the True is the patron god of justice and truth. The True's church calls itself the Courts of Justice, while its priests are known as Truthseekers.

Justice, righteousness and honesty are the foundation blocks upon which the Courts of Justice and its faith are laid. The Truthseekers preach that all who flout the law should be brought before the Blind One to receive justice. The Truthseekers are not vigilantes, however; no matter the strength of their desire to see justice served, it is ever tempered by adherence to the laws of society (so long as such laws are just, proper and true in the eyes of the Courts of Justice).

Priests of the True are honor-bound to resolve disputes whenever encountered, going so far as to intercede even when the parties have not requested assistance, but intervention seems necessary to the Truthseeker.

Before admittance to the Courts of Justice as a Truthseeker, an initiate must confess all falsehoods he has told or unjust acts he has committed. Thereafter, if a Truthseeker knowingly lies he must seek out a higher-ranking Truthseeker and atone. Any cleric who knowingly tells a falsehood a second time or willingly

TIP:
STPs is shorthand for "Skills, Talents and Proficiencies".

commits an act of injustice, is defrocked. A Truthseeker prefers death before lying or providing information that another will use to cause an injustice.

Temples and altars to the Exalted Judge can be found in most cities and larger towns in civilized societies. Local authorities often employ Truthseekers as magistrates and judges. Truthseekers can also be found traveling the countryside in search of those who commit crimes against society.

About the Courts of Justice

Priesthood: Truthseekers

Symbol: A scale balanced on the tip of a golden sword, all against a white background.

Colors: White and gold

Place of Worship: City temples (usually contain courtrooms)

Holy Days: Summer and winter solstice

Sacrifice: Gold once per month.

Raiment: Truthseekers frequently act as magistrates and adjudicators in larger towns and cities. As such, it is critical that they maintain a professional appearance. They wear white or gold robes in accordance with their rank in the church, along with the appropriate accessories. Their robes are always made from the finest materials available. Truthseekers who live in impoverished areas make do with simple linen robes, but they are fastidiously maintained.

Revered Names for Deity: The True, The Blind One, The Magnificent Magistrate, The Exalted Judge, Aydharra (Fhokki), Vrilnan (Brandobian), Lydthesh (Dejy), Fapeki (Kalamaran), Svishozh (Svimohzish), Mosaa (Reanaarese)

Deity's Appearance: The Magnificent Magistrate appears as a young, stunning, athletic woman with flowing, long blonde hair and piercing blue eyes, clad in golden chainmail under a pure white cloak. She wields two longswords (Justicebringer and Truthseeker) known as the Swords of Righteousness.

Advancement within Order: Advancement within the Courts of Justice is by seniority or by the apprehension of outlaws. Truthseekers who serve as official judges or magistrates for a local government typically draw salaries from that body, in addition to any monies that result from their rank within the faith.

Confederate Faiths: The Hall of Oaths, The Halls of the Valiant, The Church of Everlasting Hope, The Founder's Creation, The Order of Thought, The Inevitable Order of Time

Adversarial Faiths: The Courts of Inequity, The Confuser of Ways, The Way of the Berserk, The Temple of Strife, The Congregation of the Dead

Sayings: *When a man lies, he slays forever a part of the world. – Bearing false witness is the greatest injustice that can be performed on society, for without truth, reality is an illusion. – Justice is best performed in a court of law. – Be just and true and only good will come to you. – If one chooses to live within society, one must follow society's laws else suffer her rightful and just wrath. – Lying is capital punishment for the soul. – The truth shall make you free.*

Church of Everlasting Hope



Alignment: Neutral Good

Divine Icon: a stylized person with arms upraised (in supplication) standing on a rainbow

Preferred Weapon: Staff

Other Weapons Permitted: Any crushing weapon; must take proficiency in sling (at half standard BP cost)

Armor Permitted: Any

Bonus Skills: Cooking/Baking, First Aid (additional purchases cost 2 BP), staff proficiency, heavy armor and shield proficiencies

Powers: Turn Undead; immunity to fear (*including that from a ghoul's touch*); cleric also provides a +1 bonus against fear effects to allies within a 10 foot radius

Restrictions: As ministers of mercy, priests of the caregiver may never seek to harm an incapacitated, unarmed or sleeping foe nor may they perform a coup de grâce. They are obligated to accept the surrender of any opponent desiring to do so even should they think it a ruse.

Church of Everlasting Hope

Alignment: Neutral Good

Spheres of Influence: Healing, Hope, Mercy

Tenets of the Faith: Priests of the Caregiver (also known as the Lord of Silver Linings and the Lord of the Blue Sky) strive to maintain a positive outlook on life and prefer to avoid combat. If necessary, however, they will certainly enter battle. They may even initiate the attack if they feel the situation requires decisive action. However, they are never vengeful. Like their deity, they only intervene in conflicts to provide balance and mercy to the losers.

The Caregiver's priests, who call themselves the Merciful Fates, are best known as healers. They watch over the sick or disabled and tend them until they have healed. This makes them welcome in most societies and favorites in mercenary troops. The Merciful Fates also love to see others make their dreams come true.

They try to help people fulfill their hopes by offering their services in any way they can. Like Caregiver, his clerics often assist others in times of need regardless of the person's alignment.

About the Church of Everlasting Hope

Priesthood: The Merciful Fates

Symbol: The divine icon set atop a rainbow.

Colors: Sky blue, rainbow, silver

Place of Worship: Open air temples

Holy Days: The first day of each month is celebrated by praying for one's hopes and dreams for the coming month. The last day of each month is reserved for atonement for one's transgressions during the preceding month.

Sacrifice: A concoction of rare herbs on a monthly basis and the healing of all those in need.

Raiment: Clerics wear sky blue robes with various adornments, depending on their rank in the church.

Revered Names for Deity: Lord of Silver Linings, Caregiver, Lord of the Blue Sky, Rorfadd (Fhokki), Selandi (Brandobian), Jynondish (Dejy), Selanadi (Kalamaran), Shoniz (Svimohzish), Ceotao (Reanaarese)

Deity's Appearance: The Caregiver appears as a comely person in sky blue or rainbow colored robes. The Lord of Blue Skies wields a powerful artifact called the Staff of the Merciful - an oak staff topped by his holy symbol cast in mithril and topped by a massive blue sapphire.

Advancement within Order: Merciful Fates advance within the church by healing and caring for local followers and others in need.

Confederate Faiths: The Temple of the Three Strengths, The Parish of Love, The Church of the Life's Fire, The Hall of Oaths, The Face of the Free, The Temple of Enchantment

Adversarial Faiths: The Conventicle of Affliction, The Temple of Strife, The Order of Agony, The Congregation of the Dead, The Temple of Sleepless Nights

Sayings: *It is better to light a candle than curse the darkness. - Heal the mind and the body will follow. - I wish goodness to envelop you this night. - The mercy you grant will be returned tenfold. - People granted mercy today give us all hope for tomorrow.*



Temple of the Stars

Alignment: Neutral good

Spheres of Influence: Travel, Stars

Tenets of the Faith: The Traveler (also known as Bright Eyes, the Nimble Navigator, and the Voyager) is the deity of travel and stars. Followers of the Nimble Navigator journey for the simple joy of traveling. His followers believe that he placed the sun and stars in the heavens to enjoy while he traveled. The Traveler has a large following among merchants and often non-worshippers who wish to ensure a safe journey pay the Voyager homage.

Due to the travel requirements for advancement, Journeymen often seek employment as escorts or guides for merchant caravans. Like Bright Eyes, Journeymen prefer to go unnoticed. However, they will not ignore evil if they find it and clerics always keep in mind a tale of the Traveler encountering and destroying an evil army using the same road as he.

The Journeymen see it as their duty to ensure that roads and travel routes are safe from brigands and pirates. Accordingly, they will go out of their way to defeat those that waylay others or restrict travel in any way. Additionally, Journeymen feel that if they can clear a land of evil, the remaining good peoples will be free to move about without fear of harm. Generally, their beliefs pose them against the feudal system and indentured servitude and other governmental restrictions on the movement of people. As a result, they are often at odds politically with the local government. They tend to dislike tolls or other monetary deterrents to travel for the same reason, unless they perceive such measures being used to improve the route, in which case, they heartily approve.

Adventures happen to Journeymen while on the road. Bandits, monsters, wars and other impediments to free travel are their main enemies. They hate road agents of all types (especially pirates) and some Journeymen travel great distances to thwart or defeat them.

Journeymen exhibit a strong wanderlust, a desire to meet people, and a need to see new things. Their class abilities and divine spells allow them to travel great distances, with each new experience adding a small image to the tapestry of their lives.

About The Temple of the Stars

Priesthood: The Journeymen

Symbol: The holy symbol of the Traveler is a shooting star on a black background.

Colors: Yellow, black and silver.

Temple of the Stars



Alignment: Neutral Good

Divine Icon: Silver star

Preferred Weapon: Staff

Other Weapons Permitted: Any

Armor Permitted: Any, but prefer lightweight armor

Bonus Core Skills: light armor and staff proficiencies, A beginning Journeyman receives one purchase (at no BP cost) in each of the following core skills: Astrology, Boating, Cartography, Current Affairs, Direction Sense, Language, Literacy, Riding, Survival, Survival (Urban), Swimming, Weather Sense.

At each subsequent level, he receives (at no BP cost) one roll of the mastery die in five of the core Journeyman skills listed above. Note that one and only one roll of the mastery die may be taken in a particular skill during advancement. However, a cleric may opt to make additional purchases in their core skills with BPs gained from their initial allotment or during advancement.

Furthermore, when a cleric of the Traveler purchases any of these skills, the mastery die roll is modified by +3 (or the skill's relevant ability score modifier, whichever is better).

Journeymen also receive the light armor and staff-proficiencies as well as the Hiking/Roadmarching proficiency and Long Distance Running, No Accent and Physical Conditioning Talents.

Bonus STPs: The following list of skills represent skills that Journeymen tend to pick up on their travels: Acting, Diplomacy, Disguise, Forgery, Glean Information, Hiding, Listening, Musician, Observation, Reading Lips, Riddling, Sneaking, Seduction. Like the core skills, if a Journeyman purchases any of these skills, the mastery die roll improves by +3 (or the relevant ability score modifier, whichever is better). They may purchase the Local History proficiency for any region they've travelled in for 1 BP.

Powers: Immune to disease. Weapon specialization with the staff costs 5 BP per category.

Place of Worship: Small shrines to the Traveler exist along major roadways. A temple to the Voyager can often be found inside a local merchant's guild. Most major seaports have at least one temple dedicated to the Traveler. Followers worship in buildings that look more like inns than traditional temples. These buildings feature long hallways of rooms that travelers may stay in for a proper donation (~1 sp per night). They are expected to clean up after themselves.

The Traveler's cathedrals have no regional jurisdiction; they are centers of communication and given greater status due to their popularity as pilgrimage sites. They tend to be larger and might be more ornate than lesser temples, but they have no other distinction.

Holy Days: The first day of spring is called the Journey's First Step, and marks the beginning of friendlier travel weather. Worshippers give each other small gifts, usually a pair of shoes or a walking-staff. Clerics lead a brief walk, usually a mile or so, around the town or city, attempting to see things in a new light or point out something new.

Sacrifice: Four pieces of gold, four small gems, or four pieces of coral. These are thrown in the four directions of the compass. These sacrifices are made as needed during travels and are required at least once per season.

Raiment: Clerics of the Temple of the Stars tend to have their synodal vestments constructed of durable material well suited to traveling. The Journeymen are particularly choosy regarding their boots or shoes, as they must be comfortable on long, walking treks.

Revered Names for Deity: The Traveler, Bright Eyes, The Nimble Navigator, The Voyager, Ravarr (Fhokki), Plampern (Brandobian), Shodaf (Dejy), Rotak (Kalamaran), Amehn (Svimohzish), Huunaav (Reanaarese)

Deity's Appearance: The Traveler appears as an old, bald man with tan skin, faded robes and worn sandals. He carries a weathered oaken staff.

Advancement within Order: Due to the church's interest in traveling and adventuring, advancement within the church occurs by gaining experience or conversion of followers during one's travels.

Confederate Faiths: The Watchers, The Cathedral of Light, The Face of the Free

Adversarial Faiths: The Thunderer's Temple, The House of Shackles, Church of Endless Night, The Temple of Strife

Sayings: *"All I need is a ship to sail on and a star to guide me." - "The question is not 'Why go?' but 'Why not go?'" - "Look to the stars for guidance."*

Temple of the Patient Arrow

Alignment: Chaotic Good

Spheres of Influence: Hunting, Archery, Patience

Tenets of the Faith: The Golden Arrows preach patience and thoughtfulness in deed. They value persistence and resoluteness impresses them, even when exhibited by their foes. Clerics of the Great Huntress charge themselves with the protection of wildlife from poachers and overzealous hunters. Senseless butchery and hunting for sport are sure to raise their ire. They dislike trappers and never use snares or pits to capture

Temple of the Patient Arrow



Alignment: Chaotic Good

Divine Icon: Gold or silver hawk's head or a hawk with spread wings

Preferred Weapon: Bow (long or short)

Other Weapons Permitted: dagger, knife, spear, hand axe, any ranged weapon (excluding siege weapons)

Armor Permitted: Light or Medium Armor only, may not employ shields

Hit Die Type: d8

Bonus Skills: Golden Arrows receive one purchase of the Tracking skill and three purchases of Hunting skill for free at first level. Upon every level advancement, they gain mastery points in Tracking and Hunting equal to their Wisdom Mastery Die modifier

Other Bonuses: These clerics begin play with proficiencies in the knife, all ranged weapons and light armor. They also receive the Crack Shot Talent in all ranged weapons and may purchase all other Talents benefitting ranged weapon use at half cost.

Weapon specialization may be purchased in 6 BP increments except for long or shortbow specialization which may be purchased in 4 BP increments.

As priests of the Great Huntress gain experience, they may shapechange into various animal forms. However, unlike the shapechanging powers that clerics of The Bear possess, Golden Arrows may only assume the form of a carnivorous hunter. An additional restriction is that they may not revert to human form until they have successfully hunted in their animal guise and sacrificed their kill to the Great Huntress in gratitude for her gift of allowing them to shapechange. (It may take d4p days to make a kill.)

The priest's clothing and equipment is left behind when undergoing this transformation. With increasing maturity, they gain the ability to assume a wider variety of animal shapes and, beginning at 15th level, their gear is subsumed into the new form.

Whilst in animal form, the cleric retains his own cognitive abilities but in all other ways (save hit points) assumes the characteristics of the creature it has morphed into. Thus a cleric assuming the form of a mountain lion uses that creature's movement rate and combat statistics. He is indistinguishable from any other creature of that species and will be perceived as such by any creature for he smells, looks, sounds and has the mannerisms (should he not actively suppress said when in the company of allied humanoids) of the animal.

The transformation process induces cellular repair such that the cleric is healed one-sixth (rounded down) of any wounds he currently is afflicted by. Thus the cleric above, should he have sustained 19 hp of damage, would receive 3 back after transforming into a wolf.

The animal form may be retained as long as the cleric wishes. When the cleric transforms back into his natural form, an additional one-sixth of his wounds are cured.

Restrictions: The Golden Arrows live by the hunt. They cannot wear metal armors of any type as such equipment will weigh them down and scare away potential prey. Wearing shields are prohibited as they such arms make it more difficult to wield a bow timely, and, more importantly, cover their special bracer emblazoned with their symbol. Further, Golden Arrows cannot wear headgear that restricts their vision (e.g., great helms). Golden Arrows may never employ a weapon that is not typically used in the hunt or for cutting/carving wood, that is, they may never use weapons specifically designed to slay humans and their ilk. Non-ranged weapon specializations cost 9 BP.

In animal form, the cleric may not cast spells. Priests of the Great Huntress have no ability to influence the undead.

Golden Arrows' Ranged Weapon Talents: These priests may purchase any of the following Talents at half BP cost – *Advanced Sighting, Blind-Shooting, Greased Lightning* and *Precision Aiming*.

The Golden Arrows' Animalform powers

level	Animal shape allowed	Transformation time (s)	Times per day
8	size S mammalian predator (e.g. weasel)	90	1
10	small bird of prey (hawk)	60	1
12	size M mammalian predator (e.g. mountain lion, wolf)	60	1
13	black bear	45	2
15	brown bear	30	2
17	medium bird of prey (eagle)	20	3
18	any large mammalian predator	10	3
19	large bird of prey (e.g. giant eagle)	10	3
20	grizzly bear	5	3

prey. Golden Arrows despise laws or regulations placed on game (generally those placed by nobles in prohibition of their subjects' ability to hunt game).

They lecture their flock on proper hunting practices to ensure that no species of wildlife is over-hunted. Further, also educate followers on the most effective hunting techniques to minimize animal suffering and how best to use all parts of the taken game.

Clerics of the Great Huntress are famous for their marksmanship as well. Before leaving the church a cleric must be able to hit a coin from 25 yards away. Also known for their patience, a cleric may track an animal for hours on end, eschewing acceptable shots in order to attain a perfect shot one that ensures a quick, painless kill.

About Temple of the Patient Arrow

Priesthood: The Golden Arrows

Symbol: The soaring hawk is the holy symbol of the Great huntress. Most often the bird of prey will be set against a forest green background, however, this choice of pigmentation is by no means exclusive.

Colors: Representing the woodlands, so dear to its followers, green and brown are the traditional colors of this faith.

Place of Worship: Temples for Bulls-eye always border forests where game runs free. Devoted woodsmen also tend to dedicate shrines to the Great Huntress either in or near their dwellings or in close proximity to their favorite hunting locations. Places of worship boast stylistic renderings of hawks throughout, ranging from abstract pictures to accurate renditions. Temples of the Merry Marksman host annual archery competitions. The prize for amateurs is a handcrafted bow and a golden arrow. Competition for advancement within the Temple of the Patient Arrow occurs at these festivals as well.

Holy Days: The full moon (Veshemo) holds a special place in the religious rites of the great huntress. Locally, holy days vary, with the returning of various migratory game having special meaning for each particular region.

Sacrifice: Gold or silver arrow (colored, plated or solid – whatever is the most that can be afforded) and fresh game (the best specimens) during the full moon (Veshemo).

Raiment: Clerics generally wear green and brown robes, cloaks or tunics. All clerics wear a bracer bearing the symbol of the Great Huntress on their left arm (right arm for left-handed individuals). Beyond this, clerics wear utilitarian garb appropriate for a huntsmen. They prefer not to carry too much gear, nor weigh themselves down with wealth. They can, however, employ mounts and beasts of burden, or hirelings for this purpose.

Revered Animal: The Golden Arrows hold the hawk in the highest esteem. They value the bird (and all birds of prey) for its ability to hunt patiently, accurately, swiftly and silently. It may seem odd at first blush that a Golden Arrow never trains animals (such as hawks) for the purpose of hunting. Their faith considers treatment of such animals as little better than slavery; they prefer to admire such creatures as they hunt in nature, not as forced by the hand of man.

Revered Names for Deity: The Great Huntress, Bulls-Eye, The Merry Marksman, The Tenacious Bowman, Nykkerr (Fhokki), Darnel (Brandobian), Dofejy (Dejy), Kalenadil (Kalamaran), Vishozh (Svimohzish), Wiulee (Reanaarese)

Deity's Appearance: In canonical depiction, Bulls-Eye appears as a giant hawk or a young, athletic woman (or sometimes young man) with shoulder length brown hair. She wears furs and a cloak of feathers. Legend tells of the Great Huntress' prize possessions: Heartseeker the bow (sometimes depicted as long, sometimes, short) and Swiftkill the knife (sometimes a dagger, javelin or spear). Rotakk the Hawk remains her constant companion

Advancement within Order: Advancement within the Temple of the Patient Arrow is by defeating superiors in an archery or hunting competition.

Confederate Faiths: The Face of the Free, the Conventicle of the Great Tree, the Temple of the Stars

Adversarial Faiths: The Courts of Inequity, the House of Vice, the Conventicle of Affliction, the Founder's Creation, the Fraternal Order of Aptitude, the House of Shackles

Role Playing: Clerics of the Great Huntress prefer the wilderness and out-of-doors to cities and dank dungeon settings. They view self-sufficiency through the hunt as a tribute to Bulls-Eye. Such a priest will always offer to provide for his flock through freshly taken game. They disdain purchased foodstuffs, but will readily trade game for produce.

Golden Arrows preach patience and forethought in most situations, but are not afraid of bold action when called upon. Hasty decisions and ecological waste will certainly cause such a priest to scold the impetuous wastrel.

Sayings: *I will wait for you until the deer takes up the bow. - The shaft is the cornerstone of life. - May your aim be true. - Patience is a virtue for which all should aim. - In life, as in hunting, wait for the precise shot*

The Face of the Free

Alignment: Chaotic Good

Spheres of Influence: Freedom, Liberty, Happiness

Tenets of the Faith: Clerics of the Guardian value freedom and liberty above all else. They are ever vigilant in seeking out those who enslave or oppress others. It is their duty to promote happiness and defend freedom for all walks of life. The Guardian's clerics, the Messengers of Liberty, have a strong commitment to charity and provide assistance to the less fortunate. This makes them popular with the commoners.

The primary goal of their church, the Face of the Free, is to ensure liberty for all through the overthrow of oppressive governments. When the Messengers of Liberty reside in cities, their actions are covert. In these situations, they organize frequent celebrations to promote the Insurgent One as the god of happiness, but openly seem to ignore the other aspects of freedom and liberty.

In areas where their cause seems hopeless, clerics emphasize the positive by focusing on individual successes in the war against oppression. Church meetings and services often result in celebration as congregants discuss grand plans and reminisce about past successes. Unfortunately, their rosy attitude and celebratory nature sometimes prevent the church from making any real progress in the liberation of bondsmen.

While clerics residing in cities are careful not to openly advocate the overthrow of a government, clerics residing in the wilderness are free to promote insurrection among the peasants. Wilderness sects of the Messengers of Liberty are foot soldiers in the battle for autonomy. Those clerics living in the wilderness advocate self-dependence staunchly. They attain information (such as slave caravan schedules or government expansion plans) from the city-bound clerics' spy network and use it against those who encroach upon freedom. These clerics often rob from rich slave merchants to further the cause of emancipation or simply to aid the poor and gain loyalty among the masses.

About The Face of the Free

Priesthood: Messengers of Liberty

Symbol: An eagle's claw on a black background (broken chains are also frequently depicted in religious iconography)

Colors: Black, gray and white

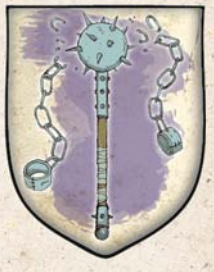
Place of Worship: Wilderness

Holy Days: Every full moon

Sacrifice: Broken chains from freed slaves

Raiment: Priests wear white, or gray and white robes. Their spiritual leaders think little of ceremony and pomp. The vestments of these Messengers of Liberty reflect this for they are sturdy and constructed for utilitarian purposes. When performing rituals, they wear robes upon which they affix one feather for each person they have liberated. Feathers entirely cover the cloaks of High Rejoicers.

The Face of the Free



Alignment: Chaotic Good

Divine Icon: A carved representation of an eagle's claw

Preferred Weapon: none

Other Weapons Permitted: Any

Armor Permitted: Any

Bonus Skills: Animal Training (pick one species), Cartography, Literacy, Lock Picking*, Survival, heavy armor and shield proficiencies

*At 3rd level and every odd-numbered level thereafter, priests of the Guardian receive (at no BP cost) one roll of the mastery die in the Lock Picking skill.

Powers: ***Freedom of Action.*** This power allows Messengers of Liberty to slip free from shackles, bindings or other bonds as well as grants immunity to spells and magical effects that restrict or inhibit movement. They may never be taken down, grabbed or held in unarmed combat.

Revered Names for Deity: The Guardian, The Liberator, Free Soul, The Insurgent One, The Inducer of Independence, Lokker (Fhokki), Melnador (Brandobian), Yelajod (Dejy), Relivik (Kalamaran), Sashoz (Svimohzish), Neevuu (Reanaarese)

Deity's Appearance: The Liberator appears as either a giant eagle or a young, strong, rugged being with long dark hair and yellow eyes. The Guardian wears chainmail and wields a longsword (Talon) and longbow (True Flight).

Advancement within Order: Priests advance within the church by freeing slaves (including indentured servants and other such bondsmen), converting or killing followers of the Overlord and aiding in the overthrow of oppressive governments.

Confederate Faiths: The House of Solace, The Church of Everlasting Hope, The Courts of Justice, The Church of the Life's Fire, Theater of the Arts, Temple of the Patient Arrow, The Order of the Passionate One

Adversarial Faiths: The House of Shackles, The Order of Agony, The Congregation of the Dead, The Temple of Strife, The Conventicle of Affliction

Sayings: *Ruin, mishap, calamity and adversity, cannot harm one as happy and free as me. - Soar like an eagle. - Like a child I frolic, like an eagle I prey. - To be as free as an eagle is that for which we all strive. - The Insurgent One's eye is ever watchful. A greeting: Welcome to our free world.*

The Order of Thought

Alignment: Lawful Neutral

Spheres of Influence: Wisdom

Tenets of the Faith: Clerics of The Wise One are respected as the wise men and women of the lands. However, they are not devoted exclusively to the study of books; wisdom comes from experience. Unlike most scholars, with their noses buried in tomes, clerics of the Wise One are active in the world and give counsel to those who need it. Often, the price for a Seeker's advice is a riddle, a bit of arcane knowledge or some other useful information.

After acceptance into the Seekers of Sagacity, an uninitiated adept spends five years within the temple learning the wisdom of the ways of Thrain. A Seeker spends his next five years traveling the world. During these years, known as the Seeking, the cleric carefully observes all that he encounters.

The cleric then returns to the temple where he chooses the way he will serve the Wise One. He may choose to become counselor to a lord or king who has requested a new advisor. He may choose to remain at the temple and give advice. Alternatively, he may choose to continue traveling to impart to the world the wisdom of the Lord of Intuition.

Seekers of Sagacity tend to avoid combat unless necessary. They prefer a battle of wits, with an arsenal of riddles prepared for such a competition. Nevertheless, they train themselves in the ways of armed combat; not all opponents have the capacity to clash in ways other than force.

Seekers often solicit sphinxes to share riddles and arcane lore. The constant quest for new pieces of knowledge and riddles drives many Seekers, and many adventure to solve mysteries or explore the vast unknown. Seekers of Sagacity find equal challenge in exploring an ancient lost city as in unraveling a mysterious theft in a teeming metropolis.

Seekers of Sagacity often display an air of indifference to physical danger. They reserve their energies for confronting the truly worst source of doom: ignorance. Seekers, while capable of defending themselves and bringing stability and knowledge to the land by defeating the forces of chaos and violence, know that the greatest enemies cannot always be defeated through magic and force of arms.

A Seeker typically believes he can talk his way through any challenge involving an intelligent opponent, and prefers a diplomatic solution whenever possible. Seekers of Sagacity are open and friendly towards all reasonable beings regardless of social class, for they know wealth and class is rarely an indicator of wisdom.

The Order of Thought



Alignment: Lawful Neutral

Divine Icon: The divine icon for Seekers of Sagacity is a silver owl pendant or a beech staff.

Preferred Weapon: Staff

Other Weapons Permitted: Any polearm or ranged weapon

Armor Permitted: Any

Bonus STPs: Current Affairs, Glean Information, History (Ancient), Language, Literacy, Riddling; any skills with Wisdom as sole ability score modifier may be purchased at half BP cost (those with other relevant ability score modifiers cost 75% of list), heavy armor and shield proficiencies

Bonus Talents: Charm Resistant, Polyglot

Powers: Gain an additional *native* language at 5th level and every 4 levels thereafter, immune to Idiocy, Mind Reading and Thought Probe spell

About The Order of Thought

Priesthood: Seekers of Sagacity

Symbol: An owl in flight grasping a staff in its talons.

Colors: Light brown.

Place of Worship: Temples to the Eye Opener can be found in cities, towns and villages. Worship of Thrain involves hymns and songs, but it also involves puzzles posed to the group by one of the clerics. Individuals may discuss the puzzle among themselves or ponder the question silently, but they are encouraged to be industrious in their pursuit for knowledge. Different challenges are offered to worshippers of various ages and ability, and moving to a more advanced group is an occasion for congratulations and respect.

Holy Days: During the spring and fall equinox, the worship challenge is reversed for the celebration of the Feast of Enlightenment. The worshippers ask questions of the clerics, who share their answers and their thought processes with the worshippers. Typically, the worshippers make an offering before asking a question, so these events generate a large portion of the faith's income for the year.

Sacrifice: On the first day of each month, Seekers of Sagacity burn beech twigs in sacrifice to their god.

Raiment: Clerics of the Order of Thought are philosophers and teachers, and have little time or concern for fancy clothing. They wear simple linen robes or tunics of light brown. Although many Seekers of Sagacity keep their head unadorned on a day-to-day basis, each wears a special low, black, flat-topped hat. The greater their rank in the church, the more owl

feathers are attached to the hat. Many of the younger clergy, who tend to be more in tune with the modern youth of the day, have taken to dangling their owl feathers from a leather thong which hangs down 8 to 10 inches from their hat.

Revered Names for Deity: Thrain, Eye Opener, Lord of Intuition, The Wise One, Sytherr (Fhokki), Browend (Brandobian), Dokshy (Dejy), Lokalas (Kalamaran), Shamnan (Svimohzish), Loakaer (Reanaarese)

Deity's Appearance: The Eye Opener appears as an older being with white hair, garbed in light brown robes and carrying a beech staff (named "the Staff of Wisdom").

Advancement within Order: Advancement within the Order of Thought is by seniority. Therefore the oldest cleric is usually the leader of the Seekers of Sagacity. In addition to learning basic skills during training, clerics must solve a riddle. They may not advance until they answer it correctly. A cleric may hazard three answers. If all are incorrect, the Order demotes the Seeker.

Confederate Faiths: The Fraternal Order of Aptitude, The Founder's Creation, The Temple of Enchantment

Adversarial Faiths: The Confuser of Ways, The Church of Chance, The House of Vice, The Way of the Berserk

Sayings: *"Violence is the last refuge of the wise." - "At last, his eyes are open." - A greeting: "What can you teach me?" - A farewell: "Keep your senses about you."*

The Conventicle of the Great Tree

Alignment: Neutral

Spheres of Influence: Nature

Tenets of the Faith: Clerics who live in the forest, away from civilization, primarily comprise the Brotherhood of the Bear. They believe that the intelligent races will eventually destroy themselves, allowing nature once again to rule Tellene. Until that time, they consider it their duty to patrol woodlands and other wild areas, protecting them from destruction. Other duties of clerics include planting trees, healing wildlife and passing the ancient songs of the Old Oak to new generations. These songs, sung on holy days in a language known only to the gods, seem sad yet beautiful. Some believe they foretell the destruction of civilization. Until the riddle of the songs is revealed, clerics of the Bear strive to maintain a balance in the world between nature and civilization.

Priests of the Old Oak are strident in their opposition to metalworking - particularly that of the ferrous variety. This stems not from any luddite distain of metallic implements per se but rather is related to their means of production. Metallurgy, and most egregiously in the case of steel-making, consumes huge quantities of wood to facilitate its manufacture and is thus a huge driver of deforestation. Priests of the Old Oak consider the utility gained completely out of proportion to the resources consumed and thus boycott its use. As a practical matter, they will not use ferrous metal armor preferring instead to wear leather armor though they may employ shields. Ideally, any weapons they use are also constructed of natural materials such as a spear, arrows or hand axe fitted with a warhead crafted from flint.

A common quest for the Brotherhood of the Bear is to seek out the oldest ent, the Son of the Old Oak. The Son of the Old Oak is a valuable source of information on how to deal with threats from encroaching civilizations. He has also commanded other ents to aid the Conventicle of the Great Tree in past crises.

About the Conventicle of the Great Tree

Priesthood: The Brotherhood of the Bear

Symbol: A huge oak tree

Colors: Green and brown

Place of Worship: Ideally a clearing within an ancient oak forest. These are difficult for non-worshippers to access due to overgrown and thorn-riddled paths guarded by ents or grizzly bears.



The Conventicle of the Great Tree



Alignment: Neutral

Divine Icon: Acorn

Preferred Weapon: Staff

Other Weapons Permitted: They may purchase proficiencies for bows (long and short), javelin, hand axe, club, spear

Armor Permitted: thick robes, leather, padded plus shield

Bonus Skills: These clerics gain one free mastery in Animal Empathy, Animal Mimicry and Forestry at first level. They gain 3 skills points in each for every level gained and a +3 bonus to the Mastery Die should they undertake formal training. They also gain the light armor and shield proficiencies.

Powers: As priests of the Bear gain experience, they may shapechange into various animal forms. Initially they may only assume the form of a tiny mammal such as a shrew or mouse and when undergoing this transformation their clothing and equipment is left behind. With increasing maturity, they gain the ability to assume a wider variety of animal shapes and, beginning at 13th level, their gear is subsumed into the new form.

Whilst in animal form, the cleric retains his own cognitive abilities but in all other ways (save hit points) assumes the characteristics of the creature it has morphed into. Thus a cleric assuming the form of a wolf uses that creature's movement rate and combat statistics. He is indistinguishable from any other creature of that species and will be perceived as such by any creature for he smells, looks, sounds and has the mannerisms (should he not actively suppress said when in the company of allied humanoids) of the animal.

The transformation process induces cellular repair such that the cleric is healed one-sixth (rounded down) of any wounds he currently is afflicted by. Thus the cleric above, should he have sustained 19 hp of damage, would receive 3 back after transforming into a wolf.

The animal form may be retained as long as the cleric wishes. When the cleric transforms back into his natural form, an additional one-sixth of his wounds are cured.

Restrictions: In animal form, the cleric may not cast spells.

Priests of the Bear have no ability to influence the undead. However, they may extend their influence to intelligent woodland creatures (brownies, centaurs, dryads, ents, pegasi and pixie-faries) to ensure a favorable response. Functionally this is treated just as a cleric's turning attempt with the creature using its Mental Save as a substitute for the undead being's Will Save. Successful use of this power disposes the creature to accept the cleric as an ally.

Brotherhood of the Bear Animalform Powers

Level	Animal shape allowed	Transformation time (s)	Times per day
7	tiny mammal (e.g. squirrel)	120	1
8	small mammal	90	1
9	tiny bird	90	1
10	small bird	60	1
11	medium mammal (e.g. wolf)	60	1
12	tiny reptile	45	2
13	black bear	45	2
14	small reptile	30	2
15	tiny insect	30	2
16	brown bear	20	2
17	medium avian (eagle)	20	3
18	any large mammal	10	3
19	large avian (e.g. giant eagle)	10	3
20	grizzly bear	5	3

Holy Days: Summer and winter solstice

Sacrifice & Frequency: Plant tree seedlings once per month

Raiment: Clerics wear green and brown robes.

Revered Names for Deity: The Bear, Old Grizzly, Father of the Ent, The Old Oak, Othgorr (Fhokki), Belnar (Brandobian), Bylenyr (Dejy), Belanar (Kalamaran), Bemmini (Svimohzish), Bealaar (Reanaarese)

Deity's Appearance: The Old Oak appears on Tellene in one of three forms. The first and most common is that of an ancient, slightly senile man dressed in ragged clothing and old sandals carrying a worn, oaken staff. The second form is that of a giant grizzly bear. Finally, he sometimes appears as a huge ent.

Advancement within Order: Advancement within the Conventicle of the Great Tree is by protecting nature from the harm of civilization and keeping forests free of dangerous influences.

Confederate Faiths: The Assembly of the Four Corners, The Church of the Life's Fire, The Face of the Free, The Temple of the Patient Arrow

Adversarial Faiths: The Founder's Creation, The Parish of the Prolific Coin, The Conventicle of Affliction, The Tempe of Strife, The Home Foundation

Sayings: *Civilization is merely a term used to rationalize the destruction of life in order to erect dead material things. - To truly live is to feel the sun on your face, the grass between your toes, and not to ponder from whence your next meal comes. - A Brother of the Bear affects eternity since he knows not where his seed will spread.*

Church of Chance

Alignment: Chaotic Neutral

Spheres of Influence: Thievery, Gambling, Luck

Tenets of the Faith: Risk (also known as Draper, Old Lucky, Master of Stealth, Prince of Chance, and King of the Dice) is the god of thievery, gambling and luck. Clerics and followers of Old Lucky are assertive in nature. All clerics train in the finer skills of thievery and gambling, and make challenges or bets on a daily basis just for the sake of doing so. Sometimes Challengers take these bets simply to put others into a chancy situation. A dare gone badly can sometimes be remedied by a cleric of Risk, as they generally do not intend malice.

The Challengers of Fate are firm believers in taking advantage of any opportunity to gain something, and they believe that the early bird catches the worm. Thus, when adventuring, clerics of Risk rise early on the first day of the week and pilfer something. They enjoy taking full advantage of the hospitality of others to set them up as the victims of a con. A Challenger's main goal is to dupe her victim, leaving him none-the-wiser.

Draper never grants favors to his clergy or followers without a dare or bet being involved. He rewards worshippers for taking chances, regardless of the outcome. The Church of Chance runs legal and illegal gambling houses and controls many thieves' guilds.

Challengers of Fate are drawn to the danger of adventuring - a test of their skills, luck and fate. The great risks, balanced by the imminent threat of death, maiming and tragedy, create an irresistible lure for any Challenger.

Challengers of Fate may be relatively weak combatants in comparison to a fighter, but they believe it makes life a greater challenge. They dislike spells that give them a guaranteed chance of success, but they do like to increase odds in their favor.

About The Church of Chance

Priesthood: Challengers of Fate

Symbol: The holy symbol of the Challengers is a pair of six-sided dice.

Colors: Gray, dark brown and black.

Place of Worship: Worship of Risk can occur anywhere, at any time. Churches and shrines draw no symbolism or power from a particular location. Brief services allow worshippers a chance to compare brave or foolhardy tasks undertaken during the week and be assigned newer and even more dangerous challenges for

Challengers of Fate advancement table

Level	*Hit Dice (d6)*	*Attack Bonus*	*Initiative*	*Initiative Die*
1	1	0	0	standard
2	1 + re-roll	0	0	standard
3	2	0	0	standard
4	2 + re-roll	+1	0	standard
5	3	+1	0	standard
6	3 + re-roll	+1	-1	one better
7	4	+1	-1	one better
8	4 + re-roll	+2	-1	one better
9	5	+2	-1	one better
10	5 + re-roll	+2	-1	one better
11	6	+2	-2	one better
12	6 + reroll	+3	-2	one better
13	7	+3	-2	one better
14	7 + reroll	+3	-2	one better
15	8	+3	-2	two better
16	8 + reroll	+4	-2	two better
17	9	+4	-2	two better
18	9 + reroll	+4	-3	two better
19	10	+4	-3	two better
20	10 + reroll	+5	-3	two better

Church of Chance



Alignment: Chaotic Neutral

Divine Icon: The divine icon for Challengers of Fate is a pair of silver six-sided dice connected by a silver chain.

Preferred Weapon: none

Other Weapons Permitted: They may purchase proficiencies for knife (melee or thrown), dagger, short sword, longsword, light crossbow, sling, or short bow at normal cost. Other weapon proficiencies cost double.

Armor Permitted: Challengers of Fate may wear any armor or employ any shield - *it is up to them to determine if the benefits of stealthy skills outweigh the risks of sustaining more severe wounds*

Bonus STPs: May choose three bonus skills from the following list: Climbing/Rappelling, Disarm Trap, Hiding, Identify Trap, Listening, Lock Picking, Pick Pocket and Sneaking. Upon advancement, gain one roll of the mastery die in any two of these skills (chosen randomly)*. They also receive the light armor proficiency.

Roll d8	Random Skill Advancement
1	Climbing/Rappelling
2	Disarm Traps
3	Hiding
4	Identify Trap
5	Listening
6	Lock Picking
7	Pick Pocket
8	Sneaking

** Priests of Old Lucky are expected to seek out novel challenges. As such, focusing on certain skills that reduce challenges (i.e., taking Identify Traps and Lock Picking every level) is a mortal sin. In order to disabuse supplicants of this vice, elders choose random skills with which to enlighten the novice. Thus, each time the cleric advances to the next level, roll a d8 on the skill advancement chart. If the same result comes up both times, that's fine - clearly the Prince of Chance felt that mastery of said skill was an urgent concern.*

Challengers of Fate also receive their first purchase of the Gambling skill for free and receive an additional +3 point increase in this skill each time they advance in level. They also gain the light armor proficiency.

Should they train in any of the following skills: Acting, Appraisal, Current Affairs, Disguise, Distraction, Escape Artist, Fast Talking, Forgery, Glean Information, Observation, Reading Lips, Salesmanship and Seduction, they gain a +1 bonus to the mastery die (or their ability score modifier – whichever is more advantageous). Training in Gambling affords a +3 bonus (again, possibly superceding but not augmenting their ability score modifier).

Combat: Clerics of Risk utilize their own unique advancement chart

Powers: Clerics receive Luck Points per level amounting to 10 + their Wisdom score + their Wisdom score's Mastery Die Roll Modifier (see Chapter 11: Skills). *For example, a cleric with 17/14 Wisdom would gain 10+17+3 or 30 Luck Points.*

These Luck Points work as those of the thief, although the cleric may also use them to attempt to increase the chance of gaining a particular spell (see below).

Spell Restrictions: In the true spirit of luck and chaos, all clerics are granted spells randomly after their daily prayers. To compensate for the chance factor, one additional spell of each level is granted. Thus, a 1st level Challenger of Fate can cast two spells from the 1st level spell list. Note that these clerics never gain any bonus spells due to high Wisdom. If the same spell is rolled twice, it simply indicates that the Prince of Chance felt that said spell may come in particularly useful.

As mentioned above, luck may be used to increase the chance of gaining a particular desired spell. By expending a Luck Point, the priest of Old Lucky may gain a re-roll for any granted spell. In no instance may he *pick* a spell (though the likelihood of gaining the desired spell increases by wagering additional luck).

the next week. Tithes are given in the form of wagers on cards or dice, with the odds stacked heavily (but obviously) in the favor of the house. The Challengers of Fate proudly point out that theirs is the only faith on Tellene in which you can not only keep your tithe but also go home richer.

Temples of the Church of Chance are glittering buildings designed to attract attention in any way. Ribald images on the walls, exotic slave girls tending to the worshippers, musicians in the faith's employ—anything the clerics can provide to make the temple entertaining to the worshipper is a possibility. The temple construction is usually light and open, with the largest area devoted not to prayer or sermons, but to gambling tables. Dice, cards, booths for placing bets on races or other sporting events, and nearly any gambling venues imaginable fill the space.

Cathedrals are huge affairs, providing a variety of services so that worshippers never have to leave. Rooms are available to rent. Restaurants provide worshippers with food. Luxurious baths refresh the worshippers between activities.

Holy Days: When the moon of Diadolai is new, worshippers must sacrifice an item that was exceptionally difficult to steal or perform an exceptionally risky task. Clerics are held to high standards in this regard and local authorities carefully follow anyone known to be a cleric of Risk during the dark of Diadolai.

Sacrifice: A Challenger must pilfer an item or perform an exceptionally risky task on the first day of the week.

Raiment: The Church of Chance does not require a specific uniform for its clergy, though they tend to favor dark clothing to avoid drawing much attention to their illicit deeds. Gray, dark brown and black are common colors.

Revered Names for Deity: Draper, Risk, Old Lucky, Master of Stealth, Prince of Chance, King of the Dice, Pavorr (Fhokki), Delneb (Brandobian), Sevyer (Dejy), Rigel (Kalamaran), Mizar (Svimohzish), Miazaar (Reanaarese)

Deity's Appearance: Risk appears as a dark cloaked figure of indistinguishable height, with its face concealed beneath a hood.

Advancement within Order: Advancement is based on challenge of superiors. Before advancing, a cleric must defeat a superior in a mission to steal an item for the Church of Chance. A roll of the dice randomly determines the mission that the clerics must undertake. For example, Challengers may be required to steal a magical ring currently in the ownership of a local mage. If successful, the ring is given to the Church (though anything else picked up along the way, the clerics can keep for themselves). The higher the cleric's level, the more risk is involved.

Confederate Faiths: The Confuser of Ways, The Temple of Strife, The Order of the Passionate One, The Parish of the Prolific Coin

Adversarial Faiths: The Founder's Creation, The Fraternal Order of Aptitude, The Hall of Oaths, The Courts of Justice

Sayings: *"A first impression is your best chance to take advantage of someone." - "Nothing ventured, nothing gained." - "Better to regret something you've done than something you have not." – "Better to ask forgiveness than permission." - "What have you got to lose?" - "With sure swift fingers, no money lingers."*

The House of Shackles

Alignment: Lawful Evil

Spheres of Influence: Oppression, Slavery

Tenets of the Faith: The Bringers of the New Order are bent on world domination, with the House of Shackles becoming the sole political, economic, military and religious power throughout the world. They believe that they can and will, conquer the world for their diabolical Master. The Bringers will do whatever it takes to attain this goal.

Clerics of the Overlord (also called the Oppressor, the Tyrant of Tellene, the Enemy of the Free, the Bringer of the New Order, Yielder to None, Shackles and He Who Brings Gods Low) rarely use brute force to enslave a land. They prefer to work within a government, placing their followers in positions of political power or dominating the current ruler and forcing him to do their bidding.

They generally dominate through insidious psychological brainwashing, though they may use less subtle methods on occasion. In any event, the ruler is usually the last to believe he is under the sway of another. If all else fails, Bringers may resort to blackmail.

In small towns, Bringers may first appear as saviors by defending a town from brigands (usually hired by the clergy themselves) or by providing free slave labor to help plant and harvest crops for a starving village. Once they establish themselves within a society, they manipulate the populace to instill their evil ways. Those who do not bow before the Overlord are enslaved. In more remote areas and when the situation dictates, the clergy may employ swifter and more brutal tactics.

Bringers of the New Order are well trained in the tactics of intimidation, fear and the art of breaking their victim's spirit. By dominating their prey mentally, physically and emotionally, Bringers remove their victims' ability to think for themselves.

The House of Shackles



Alignment: Lawful Evil

Divine Icon: Gauntlet worn on the right hand. After being accepted into the House of Shackles, priests are branded with the symbol of the Overlord upon their chests, marking them as his servants.

Preferred Weapon: Scourge

Other Weapons Permitted: Any crushing weapon

Armor Permitted: Any

Bonus STPs: Interrogation, Intimidation, Literacy, Recruiting, Rope Use, Seduction (art of), scourge proficiency, heavy armor and shield proficiencies

Powers: Command Undead; +2 bonus to saves vs. charm effects

About The House of Shackles

Priesthood: Bringers of the New Order

Symbol: Mailed fist

Colors: Red and brown

Place of Worship: Underground temples

Holy Days: Summer solstice

Sacrifice: The heart of a captured escapee, once per month

Raiment: Bringers have a very rigid uniform code, in accordance with their rank in the church. Even when not performing ceremonies or services, Bringers of the New Order tend to wear a small, blackened metal pin with their unholy symbol somewhere on their clothing.

Members of the House of Shackles below the rank of Subjugator wear brown leather headbands, emblazoned with the unholy symbol of the Overlord.

Revered Names for Deity: The Overlord, The Oppressor, Tyrant of Tellene, Enemy of the Free, Bringer of the New Order, Yielder to None, He Who Brings Gods Low, Shackles, Velmn (Brandobian), Asha (Dejy), E'Patali (Kalamaran), Dakkar (Fhokki), Foobi (Reanaarese)

Deity's Appearance: The Overlord appears either as a disfigured old man or an immense 30-foot-tall being.

Advancement within Order: Advancement in the House of Shackles occurs through vacancies in the order or through challenge of superiors. Advancement through vacancies means simply waiting for those above the cleric to advance or die. When this occurs the next cleric in line fills the vacancy. Advancement of this type is slow, especially beyond the level of Slave Driver. Therefore, most Bringers opt for the aggressive improvement of their rank through challenging superiors.

Challenge does not have to be in the form of combat; it may be a hunt for an item, a contest of taking slaves or some other challenge. However, the superior chooses the contest and if the challenger loses, he may not challenge again for one year. If the superior loses, she is demoted and the challenger assumes her position in the House of Shackles.

Only a limited number of priests worldwide may hold levels above that of Disciple. Additionally, priests within a rank are given a number corresponding to their position within that rank; the lower the number, the more senior the position. Thus, every Bringer above the level of Disciple knows his exact station.

Sayings: *To feel the whip is to feel the burning kiss of the Overlord. - Let your scars be a reminder of who is the master and who is the slave. - My words are your thoughts, we are one. - The will of the Overlord cannot be denied. - Our enemies will be crushed in the fist of the Oppressor.*

The Order of Agony

Alignment: Lawful Evil

Spheres of Influence: Pain, Torture and Cold

Tenets of the Faith: The Order of Agony is dedicated to inflicting pain and suffering on others in the name of the Flaymaster. The Ministry of Misery zealously carries out this commandment and consequently has raised torture to an art form. Because of

The Order of Agony

Alignment: Lawful Evil

Divine Icon: A bloody dagger

Preferred Weapon: Dagger

Other Weapons Permitted: Any

Armor Permitted: Light or Medium Armor, may employ shields

Hit Die Type: d8

Bonuses: receive Dagger, Knife (melee and thrown) and Scourge weapon proficiencies for free; Dagger specialization may be purchased in 6 BP increments; receive medium armor and shield proficiencies; may command undead; receive one purchase of the Torture skill for free at first level; subsequent purchases of the Torture skill gain benefit of no less than a +2 Mastery Die roll modifier; gain +3 Mastery in torture upon every level advancement; may purchase *Pain Tolerant* and *Tough As Nails* talents for 10 BP each; spell list includes several cold-based spells normally available only to Mages



Restrictions: The Ministry of Misery is no place for crybabies. They truly believe in inflicting pain and misery on the whole world and pull no punches within the order. These clerics must be tough individuals merely to survive the indoctrination and achieve novice rank as a Giver of Grief. As such, no person may opt to take on the vows of the Order of Agony without a minimum 13 Constitution and 12 Wisdom.

their skill, priests of Slowdeath are often employed as torturers or interrogators. Priests of the Hood seek to inflict agony on each and every being in the world. The Ministers believe that through pain and anguish, the masses will learn that only the Flaymaster can ease their torment. The Order of Agony teaches its disciples that world domination is the best way to attain their objectives. The Order has recently taken steps in this direction by founding the Theocracy of Slen (q.v.). They think that through their evil theocracy the Order can bring pain to all the surrounding nations and ultimately to all of Tellene, Worshippers of the Flaymaster who work as torturers or reside in foreign nations have been commanded to gather intelligence for the Grand Theocrat.

About The Order of Agony

Priesthood: Ministry of Misery

Symbol: The bloody dagger is the icon of the Flaymaster. While this may be stylistically rendered in pendant form and worn about the neck, a physical weapon – recently bloodied by painful insertion into a sentient being – is a far more desirable totem of The Cruel Master. Ministers of Misery strive to acquire the finest quality blades as both powerful testaments to their faith and as useful implements of torture and combat.

Color: Pale blue is the traditional color of the sect for it symbolizes multiple aspects of the deity. The most immediate connection is with cold and the blue hue of pure ice. Less well known is that it also represents pain in mimicking the appearance of cyanosis in an individual being asphyxiated during torture.

Place of Worship: Ritualized torture is a central rite during worship of The Prince of Suffering and thus the holy areas of temples dedicated to Cold Death are frequently mistaken for common torture chambers by those unfamiliar with the practices of this cult. Ideally, temples are located in frigid and remote areas, with mountain peaks representing the apex of desirability. Achieving that paradigmatic goal may, of course, be out of reach of many chapters. Many smaller chapels, particularly those in close proximity to or within urban areas, may be little more than "murder houses" with basement rooms and sound baffling to minimize the chances of neighbors' suspicions being aroused.

All temples consecrated to the Flaymaster have one architectural similarity – none possess fireplaces, firepits or any fixture designed for use in blasphemously heating the structure.

Holy Days: The winter solstice marks the beginning of the church year and is the most revered day for followers of Ice Heart. The faithful stay awake for three days prior in order to prepare themselves for the festival of pain through sleep deprivation and fasting. On Frostbite Eve, devotees are beaten with sticks until they develop visible bruising. Only at midnight does the bloodletting begin. The faithful are initially whipped and scourged until their blood drips upon the ground. Once this demonstration of faith is made, the worshippers are then granted ameliorative care.

They then engage in a horrific torture of prisoners. None of these victims is slain during the holy day (and a specially designated priest is always at hand to remedy the work of overly zealous parishioners). The day is a blessed ritual of pain and pain alone – killing a victim is a serious transgression as it is a manifestation of the worshipper's lack of mastery of the art of torture. Only on the following day are captives taken outside to be symbolically murdered by the Flaymaster via exposure and hypothermia.

An abbreviated version of this ritual is performed monthly around the new moon (Veshemo).

Sacrifice: Optimally, sacrifices to Slowdeath will be healthy and strong individuals drawn from the sapient races. Those with the courage to endure a great deal of physical abuse (but eventually succumb) are vastly preferred to the weak willed who beg, plead and cry. The latter are deemed unworthy sacrifices and slain immediately should no better candidate be available. Note that very rare being that does not break from torture is seen as a very ill omen and reflects extremely negatively on the priest leading the ceremony.

In dire circumstances, an animal may be utilized for the ritual. The creature should nonetheless be a valued work animal or loved pet so that its loss results in emotional pain for the owner.

Raiment: Black leather garments are the compulsory dress of all Ministers of Misery. This mandate extends to body armor such that priests shun the use of such types that do not reveal this material beneath their topmost layer of studs or rings. Any such armor acquired must be dyed black before it may be used. Naturally, clerics will ensure that accessories such as scabbards, belts and boots are also fabricated from black leather and kept highly polished as displaying their meticulousness is a matter of personal pride. This readily distinguishable signature look is meant to intimidate both opponents and the rank and file.

Clerics wear studded leather hoods (similar in appearance to an executioner's hood) that serve as badges of rank within their order. An individual's standing within the hierarchy may be gauged from the types of studs he wears upon his hood as summarized in the table below.

Title	*Hood*
Giver of Grief	no studs
Wielder of Woe	iron studs
Supervisor of Suffering	steel studs
Master of Misery	brass studs
Tormentor	bronze studs
Provider of Pain	copper studs
Assignor of Anguish	silver studs
Distributor of Agony	gold studs
Torturer	platinum studs
Ice Priest	gems*

**More valuable gems indicate higher status Ice Priests. It is rumored that the Grand Theocrat's hood is completely encrusted with brilliant diamonds.*

It bears noting that rank within the order is not an absolute gauge of individual prowess. Indeed, measured contribution to the advancement of the order is the primary determinant of prestige. There is, of course, a correlation between these two metrics as more formidable priests can draw upon greater resources to further the aims of the Flaymaster.

Revered Animal: The order of agony holds the wasp in high esteem. Unlike solitary hunters, these creatures exist in a structured hive emulating the order this cult hold dear. Their caste system is also determined behaviorally rather than being biologically predetermined. Wasp parasitism is taught to be a natural manifestation of the Flaymaster's dictums in that prey is not quickly killed but suffers a slow and painful demise as larvae consume its body. Finally, the smallest wasp is generally feared by most humans – a power to intimidate wholly out of proportion to its size.

Revered Names for Deity: The Flaymaster, Ice Heart, Slowdeath, The Hood, Cold Death, The Knife, Frostbite, Icebite, The Prince of Suffering, The Cruel Master, Scourge of Tellene, Kennad (Fhokki), Elnamna (Brandobian), Slen (Dejy), Pirabi (Kalamaran), Minmehw (Svimohzish), Leom (Reanaarese)

Deity's Appearance: In canonical depiction, Ice Heart appears as a thin being dressed in black leather with a black studded leather hood. Only his penetrating gray eyes are visible within the folds of this mantle. He is said to speak in a low raspy voice.

Advancement within Order: Before a priest who has demonstrated his worthiness through notable deeds may advance in rank within the church hierarchy, he must undergo torture by his superiors. If the aspiring priest survives this test of physical stamina and mental fortitude, he is permitted to advance to the next rank within the church thereby gaining increased prestige and responsibility. A side effect of these rituals is that all senior members of the Ministry have horrible scars and some are greatly disfigured. Priests and Priestesses holding the most privileged posts are almost completely covered with scars.

When a cleric is deemed ready to ascend to the pinnacle of power and authority by becoming an Ice Priest, his final ordination is prefaced by a weeklong ceremony of repeated torture by his peers. Only if he survives this gruesome ordeal may he claim the title of Ice Priest. Once a cleric is inducted into this order, he is taught *the death of a thousand screams*, a special torture invented by Cold Death himself.

Confederate Faiths: The House of Knives, the Temple of Sleepless Nights, the Fraternal Order of Aptitude, the House of Shackles, the Temple of the Three Strengths

Adversarial Faiths: The Church of Everlasting Hope, the House of Solace, the Church of the Night's Beauty, the House of Vice. The Ministers of Misery loathe the Conventicle of Affliction

Role Playing: Flaymasters do not fit what many consider to be a cleric's traditional role, namely being a somewhat passive combat medic and tending to the grievous wounds the more heroic fighters tend to accumulate in substantial quantity. While this may seem disadvantageous, breaking this stereotype can be liberating.

Depending on your style of play, a Minister of Misery may be the most genuine spiritual advisor you could have on your team. Instead of being lectured about saving widows and orphans, these clerics are right at home with a hacking and slashing band of maniacs. Imagine Tyler Durden giving you a pep talk before wading right into melee and taking his lumps like the rest of the guys. Except that we all talk about fight club.

Flaymasters can hold their own as combatants and often prove to be very resilient in melee due to their unique training in confronting pain. While not par-

ticularly sympathetic to those in agony, they can call upon some limited ameliorative powers in dire circumstances. They are also among the most powerful offensive divine spellcasters with a full compliment of spells to inflict pain and agony as well as access to a gamut of spells capable of inflicting freezing damage.

The House of Knives

Alignment: Neutral Evil

Spheres of Influence: Murder, Revenge

Tenets of the Faith: The Veiled Priesthood is like an ill wind, you cannot see it, but you know it exists. These clerics keep their identity and the location of their temple absolutely secret. A member of the Veiled Priesthood would rather die a thousand horrible deaths than risk angering the Vengeful One by revealing the location of one of his Houses.

Assassins often pay homage to the Silent Slayer and virtually every assassins' guild houses an altar dedicated to him. Indeed, the House of Knives runs and operates many assassins' guilds. While it is true that the Veiled Priesthood receives profit and favors for their work, they do not kill to gain worldly goods. They kill to please their dark god, for they believe that the Father of Murder sells the souls of those slain by his clerics to the god of death or to any other god who would claim a soul.

Clerics of the Vengeful One advancement table

Level	Hit Dice (d6)	Attack Bonus	Initiative	Initiative Die
1	1	0	0	standard
2	1 + re-roll	0	0	standard
3	2	+1	0	standard
4	2 + re-roll	+1	0	standard
5	3	+1	0	standard
6	3 + re-roll	+2	0	standard
7	4	+2	-1	standard
8	4 + re-roll	+2	-1	one better
9	5	+3	-1	one better
10	5 + re-roll	+3	-1	one better
11	6	+3	-1	one better
12	6 + reroll	+4	-1	one better
13	7	+4	-2	one better
14	7 + reroll	+4	-2	one better
15	8	+5	-2	one better
16	8 + reroll	+5	-2	one better
17	9	+5	-2	one better
18	9 + reroll	+6	-2	two better
19	10	+6	-2	two better
20	10 + reroll	+6	-3	two better

The Vengeful One



Alignment: Neutral Evil

Divine Icon: Silver scorpion

Preferred Weapon: Dagger

Other Weapons Permitted: Any

Armor Permitted: Any

Bonus Skills: Dagger and light armor proficiency; may choose two bonus skills from the following list: Acting, Curent Affairs, Climbing/Rappelling, Disguise, Hiding, Listening, Observation and Sneaking. Upon advancement, gain one roll of the mastery die in any one of these skills. Any outright purchases of said skills merits a +2 bonus to the mastery die (unless their relevant ability score modifier is more favorable).

Veiled priests may specialize in knives or daggers for 6 BP times the bonus level. Additionally, they may take the Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade Talents for daggers and knives at half cost. All other weapon specialization costs 8 BP.

Powers: Priests of the Seller of Souls gain many combat abilities that mirror those of assassins.

Backstab: When striking an opponent that is unaware of his presence, the cleric may use a dagger or knife to stab his foe in the back. This attack inflicts penetration damage on both the maximum die roll and said roll -1.

Upon reaching 13th level, a veiled priest inflicts an additional d4p damage with a backstab. This supplemental damage die also penetrates on a 3 or 4.

Rearward Strike: Whenever he strikes an opponent from behind, the priest eliminates 1 point of his foe's damage reduction (either natural or gained via armor) for every 3 levels he possesses.

Coup de Grâce: Veiled priests may dispatch helpless opponents in 3 seconds.

Assassination: Clerics of the Seller of Souls have the ability to target weak spots that debilitate hominid opponents with near-human physiology. Beginning at third level, they deduct one from a near-human biped (of any size, from Giant to pixie fairy) opponent's threshold of pain. For every three levels thereafter (6th, 9th, etc), the priest deducts an additional point from such opponent's ToP. Further, for damage results of 5 or more points higher than required for a ToP check, the victim failing their ToP check not only falls in agony but is also silenced based on the cleric's artful choice of location (solar plexus, throat, etc.). A result of 10 or more beyond the required threshold renders the opponent completely unconscious for d6p minutes while a result of 15 or more immediately reduces the opponent to zero hit points and initiates the bleeding out rules.

The assassination ability can be used with ranged weapons, but only when within 20 feet of an opponent.

Some say that a cleric of the Seller of Souls can read the vengeful thoughts in a person's mind. The cleric then persuades that person to either act upon those thoughts himself or hire the cleric to exact his revenge. Still others say that it is the Unseen One himself who plants the seeds of murder and revenge in a person's head and sends his clerics to reap the evil harvest. In any case, the person who hires a Veiled Priest is allowed to name his exact revenge and the cleric will carry out the instructions precisely as requested. Of course, this work is not without price.

The payment for assistance is two-fold: money is paid and a favor is owed to the House of Knives. The favor may be called upon at any time and could be anything. For example, if a prince received help gaining the throne, the Veiled Priesthood might request money, a special item of power, that a cleric or follower of the Seller of Souls be appointed to an important position or a combination of these. Failure to pay leads to certain and horrible retribution.

About the House of Knives

Priesthood: The Veiled Priesthood

Symbol: Skull-headed scorpion with blood dripping from its stinger

Colors: Red and black

Place of Worship: Underground temples

Unholy Days: New moon (Veshemo and Diadolai)

Sacrifice & Frequency: Revenge once per month

Raiment: The Veiled Priesthood wear red robes and/or black armor. Each bears a red and black tattoo of a scorpion, usually on the inner thigh. Clerics of the Unseen One only wear their priestly robes when in the House of Knives because they wish to keep their affiliation hidden when in public.

Revered Names for Deity: The Unseen One, The Seller of Souls, The Silent Slayer, Father of Murder, Provider of Retribution, The Vengeful One, The Vindicator, The Avenger, Skrokkor (Fhokki), Frinta (Brandobian), Dotogyr (Dejy), P'Lipu (Kalamaran), Imohn (Svimohzish), Zael (Reanaarese)

Deity's Appearance: The Seller of Souls appears as a short, thin being with jet black hair and eyes. He dresses all in black, including a leather cloak.

Advancement within Order: Advancement within the House of Knives is based on meritorious acts and is granted by superiors. Superiors measure merit, at least partially, by clandestine missions successfully completed in the name of the Vindicator.

Confederate Faiths: The Congregation of the Dead, The Temple of Sleepless Nights, The Parish of the Profific Coin, The Church of Endless Night

Adversarial Faiths: The Halls of the Valiant, The Church of Everlasting Hope, The Founder's Creation, The House of Solace, The Hall of Oaths

Sayings: *Your soul will bring a good price. - Murder is such sweet revenge. - Feel my sting. - Like a scorpion, a Veiled Priest must strike swiftly and accurately, but most importantly, the sting must be deadly. - Revenge is a meal best served cold. - Guard your soul well, lest it become mine.*

The Conventicle of Affliction

Alignment: Chaotic Evil

Spheres of Influence: Disease, plague and vermin

Tenets of the Faith: The vile, revolting physical appearance of a Pestilent One is but a small glimpse of the evil that festers in his heart and mind. All clerics of Mangrus (also known as The Rotlord, Bringer of the Plague, Lord of the Putrid, Malignant One, King of Affliction, Prince of Carrion and Prince of Pestilence) are infected with a contagious, terminal disease.

Those not already afflicted with such a malady are secretly contaminated during initiation. Aside from the obvious intent of spreading pestilence in The Rotlord's name, this ceremony insures obedience and loyalty throughout the ranks of the church (the Conventicle of Affliction). Lower level clerics must show proper devotion to the Bringer of the Plague and do the bidding of their superiors or they will not be cured of their affliction when it becomes life-threatening.

Lycanthropy (wererat) is very common within higher ranks of the Conventicle of Affliction. It is rumored that the Malignant One grants lycanthropy only to loyal followers who have done some outstanding deed or service. To be so inflicted is considered a great honor among the Pestilent Ones, thus, a cleric of The Rotlord never willingly spreads this disease.

The Pestilent Ones travel the lands inflicting disease on others, typically in large cities where they inhabit the sewers. There, they set up foul altars and spread their maladies among rats and other sewer vermin. Ultimately, the Pestilent Ones strive to contaminate the city's water sources.

Clerics of the Lord of the Putrid avoid open confrontations, preferring to weaken their enemies by contaminating food and water supplies or spreading disease in the camp of their foes. When they do enter personal combat, they vastly favor attacks of a more cowardly nature, attacking from a distance or from ambush, with greatly superior numbers.

Clerics of the Bringer of the Plague are often people who have been shunned by society because of an already present malady. They seek out the priesthood for various reasons: in hopes of being cured, to find compan-

ionship among others with similar disorders or, most often, to exact some measure of revenge on those who have rejected them.

About the Conventicle of Affliction

Priesthood: The Pestilent Ones

Symbol: A rotting, worm-eaten head

Colors: Drab yellow and sickly green

Place of Worship: Sewers, dunghills, dumps and refuse piles

Holy Days: Varies regionally

Sacrifice: Healthy individuals or animals every waning quarter moon (all moons). The sacrifice is typically tortured, then horribly disfigured and finally inflicted with a rotting disease and left to decompose in a cell.

Raiment: Clerics may wear any garb they like, but it must be dirty, rotting and covered with offal. Higher level clerics prefer drab yellow or sickly green colored robes.

Revered Names for Deity: Mangrus, Rotlord, King of Affliction, Bringer of the Plague, Lord of the Putrid, Prince of Carrion, Malignant One, Prince of Pestilence, Dahann (Fhokki), Drelmn (Brandobian), Shathy (Dejy), Fetor (Kalamaran), Moshohn (Svimohzish), Xeakue (Reanaarese)

Deity's Appearance: The Rotlord takes many forms, but he is always covered with festering sores, oozing boils and the like.

Advancement within Order: Varies from cult to cult. When Pestilent Ones advance within the Conventicle, their superiors cure them of their maladies and inflict them with new diseases. If a cleric does not advance fast enough or please his superiors, he will eventually die of his disease. Because of this situation, novice disciples of the Rotlord are among the most fanatical clerics found on Tellene.

Many of these ailments are outwardly visible, often causing large boils and open, oozing sores. The mere sight of some of the higher level priests inspires fear and revulsion.

Worshippers of Mangrus have no rank designations among themselves, and their name varies from region to region and race to race.

Confederate Faiths: The House of Hunger, The Congregation of the Dead

Adversarial Faiths: The Temple of the Three Strengths, The House of Solace, The Church of Everlasting Hope

The Conventicle of Affliction



Alignment: Chaotic Evil

Divine Icon: Piece of rotting flesh. (This is by its very nature impermanent and must be periodically replaced with new consecrated flesh stripped from a sacrifice.)

Preferred Weapon: none

Other Weapons Permitted: Any size Small or Medium hacking or puncturing melee weapons; all ranged weapons are permitted

Armor Permitted: Any (high-level priests, upon receiving the gift of lycanthropy, may only wear light armor)

Bonus Talent: Blind-Fighting

Bonus Skills: light armor and shield proficiencies, Botany, Literacy, Sneaking

Powers: Command Undead; Once per day, a cleric of the Rotlord may injure an individual with his merest touch. This causes damage equivalent to the cleric's level and is not ameliorated by natural or body armor.

Restrictions: The Pestilent Ones, in part owing to their perpetual afflictions, utilize a d6 for hit points instead of a d8. Use of silver weapons and knowledge of the First Aid skill are anathema to their religious practices. Additionally, Mangrus strongly discourages use of healing spells. While not absolutely forbidden, their employment should be limited to critical situations such as the need to revitalize the cleric and his followers' fighting strength when facing an imminent threat.

At greater levels of experience these clerics gain the ability to summon swarms of rats and eventually wererat lycanthropy.

Sayings: *A plague on your household. - Feel my disease. - A pox on you and your kindred. - When the King of Affliction has smothered Tellene in pestilence, he will remember his flock and he will grant the Pestilent Ones the power to control all who would choose to live.*

The Temple of Strife

Alignment: Chaotic evil

Spheres of Influence: Discord, Foul Weather, Misfortune

Tenets of the Faith: Priests and other followers of the Creator of Strife (also known as Ill-luck, Discordant One, He Who Brings Misfortune, Maker of Dissension and Bringer of the Drought [or Flood, Rain, Snow, Heat, Cold, etc.]) travel about the lands bringing misfortune wherever they roam. Members of the Temple of Strife seek to disrupt harmony and plunge the world into a vortex of chaos. They exist in small numbers in all nations as they seem to prefer deserts and wastelands.

These Minions of Misfortune closely follow local weather patterns and are rarely absent during times of foul weather. They continually seek to cause misfortune by heightening poor weather conditions. For instance, during a drought they might pollute the wells, while before a windstorm they might secretly loosen structural supports and bonds.

Minions hate people that they consider lucky and, given the opportunity, will try to cause misfortune in the lives of such individuals. If possible, they go so far as to give the 'fortunate one' as a sacrifice to the Creator of Strife. If they cannot abduct him for sacrifice, they try to cause misfortune by destroying his crops, poisoning his livestock, burning his house and so on. These actions naturally cause paranoia among observers and victims alike. In fact, their deeds have given rise to a gambler's saying: "Save some luck for escaping Ill-luck." It has even become tradition among some superstitious gamblers to deliberately lose their final three games (done almost universally during stormy nights).

The Temple of Strife has gained some notoriety for its ability to make favorable alliances with humanoids. Because of this, many humanoid shamans worship Ill-luck and are often active within its predominantly human church. Such alliances are usually geared toward making war on the local humans or demi-humans.

When the Minions can muster enough humanoids to form a massive army, they descend upon a human or demi-human populace. Foul storms of titanic proportions always precede these wars and the actual assault always occurs during the height of the storm. During battle, some of the Minions of Misfortune play bagpipes, cymbals, horns and drums. Their chaotic, disturbing tunes urge Ill-luck's troops into the fray and announce to their enemies the strife to come.

About The Temple of Strife

Priesthood: Minions of Misfortune

Symbol: Varies regionally. Common examples are storm clouds, a twister or a tidal wave.

The Creator of Strife



Alignment: Chaotic Evil

Divine Icon: A spatially impossible geometric shape atop a crooked stick. The existence of this shape is a miracle granted by the Creator of Strife.

Preferred Weapon: Flail

Other Weapons Permitted: Any

Armor Permitted: Any but painted in clashing, discordant colors

Bonuses: Cartography, Survival (skills); heavy armor and shield proficiencies

Powers: Luck Points are ineffective if used against a Minion of Misfortune.

Colors: Clashing; usually red, green and orange

Place of Worship: Temple; outdoors on unholy days

Holy Days: Day of foul weather at least once per month. These, of course, vary regionally.

Sacrifice: Must sacrifice salt on a daily basis. Once per month, a Minion sacrifices a sentient being, usually one who has been extremely lucky or fortunate.

Raiment: Garments and colors vary regionally, but are always bright and clashing.

Revered Names for Deity: Creator of Strife, Bringer of the Drought (or Flood, Rain, Snow, Heat, Cold, etc. depending on what is considered bad weather regionally), King of Disharmony, Maker of Dissention, He Who Brings Misfortune, Ill-Luck, Discordant One, Thydorr (Fhokki), Eprel (Brandobian), Kokyt (Dejy), Ranaka (Kalamaran), Zhamaz (Svimohzish), Veuxoo (Reanaarese)

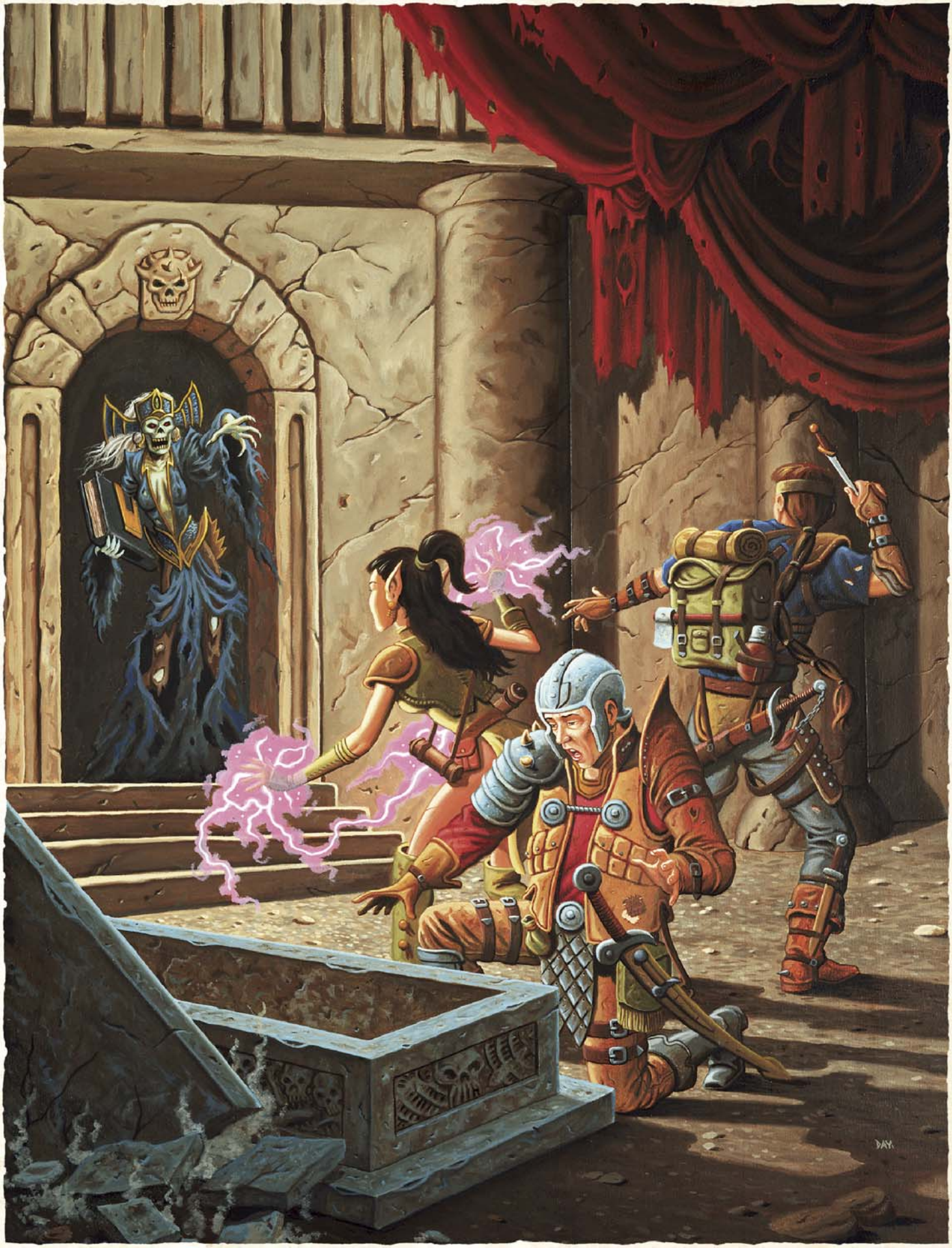
Deity's Appearance: He Who Brings Misfortune takes many forms, but always appears disheveled, with bright, colorful, clashing clothing.

Advancement within Order: Advancement within the church is granted to those who show a particularly high aptitude for wreaking havoc on society.

Confederate Faiths: The Thunderer's Temple, The Assembly of the Four Corners, The Blood of Rages, The Impostors

Adversarial Faiths: The Church of Chance, The Founder's Creation, The Parish of Love, The Theater of the Arts, The House of Solace

Sayings: *It's a fine, foul day for a battle. - Strife and dissension should be shared by all. - Sometimes misfortune has nothing to do with chance. - Better bad luck than no luck at all.*



Church Name	Alignment	Priesthood	Spheres of Influence	Holy Days	Symbol	Deity Name
Halls of the Valiant	LG	Servants of the Swift Sword	chivalry, valor	spring/fall equinox	golden eye on a blue and white diamond pattern	Knight of the Gods
The Home Foundation	LG	The Brotherhood of Industry	home, industriousness, marriage	varies by country	house encircled by a ring	The Holy Mother
The Hall of Oaths	LG	Keepers of the Word	honor, oaths, ethics	new moon (Veshemo)	open book	The Speaker of the Word
The Courts of Justice	LG	Truthseekers	justice, truth	summer/winter solstice	scale balanced on a golden sword	The True
The Cathedral of Light	LG	The Order of Light	day, light, dawn, sun	summer solstice	half of a shining sun	The Eternal Lantern
The Church of the Life's Fire	NG	Friends of the Fields	fertility, agriculture, harvest, life	first day of spring and of the harvest	blazing hearth	The Raiser
House of Solace	NG	The Peacemakers	peace, comfort	any peaceful day	two hands clasping in friendship	The Peacemaker
Parish of Love	NG	Children of Love	love, harmony	spring equinox	dove over a white rose	The Pure One
Church of Everlasting Hope	NG	The Merciful Fates	mercy, hope, healing	first and last day of each month	Ψ with a circle above the center vertical line, upon a rainbow	Lord of Silver Linings
Temple of the Stars	NG	The Journeymen	travel, stars	first day of spring	shooting star on a black background	The Traveler
The Face of the Free	CG	Messengers of Liberty	happiness, liberty, freedom	full moon (Pelselond)	eagle claw on black	The Guardian
Theater of the Arts	CG	The Merry Muses	art, poetry, music, humor	late spring	theatrical mask or jester hat	Raconteur
Church of the Night's Beauty	CG	Moonknights	beauty, moon	full moon, clear sky	full moon breaking through clouds	The Shimmering One
Temple of the Patient Arrow	CG	The Golden Arrows	archery, hunting, patience	full moon	hawk with spread wings on a green background	The Great Huntress
Church of the Silver Mist	CG	Dream Weavers	restful sleep, dreams, aspirations	Festival of the Cat	crossed hands resting over one's chest as if sleeping	The Coddler
The Founder's Creation	LN	Builders of Law	law, order, cities	Founding day/varies	red bricks and sword on a blue background	The Founder
The Fraternal Order of Aptitude	LN	Brothers in Logic	math, science, invention, reasoning, knowledge	seventh day of the week/ last day of the month	triangle within a circle, within a square	The Mule
Temple of the Three Strengths	LN	Seekers of the Three Strengths	medicine, strength	Veshday every third week	mountain rising up through a cloud	Powermaster
Temple of Armed Conflict	LN	Order of the Pike	war, power, strategy	fall equinox	crossed polearms	The Old Man
The Order of Thought	LN	Seekers of Sagacity	wisdom	spring and fall equinox	owl in flight grasping a beech staff in its talons	Eye Opener
Assembly of the Four Corners	N	The Keepers of the Four Corners	elements	varies by cult	circle divided into four parts with each cult represented in one corner	Mother of the Elements
Temple of Enchantment	N	The Keyholders	magic	full and new moon (Diadolai)	platinum key	The Riftmaster
Conventicle of the Great Tree	N	Brotherhood of the Bear	nature	summer/winter solstice	huge oak tree	The Bear
Parish of the Prolific Coin	N	The Profiteers	money, business, greed	early winter	golden weight scale	The Landlord
The Inevitable Order of Time	N	The Prophets	time, fate, prophesy	crescent moon (Pelselond)	silver crescent moon and three stars on a light green background	Fate Scribe

Church Name	Alignment	Priesthood	Spheres of Influence	Holy Days	Symbol	Deity Name
The Way of the Berserk	CN	Brothers in Blood	battle, chaos, berserking, courage	new moon (Veshemo)/any day of battle	crossed swords behind a double-bladed hand axe	Battle Rager
No formal church	CN	Known as the Watchers	wanderers, loneliness	windy days	winding road disappearing over a hill, or a winged staff	The Watcher
The Thunderer's Temple	CN	Tempestions	lightning, thunder, storms	stormy days	crossed lightning bolts behind a warhammer	The Storm Lord
Church of Chance	CN	Challengers of Fate	thievery, gambling, luck	new moon (Diadolai)	two six-sided dice	Risk
The Order of the Passionate One	CN	The Passionate Peoplehood	passion, wine	storms	fresh grapes, wineberries, or a gaping mouth	The Laugher
Formally called the Courts of Inequity	LE	The Covetous Ones	envy, injustice, jealousy	3 days of the half moon (Veshemo)	tipped scales resting on a goat's skull	The Corrupter
The House of Shackles	LE	Bringers of the New Order	oppression, slavery	summer solstice	mailed fist	The Overlord
Church of Endless Night	LE	Knights of the Black Pit	darkness, dusk, night	any lunar eclipse /solar eclipse	an eyeless raven gripping a bloody eye	The Dark One
Order of Agony	LE	Ministry of Misery	pain, hurt, torture, cold	winter solstice/new moon (Veshemo)	dagger with blood dripping off the blade	The Flaymaster
The Congregation of the Dead	NE	The Harvesters	death, underworld	harvest moon (Veshemo)	skull and scythe	Harvester of Souls
The House of Hunger	NE	The Gaunt	famine, hunger, starvation	waning moon (Diadolai)	goblet with a hole in the bottom and death oozing out	Locust Lord
House of Scorn	NE	The Purgers	bigotry, hate	quarter moon (Diadolai)	golden sceptre on a dark blue background	Emperor of Scorn
House of Knives	NE	The Veiled Priesthood	murder, revenge	new moon (Veshemo/Diadolai)	skull-headed scorpion with blood dripping from its stinger	The Seller of Souls
The Conventicle of Affliction	CE	The Pestilent Ones	sickness, epidemics, disease, plague, vermin	varies regionally	rotting, worm-eaten head	Rotlord
No formal church	CE	not formal, referred to as the Impostors	lies, deceit, mischief	varies	snake head with extended tongue	The Confuser of Ways
Temple of Sleepless Nights	CE	The Fellowship of Terror	nightmares, fear	varies	face filled with terror	Prince of Terror
Temple of Strife	CE	Minions of Misfortune	discord, misfortune, foul weather	day of foul weather	varies regionally (i.e.: dark storm clouds, twister, or tidal wave)	Creator of Strife
Known as the House of Vice; there is no formal church	CE	known as Vicelords or the Insulters	vice, sloth	first day of autumn	varies regionally (i.e.: male boar wearing a crown)	The Vicelord

Cathedral of Light Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	*Alleviate Trauma*	*Alter Emotion: Frighten*	*Cure Minor Wound*	*Alert*
2	*Ceremony: Consecrate Divine Icon*	*Bless*	*Detect Influence*	*Command*
3	*Cure Trifling Wound*	*Bless Weapon*	*Endure Cold*	*Directed Strike*
4	*Diagnose Injuries*	*Ceremony: Anoint*	*Faith Weapon*	*Divine Steward*
5	*Extend Fuel*	*Imperceptibility to Undead*	*Fortify*	*Enchanted Vestments (Unum)*
6	*Faith Shield (Unum)*	*Moderate Elemental Damage*	*Glitterlight*	*Faith Shield (Duae)*
7	*Illumination: Torch*	*Moderate Personal Climate*	*Improve Vigilance*	*Illumination: Lantern*
8	*Influence, Minor*	*Purify Food*	*Know Position*	*Inflict Minor Wound*
9	*Know North*	*Rejuvenate*	***Perspicillium (M2)***	*Influence*
10	*Moderate Emotion: Remove Fear*	*Sanctify Weapon*	*Rectify Sprain/Hyperextension*	*Kismet*
11	*Sense Divine Magic*	*Sterilize*	*Re-energize*	*Sanctify Weapons*
12	*Sense Presence of Evil*	*Unyielding*	*Safe Haven*	*Speed of the Devout*
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	*Bless Weapons*	*Faith Shield (Trium)*	*Call to Action*	*Bless Weaponry*
2	*Blessing*	*Faith Weapons*	*Cure Middling Wound*	*Cure Moderate Wound*
3	*Ceremony: Investiture*	*Hold in Place*	*Divine Grace*	*Enchanted Vestments (Duae)*
4	*Consecrate Armor*	*Holy Blessing*	*Erode*	*Faith Shield (Quattuor)*
5	*Create Water*	*Invigorate*	*Heighten Vigilance*	*God's Guidance*
6	*Cure Light Wound*	*Laryngitis*	*Hush*	***Illumination (M8)***
7	*Divine Providence*	*Reattach: Finger/Toe*	*Indulgence, Minor*	*Inflict Middling Wound*
8	***Entrancing Lightshow (M5)***	*Righteous Cursing*	*Sanctify Weaponry*	*Rigor Mortis*
9	*Exalt Warrior*	*Total Control*	*Seraphic Weapon*	*Treat Disease*
10	*Hallowed Weapon*	*True Strike*	*Speed of the Righteous*	*Treat Poison*
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	*Alleviate Fatigue*	*Age*	*Cure Serious Wound*	*Enchanted Vestments (Trium)*
2	*Break Camp*	*Analgesic*	*Emotion Shielding*	*Freedom of Motion*
3	*Extinguish*	*Create Campsite*	*Fiery Furnace*	*Moonblade*
4	*Faith Weaponry*	*Cure Intermediate Wound*	*Mass Influence*	*Repair Torn Tendon/Ligament*
5	*Heavenly Luck*	*Dismiss Enchantment*	*Miracle Meal*	*Resist Acid or Caustic*
6	*Mend Muscle Tear*	*Find Item*	*Remedy Supernatural Blindness*	*Speak to the Dead*
7	*Remedy Supernatural Deafness*	*Helping Hand*	*Walk on Water*	*Stirring Sermon*
8	*Stirring Oration*	*Speed of the Divine*	*White Energy Shroud*	*Warding Sigil*
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	*Blessed Warmth*	*Assembly's Destiny*	*Cure Heavy Wound*	*Cure Severe Wound*
2	*Cure Considerable Wound*	*Cure Substantial Wound*	*Mend Broken Bone*	*Enchanted Vestments (Quattuor)*
3	*Indulgence, Lesser*	*Hold Persons*	*Stirring Lecture*	*Staunch Bleeding*
4	*Part Pond*	*Pillar of Fire*	*White Energy Shield*	*Storm Force Wind*
5				
6				
Number	**Seventeenth Level**	**Eighteenth Level**	**Ninteenth Level**	**Twentieth Level**
1	*Cure Extensive Wound*	*Commune w/ Higher Power*	*Cure Critical Injury*	*Cure Massive Wound*
2	*Inflict Severe Wound*	*Cure Terrible Wound*	*Cure Extreme Wound*	*Enchanted Vestments (Quinque)*
3	*Staff to Serpent*	*Hail to Fire*	*Exorcism*	*Fire Strike*
4	*Walk on Air*	*Stigmata*	*Quest*	*Regenerate Wounds*

The Courts of Justice Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	*Alleviate Trauma*	*Bless*	***Bird's Eye View (M1)***	*Alert*
2	*Ceremony: Consecrate Divine Icon*	*Bless Weapon*	*Detect Poison*	*Command*
3	*Cure Trifling Wound*	*Ceremony: Anoint*	*Endure Cold*	*Cure Small Wound*
4	*Diagnose Injuries*	*Cure Trivial Wound*	*Endure Heat*	*Directed Strike*
5	*Induce Sobriety*	*Detect Influence*	*Faith Weapon*	*Divine Steward*
6	*Influence, Minor*	*Moderate Elemental Damage*	*Fortify*	*Enchanted Vestments (Unum)*
7	*Know North*	*Moderate Personal Climate*	*Illumination: Torch*	*Inflict Minor Wound*
8	*Moderate Emotion: Cause Fear*	*Purify Food*	*Imperceptibility to Undead*	*Influence*
9	*Moderate Emotion: Remove Fear*	*Rejuvenate*	*Improve Vigilance*	*Kismet*
10	*Purify Water*	*Sanctify Weapon*	*Know Position*	*Reveal Pits & Snares*
11	*Sense Divine Magic*	*Sterilize*	*Re-energize*	*Sanctify Weapons*
12	*Sense Presence of Evil*	*Unyielding*	*Therapeutic Touch*	*Speed of the Devout*
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	*Bless Weapons*	*Faith Shield (Trium)*	*Call to Action*	*Bless Weaponry*
2	*Blessing*	*Faith Weapons*	*Cure Middling Wound*	*Cure Moderate Wound*
3	*Ceremony: Investiture*	*Hold in Place*	*Divine Grace*	*Enchanted Vestments (Duae)*
4	*Consecrate Armor*	*Holy Blessing*	*Heighten Vigilance*	*God's Guidance*
5	*Create Water*	*Invigorate*	*Hush*	*Inflict Middling Wound*
6	*Cure Light Wound*	*Laryngitis*	*Indulgence, Minor*	*Rigor Mortis*
7	*Divine Providence*	*Rectify Strain*	***Mind Reading (M6)***	***Sense Invisible Beings (M5)***
8	*Exalt Warrior*	*Righteous Cursing*	*Sanctify Weaponry*	***Telepathic Mute (M7)***
9	*Hallowed Weapon*	*Total Control*	*Seraphic Weapon*	*Treat Disease*
10	*Stirring Speech*	*True Strike*	*Speed of the Righteous*	*Treat Poison*
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	*Alleviate Fatigue*	*Age*	*Cure Serious Wound*	*Cure Large Wound*
2	*Break Camp*	*Analgesic*	*Emotion Shielding*	*Enchanted Vestments (Trium)*
3	*Decay*	*Create Campsite*	*Fiery Furnace*	*Freedom of Motion*
4	*Faith Weaponry*	*Cure Intermediate Wound*	*Gale Force Wind*	*Repair Torn Tendon/Ligament*
5	*Heavenly Luck*	*Dismiss Enchantment*	*Mass Influence*	*Resist Acid or Caustic*
6	*Mend Muscle Tear*	*Find Item*	*Miracle Meal*	*Speak to the Dead*
7	*Remedy Supernatural Deafness*	*Helping Hand*	*Remedy Supernatural Blindness*	*Stirring Sermon*
8	*Stirring Oration*	*Speed of the Divine*	*Walk on Water*	*Warding Sigil*
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	*Blessed Warmth*	*Antitoxin*	*Cure Heavy Wound*	*Cure Severe Wound*
2	*Cure Considerable Wound*	*Assembly's Destiny*	*Mend Broken Bone*	*Enchanted Vestments (Quattuor)*
3	*Indulgence, Lesser*	*Hold Persons*	*Pillar of Fire*	*Inflict Heavy Wound*
4	*White Energy Shroud*	*Moonblade*	*Stirring Lecture*	*Staunch Bleeding*
5				
6				
Number	**Seventeenth Level**	**Eighteenth Level**	**Ninteenth Level**	**Twentieth Level**
1	*Cure Extensive Wound*	*Commune w/ Higher Power*	*Cure Critical Injury*	*Cure Massive Wound*
2	*Staff to Serpent*	*Cure Terrible Wound*	*Cure Extreme Wound*	*Enchanted Vestments (Quinque)*
3	*Walk on Air*	*Hail to Fire*	*Exorcism*	*Fire Strike*
4	*White Energy Shield*	*Stigmata*	*Quest*	***Thought Probe (M19)***

Church of Everlasting Hope Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	*Alleviate Trauma*	*Bless*	***Aura of Protection (Mj)***	*Alert*
2	*Celestial Prognosis*	*Ceremony: Anoint*	*Cure Small Wound*	*Command*
3	*Ceremony: Consecrate Divine Icon*	*Cure Minor Wound*	*Detect Influence*	*Cure Light Wound*
4	*Cure Trivial Wound*	*Faith Shield (Unum)*	*Endure Cold*	*Divine Steward*
5	*Extend Fuel*	*Innocuousness*	*Endure Heat*	*Enchanted Vestments (Unum)*
6	*Induce Sobriety*	*Moderate Emotion: Cause Fear*	*Illumination: Torch*	*Faith Shield (Duae)*
7	*Influence, Minor*	*Moderate Personal Climate*	*Imperceptibility to Undead*	***Frighten (M2)***
8	*Know North*	*Purify Food*	*Improve Vigilance*	*Influence*
9	*Moderate Emotion: Remove Fear*	*Rectify Sprain/Hyperextension*	***Pepper Spray (M1)***	*Kismet*
10	*Purify Water*	*Rejuvenate*	*Re-energize*	*Know Position*
11	*Sense Divine Magic*	*Sterilize*	*Safe Haven*	*Rectify Strain*
12	*Sense Presence of Evil*	*Therapeutic Touch*	*Unyielding*	*Sanctify Weapon*
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	*Blessing*	*Cure Middling Wound*	*Call to Action*	*Alleviate Fatigue*
2	*Ceremony: Investiture*	*Faith Shield (Trium)*	*Catalepsy*	*Cure Medium Wound*
3	*Create Water*	*Holy Blessing*	*Cure Moderate Wound*	*Enchanted Vestments (Duae)*
4	*Cure Lesser Wound*	*Illumination: Lantern*	*Divine Grace*	*Faith Shield (Quattuor)*
5	*Divine Providence*	*Invigorate*	*Heighten Vigilance*	*God's Guidance*
6	*Indifference*	*Laryngitis*	*Hush*	*Mend Muscle Tear*
7	*Reattach: Finger/Toe*	*Total Control*	*Indulgence, Minor*	*Rigor Mortis*
8	*Stirring Speech*	*Treat Disease*	*Treat Poison*	*Sanctify Weaponry*
9				
10				
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	*Analgesic*	*Age*	*Cure Large Wound*	*Cure Considerable Wound*
2	*Cure Intermediate Wound*	*Cure Serious Wound*	*Emotion Shielding*	*Enchanted Vestments (Trium)*
3	*Heavenly Luck*	*Dismiss Enchantment*	*Mass Influence*	*Freedom of Motion*
4	***Induce Nervousness (M7)***	*Find Item*	*Miracle Meal*	*Speak to the Dead*
5	*Remedy Supernatural Deafness*	*Helping Hand*	*Remedy Supernatural Blindness*	*Stirring Sermon*
6	*Stirring Oration*	***Paralysis (M8)***	*Repair Torn Tendon/Ligament*	*Warding Sigil*
7				
8				
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	*Antitoxin*	*Assembly's Destiny*	*Cure Severe Wound*	*Cure Extensive Wound*
2	*Blessed Warmth*	*Cure Heavy Wound*	*Hold Persons*	***Deep Sleep (M11)***
3	*Cure Substantial Wound*	*Fiery Furnace*	***Sniper's Bane (M12)***	*Enchanted Vestments (Quattuor)*
4	*Indulgence, Lesser*	*Mend Broken Bone*	*Staunch Bleeding*	*Storm Force Wind*
5				
6				
Number	**Seventeenth Level**	**Eighteenth Level**	**Ninteenth Level**	**Twentieth Level**
1	*Cure Terrible Wound*	*Commune w/ Higher Power*	*Cure Massive Wound*	***Catatonic State (M15)***
2	*Stigmata*	*Cure Critical Injury*	*Exorcism*	*Cure Great Wound*
3	*Walk on Air*	*Cure Extreme Wound*	*Quest*	*Enchanted Vestments (Quinque)*
4	*White Energy Shield*	***Mist of Corralling (M13)***	*Regenerate Wounds*	***Reflective Ward (M17)***

Temple of the Stars Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	Alleviate Trauma	Alter Emotion: Frighten	Bless Weapon	Alert
2	Ceremony: Consecrate Divine Icon	Bless	Cure Minor Wound	Command
3	Cure Trifling Wound	Breeze	Detect Influence	Divine Steward
4	Diagnose Injuries	**Buoyancy (M apprentice)**	Endure Cold	Enchanted Vestments (Unum)
5	Extend Fuel	Ceremony: Anoint	Endure Heat	Enthrall Small Animal
6	Faith Shield (Unum)	Doeskin	Fortify	Faith Shield (Duae)
7	Induce Sobriety	Know Position	Illumination: Torch	Faith Weapon
8	Influence, Minor	Moderate Elemental Damage	Improve Vigilance	Influence
9	Innocuousness	Purify Food	Rectify Sprain/Hyperextension	Kismet
10	Know North	Rejuvenate	Re-energize	Speed of the Devout
11	Moderate Personal Climate	Reveal Pits & Snares	**Springing (M apprentice)**	**Tireless Run (M journeyman)**
12	Trackless Passage	Safe Haven	Therapeutic Touch	Unyielding
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	Blessing	Break Camp	Catalepsy	Alleviate Fatigue
2	Ceremony: Investiture	Faith Shield (Trium)	Create Campsite	Cure Moderate Wound
3	Create Water	Hold in Place	Divine Grace	Enchanted Vestments (Duae)
4	Cure Light Wound	Holy Blessing	Heighten Vigilance	God's Guidance
5	Directed Strike	Illumination: Lantern	Hush	Icewalking
6	Divine Providence	Inflict Small Wound	Induce Drunkenness (Wasted)	Inflict Middling Wound
7	Induce Migraine	Invigorate	Indulgence, Minor	Rigor Mortis
8	Part Stream	Laryngitis	**Levitation (M5)**	Seraphic Weapon
9	Rectify Strain	Reattach: Finger/Toe	Speed of the Righteous	Spider Charm
10	**Virtual Mount (M journeyman)**	Total Control	Strong Breeze	Treat Poison
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	Bless Weaponry	Age	Cure Serious Wound	Cure Large Wound
2	Cure Medium Wound	Analgesic	Emotion Shielding	Enchanted Vestments (Trium)
3	Extinguish	Cure Intermediate Wound	Fiery Furnace	Freedom of Motion
4	Heavenly Luck	Dismiss Enchantment	Gale Force Wind	Magic Beanstalk
5	Helping Hand	Faith Weaponry	Mass Influence	Repair Torn Tendon/Ligament
6	Mend Muscle Tear	Find Item	Miracle Meal	Stirring Sermon
7	Stirring Oration	Inflict Medium Wound	Part Pond	
8	Walk on Water	Speed of the Divine	Remedy Supernatural Blindness	
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	Blessed Warmth	Antitoxin	Cure Heavy Wound	Cure Severe Wound
2	Cure Considerable Wound	Assembly's Destiny	Mend Broken Bone	Enchanted Vestments (Quattuor)
3	Indulgence, Lesser	Hold Persons	Part Lake	Staunch Bleeding
4	Part River	Pillar of Fire	Walk on Air	Storm Force Wind
5				
6				
Number	**Seventeenth Level**	**Eighteenth Level**	**Ninteenth Level**	**Twentieth Level**
1	Cure Extensive Wound	Commune w/ Higher Power	Cure Critical Injury	Cure Massive Wound
2	**Emergency Teleport at Random (M13)**	Cure Terrible Wound	Exorcism	Enchanted Vestments (Quinque)
3	Staff to Serpent	Hail to Fire	Hurricane Force Wind	Fire Strike
4	White Energy Shield	**Magic Carpet (M16)**	Quest	**Transport (M17)**

Temple of the Patient Arrow Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	Bless Weapon	Alter Emotion: Frighten	**Bird's Eye View (M1)**	Alert
2	Ceremony: Consecrate Divine Icon	Bless	Detect Influence	Bearskin
3	Cure Trifling Wound	Breeze	Doeskins	Command
4	Diagnose Injuries	Ceremony: Anoint	Endure Cold	Create Water
5	Enthrall Tiny Animal	Cure Trivial Wound	Enthrall Small Animal	Cure Minor Wound
6	Extend Fuel	Detect Poison	Faith Weapon	Flaming Weapon
7	Influence, Minor	Doeskin	Fortify	Identify Poison
8	Know North	Moderate Elemental Damage	Glitterlight	Inflict Small Wound
9	Liana	Purify Food	Illumination: Torch	Influence
10	Purify Water	Reveal Pits & Snares	Know Position	Kismet
11	Sense Divine Magic	Tangle	**Magic Projectile (M2)**	**Perspicillium (M2)**
12	Trackless Passage	Unyielding	Safe Haven	Searing Metal
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	Blessing	Cure Lesser Wound	Call to Action	Cure Moderate Wound
2	Ceremony: Investiture	Erode	Catalepsy	Extinguish
3	Divine Providence	Faith Shield (Trium)	Divine Grace	Faith Shield (Quattuor)
4	Enthrall Medium Animal	Holy Blessing	Heighten Vigilance	God's Guidance
5	Faith Shield (Duae)	Induce Drunkenness (Sloshed)	Hush	Induce Drunkenness (Wasted)
6	**Flaming Missiles (M3)**	Invigorate	Indulgence, Minor	Rigor Mortis
7	Pine Tar	Laryngitis	Inflict Middling Wound	Spider Charm
8	Rectify Sprain/Hyperextension	**Magic Projectile of Skewering (M4)**	Pestilent Swarm	Strong Breeze
9	Rectify Strain	Part Stream	Seraphic Weapon	Treat Disease
10	Warp	True Strike	Speed of the Righteous	Treat Poison
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	Alleviate Fatigue	Age	Emotion Shielding	Bug
2	Break Camp	Analgesic	Fiery Furnace	Cure Large Wound
3	Decay	Create Campsite	Gale Force Wind	Repair Torn Tendon/Ligament
4	Faith Weaponry	Cure Intermediate Wound	Inflict Serious Wound	Resist Acid or Caustic
5	Heavenly Luck	Dismiss Enchantment	Mass Influence	Stirring Sermon
6	Icewalking	Find Item	Miracle Meal	Warding Sigil
7	Mend Muscle Tear	Helping Hand	Remedy Supernatural Blindness	
8	Stirring Oration	Speed of the Divine	Walk on Water	
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	Blessed Warmth	Antitoxin	Mend Broken Bone	Cure Severe Wound
2	Indulgence, Lesser	Hold Persons	Part River	Enchanted Vestments (Quattuor)
3	Part Pond	Magic Beanstalk	Stirring Lecture	Inflict Heavy Wound
4	**Sniper's Bane (M12)**	Pillar of Fire	Stones to Spiders	Storm Force Wind
5				
6				
Number	**Seventeenth Level**	**Eighteenth Level**	**Ninteenth Level**	**Twentieth Level**
1	Cure Extensive Wound	Commune w/ Higher Power	Cure Extreme Wound	Cure Massive Wound
2	Staff to Serpent	Cure Terrible Wound	Exorcism	Enchanted Vestments (Quinque)
3	Staunch Bleeding	Hail to Fire	Hurricane Force Wind	Fire Strike
4	Walk on Air	Part Lake	Quest	Regenerate Wounds

The Face of the Free Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	*Alleviate Trauma*	*Alter Emotion: Frighten*	*Cure Minor Wound*	*Alert*
2	*Ceremony: Consecrate Divine Icon*	*Bless*	*Detect Influence*	*Command*
3	*Cure Trifling Wound*	*Bless Weapon*	*Endure Cold*	*Directed Strike*
4	*Diagnose Injuries*	*Ceremony: Anoint*	*Endure Heat*	*Divine Steward*
5	*Extend Fuel*	*Cure Trivial Wound*	*Faith Weapon*	*Enchanted Vestments (Unum)*
6	*Faith Shield (Unum)*	*Curse, Petty*	*Fortify*	*Flaming Weapon*
7	*Influence, Minor*	*Induce Sobriety*	*Illumination: Torch*	*Influence*
8	*Know North*	*Innocuousness*	*Improve Vigilance*	*Kismet*
9	*Moderate Emotion: Remove Fear*	*Purify Food*	*Know Position*	*Sanctify Weapons*
10	*Purify Water*	*Rejuvenate*	*Rectify Sprain/Hyperextension*	*Speed of the Devout*
11	*Sense Divine Magic*	*Trackless Passage*	*Safe Haven*	*Therapeutic Touch*
12	*Sense Presence of Evil*	*Unyielding*	***Springing (M apprentice)***	***Wall Walk (M1)***
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	*Bless Weapons*	*Faith Shield (Trium)*	*Call to Action*	*Bless Weaponry*
2	*Blessing*	*Faith Weapons*	*Catalepsy*	*Enchanted Vestments (Duae)*
3	*Ceremony: Investiture*	***Fracture Object (M4)***	*Cure Middling Wound*	*Faith Shield (Quattuor)*
4	*Create Water*	*Hold in Place*	*Divine Grace*	*God's Guidance*
5	*Cure Light Wound*	*Holy Blessing*	*Heighten Vigilance*	*Rigor Mortis*
6	*Divine Providence*	*Illumination: Lantern*	*Hush*	*Spider Charm*
7	*Indifference*	*Invigorate*	*Indulgence, Minor*	*Strong Breeze*
8	*Rectify Strain*	*Part Stream*	*Sanctify Weaponry*	***Transmogrify (M4)***
9	*Stirring Speech*	*Reattach: Finger/Toe*	*Seraphic Weapon*	*Treat Disease*
10	***Unlock (M3)***	*Total Control*	*Speed of the Righteous*	*Treat Poison*
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	*Alleviate Fatigue*	*Analgesic*	*Cure Serious Wound*	*Cure Large Wound*
2	*Break Camp*	*Create Campsite*	*Emotion Shielding*	*Enchanted Vestments (Trium)*
3	*Heavenly Luck*	***Cutaneous Respiration (M7)***	*Fiery Furnace*	*Inflict Serious Wound*
4	*Icewalking*	*Dismiss Enchantment*	*Gale Force Wind*	*Repair Torn Tendon/Ligament*
5	***Levitation (M5)***	*Find Item*	*Mass Influence*	*Resist Acid or Caustic*
6	*Mend Muscle Tear*	*Freedom of Motion*	*Miracle Meal*	*Speak to the Dead*
7	*Remedy Supernatural Deafness*	*Helping Hand*	*Remedy Supernatural Blindness*	*Stirring Sermon*
8	*Stirring Oration*	*Speed of the Divine*	*Walk on Water*	*Warding Sigil*
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	*Blessed Warmth*	*Antitoxin*	*Cure Heavy Wound*	*Cure Severe Wound*
2	*Cure Considerable Wound*	*Assembly's Destiny*	*Mend Broken Bone*	*Enchanted Vestments (Quattuor)*
3	***Flight (M10)***	***Gills (M12)***	*Part River*	*Inflict Heavy Wound*
4	*Indulgence, Lesser*	*Hold Persons*	***Quantum Leap (M12)***	*Staunch Bleeding*
5	*Part Pond*	*Moonblade*		
6	*White Energy Shroud*	*Pillar of Fire*		
Number	**Seventeenth Level**	**Eighteenth Level**	**Nineteenth Level**	**Twentieth Level**
1	*Cure Extensive Wound*	*Commune w/ Higher Power*	*Cure Critical Injury*	*Cure Massive Wound*
2	***Stoneslither (M14)***	*Cure Terrible Wound*	*Exorcism*	*Enchanted Vestments (Quinque)*
3	*Walk on Air*	*Hail to Fire*	*Hurricane Force Wind*	*Fire Strike*
4	*White Energy Shield*	*Part Lake*	*Quest*	***Transport (M17)***

The Order of Thought Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	*Celestial Prognosis*	*Alleviate Trauma*	*Alter Emotion: Frighten*	*Alert*
2	*Ceremony: Consecrate Divine Icon*	*Bless*	*Bless Weapon*	*Command*
3	*Extend Fuel*	*Ceremony: Anoint*	*Breeze*	*Cure Minor Wound*
4	*Induce Sobriety*	*Cure Trifling Wound*	*Curse, Petty*	*Divine Providence*
5	*Influence, Minor*	*Detect Poison*	*Detect Influence*	*Divine Steward*
6	*Know North*	*Know Position*	*Endure Cold*	*Enchanted Vestments (Unum)*
7	*Moderate Emotion: Remove Fear*	*Moderate Elemental Damage*	*Endure Heat*	*Faith Shield (Duae)*
8	*Purify Water*	*Moderate Emotion: Cause Fear*	*Fortify*	*Identify Poison*
9	*Sense Divine Magic*	***Perspicillum (M2)***	*Illumination: Torch*	*Inflict Small Wound*
10	*Sense Presence of Evil*	*Purify Food*	*Imperceptibility to Undead*	*Influence*
11	*Sense Presence of Good*	*Rejuvenate*	*Improve Vigilance*	*Kismet*
12	***Translate (M1)***	*Reveal Pits & Snares*	*Sterilize*	*Speed of the Devout*
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	*Blessing*	*Faith Shield (Trium)*	*Call to Action*	*Enchanted Vestments (Duae)*
2	*Ceremony: Investiture*	*Hold in Place*	*Catalepsy*	*Faith Shield (Quattuor)*
3	*Consecrate Armor*	*Holy Blessing*	*Cure Lesser Wound*	*Find Item*
4	*Create Water*	*Illumination: Lantern*	*Divine Grace*	*God's Guidance*
5	*Cure Small Wound*	*Invigorate*	*Heighten Vigilance*	*Inflict Moderate Wound*
6	*Indifference*	*Laryngitis*	*Hush*	***Polylingualism (M8)***
7	*Induce Migraine*	*Part Stream*	*Induce Drunkenness (Wasted)*	*Rigor Mortis*
8	*Rectify Strain*	***Sense Invisible Beings (M5)***	*Indulgence, Minor*	*Strong Breeze*
9	*Stirring Speech*	*Total Control*	***Mind Reading (M6)***	*Treat Disease*
10	***Telepathic Mute (M7)***	*True Strike*	*Seraphic Weapon*	*Treat Poison*
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	*Alleviate Fatigue*	*Age*	*Cure Intermediate Wound*	*Enchanted Vestments (Trium)*
2	*Decay*	*Analgesic*	*Emotion Shielding*	*Inflict Large Wound*
3	*Extinguish*	*Create Campsite*	*Fiery Furnace*	*Repair Torn Tendon/Ligament*
4	*Heavenly Luck*	*Cure Medium Wound*	***Clairoptikos (M9)***	*Resist Acid or Caustic*
5	***Clairaudience (M8)***	*Dismiss Enchantment*	*Mass Influence*	***Samar's Beacon (M11)***
6	*Mend Muscle Tear*	*Faith Weaponry*	*Miracle Meal*	*Speak to the Dead*
7	*Remedy Supernatural Deafness*	*Helping Hand*	*Remedy Supernatural Blindness*	*Stirring Sermon*
8	*Stirring Oration*	*Speed of the Divine*	*Walk on Water*	*Warding Sigil*
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	*Blessed Warmth*	*Antitoxin*	*Inflict Heavy Wound*	*Cure Heavy Wound*
2	*Cure Large Wound*	*Assembly's Destiny*	*Mend Broken Bone*	*Enchanted Vestments (Quattuor)*
3	***Clairvoyance (M10)***	*Cure Considerable Wound*	*Part River*	*Inflict Severe Wound*
4	*Indulgence, Lesser*	*Hold Persons*	***Mist of Corralling (M13)***	*Staunch Bleeding*
5	*Inflict Considerable Wound*	*Pillar of Fire*		
6	*White Energy Shroud*	***Somebody's Watching Me (M12)***		
Number	**Seventeenth Level**	**Eighteenth Level**	**Ninteenth Level**	**Twentieth Level**
1	*Commune w/ Higher Power*	*Cure Extensive Wound*	*Cure Massive Wound*	*Enchanted Vestments (Quinque)*
2	***Third Eye (M15)***	***Idiocy (M16)***	*Exorcism*	*Fire Strike*
3	*Walk on Air*	*Part Lake*	*Inflict Extreme Wound*	*Regenerate Wounds*
4	*White Energy Shield*	*Stigmata*	*Quest*	***Thought Probe (M19)***

The Conventicle of the Great Tree Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	*Bless Weapon*	*Alter Emotion: Frighten*	*Create Water*	*Alert*
2	*Ceremony: Consecrate Divine Icon*	*Bless*	*Detect Influence*	*Bearskin*
3	*Cure Trifling Wound*	*Breeze*	*Doeskins*	***Bird's Eye View (M1)***
4	*Diagnose Injuries*	*Ceremony: Anoint*	*Endure Cold*	*Command*
5	*Enthrall Tiny Animal*	*Cure Trivial Wound*	*Endure Heat*	*Cure Minor Wound*
6	*Extend Fuel*	*Detect Poison*	*Enthrall Small Animal*	*Flaming Weapon*
7	*Influence, Minor*	*Doeskin*	*Faith Weapon*	*Identify Poison*
8	*Know North*	*Moderate Elemental Damage*	*Fortify*	*Inflict Small Wound*
9	*Liana*	*Purify Food*	*Glitterlight*	*Influence*
10	*Purify Water*	*Reveal Pits & Snares*	*Illumination: Torch*	*Kismet*
11	*Sense Divine Magic*	*Tangle*	*Know Position*	*Searing Metal*
12	*Trackless Passage*	*Unyielding*	*Safe Haven*	***Yudder's Whistle of Hells Gate (Mj)***
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	*Blessing*	***Cheetah Speed (M3)***	*Call to Action*	*Cure Moderate Wound*
2	*Ceremony: Investiture*	*Cure Lesser Wound*	*Catalepsy*	*Extinguish*
3	*Divine Providence*	*Erode*	*Divine Grace*	*Faith Shield (Quattuor)*
4	*Enthrall Medium Animal*	*Faith Shield (Trium)*	*Heighten Vigilance*	*God's Guidance*
5	*Faith Shield (Duae)*	*Holy Blessing*	*Hush*	*Induce Drunkenness (Wasted)*
6	*Indifference*	*Induce Drunkenness (Sloshed)*	*Indulgence, Minor*	*Rigor Mortis*
7	*Pine Tar*	*Invigorate*	*Inflict Middling Wound*	*Spider Charm*
8	*Rectify Sprain/Hyperextension*	*Laryngitis*	*Pestilent Swarm*	*Strong Breeze*
9	*Rectify Strain*	*Part Stream*	*Seraphic Weapon*	*Treat Disease*
10	*Warp*	*Righteous Cursing*	*Speed of the Righteous*	*Treat Poison*
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	*Alleviate Fatigue*	*Age*	*Emotion Shielding*	*Bug*
2	*Break Camp*	*Analgesic*	*Fiery Furnace*	***Create Pit (M10)***
3	*Decay*	*Create Campsite*	*Gale Force Wind*	*Cure Large Wound*
4	*Heavenly Luck*	*Cure Intermediate Wound*	*Inflict Serious Wound*	***Gills (M12)***
5	*Icewalking*	*Dismiss Enchantment*	*Mass Influence*	*Repair Torn Tendon/Ligament*
6	*Mend Muscle Tear*	*Find Item*	*Miracle Meal*	*Resist Acid or Caustic*
7	*Remedy Supernatural Deafness*	*Helping Hand*	*Remedy Supernatural Blindness*	*Speak to the Dead*
8	*Stirring Oration*	*Magic Beanstalk*	*Walk on Water*	*Stirring Sermon*
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	*Antitoxin*	*Assembly's Destiny*	*Cure Heavy Wound*	*Enchanted Vestments (Quattuor)*
2	*Blessed Warmth*	*Cure Substantial Wound*	*Inflict Heavy Wound*	*Staff to Serpent*
3	*Enchanted Vestments (Trium)*	*Hold Persons*	*Mend Broken Bone*	*Staunch Bleeding*
4	*Indulgence, Lesser*	*Inflict Substantial Wound*	*Part River*	*Storm Force Wind*
5	***Palisade Wall (M14)***	*Moonblade*	*Stirring Lecture*	
6	*Part Pond*	*Pillar of Fire*	*Stones to Spiders*	
Number	**Seventeenth Level**	**Eighteenth Level**	**Nineteenth Level**	**Twentieth Level**
1	*Cure Extensive Wound*	*Commune w/ Higher Power*	*Cure Extreme Wound*	***Directed Shockwave (M20)***
2	***Open Crevasse (M16)***	*Cure Terrible Wound*	*Exorcism*	*Fire Strike*
3	*Walk on Air*	*Hail to Fire*	*Hurricane Force Wind*	*Inflict Massive Wound*
4	*White Energy Shield*	*Part Lake*	*Quest*	*Regenerate Wounds*

Church of Chance Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	Alleviate Trauma	Aggravate Pain	Breeze	Alert
2	Ceremony: Consecrate Divine Icon	Alter Emotion: Frighten	Cure Minor Wound	Command
3	Cure Trifling Wound	Bless	Cursing	Cure Small Wound
4	Diagnose Injuries	Ceremony: Anoint	Detect Influence	Directed Strike
5	Extend Fuel	Cure Trivial Wound	Endure Cold	Divine Steward
6	Faith Shield (Unum)	Detect Poison	Faith Weapon	Enchanted Vestments (Unum)
7	Induce Sobriety	Induce Drunkenness (Buzzed)	Illumination: Torch	Faith Shield (Duae)
8	Inflict Trifling Wound	Inflict Trivial Wound	Imperceptibility to Undead	Identify Poison
9	Moderate Emotion: Cause Fear	Innocuousness	Know Position	Inflict Pain
10	Moderate Emotion: Remove Fear	Moderate Personal Climate	Rectify Sprain/Hyperextension	Influence
11	Sense Divine Magic	Rejuvenate	Re-energize	Kismet
12	Trackless Passage	Reveal Pits & Snares	Safe Haven	Speed of the Devout
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	Bless Weapons	Cure Lesser Wound	Call to Action	Bless Weaponry
2	Blessing	Faith Shield (Trium)	Catalepsy	Cure Moderate Wound
3	Ceremony: Investiture	Faith Weapons	Cure Middling Wound	Enchanted Vestments (Duae)
4	Create Water	Hold in Place	Divine Grace	Faith Shield (Quattuor)
5	Divine Providence	Holy Blessing	Induce Drunkenness (Wasted)	God's Guidance
6	Hallowed Weapon	Illumination: Lantern	Indulgence, Minor	Rigor Mortis
7	Indifference	Invigorate	Inflict Middling Wound	Spider Charm
8	Induce Migraine	Laryngitis	Sanctify Weaponry	Strong Breeze
9	Pine Tar	Reattach: Finger/Toe	Seraphic Weapon	Treat Disease
10	Rectify Strain	Total Control	Speed of the Righteous	Treat Poison
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	Alleviate Fatigue	Age	Cure Serious Wound	Cure Large Wound
2	Break Camp	Analgesic	Emotion Shielding	Enchanted Vestments (Trium)
3	Extinguish	Create Campsite	Fiery Furnace	Inflict Large Wound
4	Faith Weaponry	Cure Intermediate Wound	Gale Force Wind	Repair Torn Tendon/Ligament
5	Heavenly Luck	Dismiss Enchantment	Mass Influence	Resist Acid or Caustic
6	Icewalking	Find Item	Miracle Meal	Speak to the Dead
7	Mend Muscle Tear	Helping Hand	Remedy Supernatural Blindness	Stirring Sermon
8	Remedy Supernatural Deafness	Speed of the Divine	Walk on Water	Warding Sigil
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	Blessed Warmth	Antitoxin	Cure Heavy Wound	Cure Severe Wound
2	Cure Considerable Wound	Assembly's Destiny	Inflict Heavy Wound	Enchanted Vestments (Quattuor)
3	Enervating Blast	Hold Persons	Mend Broken Bone	Inflict Severe Wound
4	Indulgence, Lesser	Inflict Substantial Wound	Part River	Staunch Bleeding
5	Part Pond	Moonblade	Stirring Lecture	Storm Force Wind
6	White Energy Shroud	Pillar of Fire	Stones to Spiders	Twist Truth
Number	**Seventeenth Level**	**Eighteenth Level**	**Ninteenth Level**	**Twentieth Level**
1	Cure Extensive Wound	Commune w/ Higher Power	Cure Critical Injury	Cure Massive Wound
2	Inflict Extensive Wound	Cure Terrible Wound	Exorcism	Enchanted Vestments (Quinque)
3	Staff to Serpent	Hail to Fire	Hurricane Force Wind	Fire Strike
4	Unholy Resolve (Duae)	Inflict Terrible Wound	Inflict Extreme Wound	Regenerate Wounds
5	Walk on Air	Part Lake		
6	White Energy Shield	Stigmata		

House of Shackles Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	*Ceremony: Consecrate Divine Icon*	*Alleviate Trauma*	*Command*	*Alert*
2	*Diagnose Injuries*	*Alter Emotion: Frighten*	*Cursing*	***Charm (M2)***
3	*Extend Fuel*	*Bless*	*Detect Influence*	*Directed Strike*
4	*Faith Shield (Unum)*	*Bless Weapon*	*Endure Heat*	*Divine Steward*
5	*Induce Sobriety*	*Ceremony: Anoint*	*Faith Weapon*	*Enchanted Vestments (Unum)*
6	*Inflict Trifling Wound*	*Cure Trifling Wound*	*Fortify*	*Inflict Light Wound*
7	*Influence, Minor*	*Curse, Petty*	*Illumination: Torch*	*Inflict Pain*
8	*Know North*	*Induce Drunkenness (Buzzed)*	*Imperceptibility to Undead*	*Influence*
9	*Moderate Emotion: Cause Fear*	*Innocuousness*	*Improve Vigilance*	*Kismet*
10	*Purify Water*	*Moderate Elemental Damage*	*Re-energize*	*Know Position*
11	*Sense Divine Magic*	*Rejuvenate*	***Shift Blame (M1)***	*Sanctify Weapons*
12	*Sense Presence of Good*	*Unyielding*	*Unholy Resolve (Unum)*	*Speed of the Devout*
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	*Bless Weapons*	*Cure Light Wound*	*Call to Action*	*Animate Skeleton*
2	*Blessing*	*Faith Shield (Trium)*	*Divine Grace*	*Bless Weaponry*
3	*Ceremony: Investiture*	*Faith Weapons*	***Entrancing Lightshow (M5)***	*Cure Middling Wound*
4	*Consecrate Armor*	*Hold in Place*	*Heighten Vigilance*	*Enchanted Vestments (Duae)*
5	*Divine Providence*	*Illumination: Lantern*	*Hush*	*God's Guidance*
6	*Exalt Warrior*	*Invigorate*	*Induce Drunkenness (Wasted)*	*Hex: Exacerbate Wound*
7	*Hallowed Weapon*	*Laryngitis*	*Indulgence, Minor*	*Impression of Propriety*
8	*Induce Drunkenness (Sloshed)*	*Rectify Strain*	*Reattach: Finger/Toe*	***Induce Nervousness (M7)***
9	***Panic (M5)***	*Total Control*	*Sanctify Weaponry*	*Rigor Mortis*
10	*Stirring Speech*	*Unholy Laud*	*Speed of the Righteous*	*Spider Charm*
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	*Alleviate Fatigue*	*Create Campsite*	*Analgesic*	*Cure Serious Wound*
2	*Animate Zombie*	*Cure Medium Wound*	*Animate Skeletons*	*Enchanted Vestments (Trium)*
3	*Faith Weaponry*	*Dismiss Enchantment*	*Emotion Shielding*	***Induce Cowardice (M11)***
4	*Heavenly Luck*	*Find Item*	*Fiery Furnace*	*Inflict Considerable Wound*
5	*Inflict Intermediate Wound*	*Helping Hand*	*Inflict Severe Pain*	*Resist Acid or Caustic*
6	*Mass Influence*	*Mend Muscle Tear*	*Miracle Meal*	*Sow Fear, Uncertainty & Doubt*
7	*Stirring Oration*	*Speed of the Divine*	*Remedy Supernatural Blindness*	*Speak to the Dead*
8	*Treat Disease*	*Treat Poison*	*Stirring Sermon*	*Warding Sigil*
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	***Beguile Creature (M12)***	*Animate Zombies*	*Cure Substantial Wound*	*Antitoxin*
2	*Blessed Warmth*	*Assembly's Destiny*	*Inflict Severe Wound*	*Enchanted Vestments (Quattuor)*
3	*Enervating Blast*	*Hold Persons*	*Part River*	*Mend Broken Bone*
4	*Indulgence, Lesser*	*Stirring Lecture*	*Pillar of Fire*	*Storm Force Wind*
5	*Inflict Substantial Wound*	*Twist Truth*	*Stones to Spiders*	
6	*Repair Torn Tendon/Ligament*	*Unholy Resolve (Duae)*	*White Energy Shroud*	
Number	**Seventeenth Level**	**Eighteenth Level**	**Ninteenth Level**	**Twentieth Level**
1	*Cure Severe Wound*	*Commune w/ Higher Power*	*Exorcism*	*Cure Critical Injury*
2	*Inflict Terrible Wound*	*Hail to Fire*	*Hurricane Force Wind*	*Cure Extreme Wound*
3	*Staff to Serpent*	*Part Lake*	*Inflict Massive Wound*	*Enchanted Vestments (Quinque)*
4	*Walk on Air*	*Staunch Bleeding*	*Quest*	*Inflict Great Wound*

The Order of Agony Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	*Aggravate Pain*	*Alter Emotion: Frighten*	*Cure Trifling Wound*	*Alert*
2	*Ceremony: Consecrate Divine Icon*	*Bless Weapon*	*Cursing*	*Command*
3	***Chilling Touch (M2)***	*Bless*	*Detect Influence*	*Cure Trivial Wound*
4	*Diagnose Injuries*	*Ceremony: Anoint*	*Endure Heat*	*Directed Strike*
5	*Endure Cold*	*Curse, Petty*	*Faith Weapon*	*Disinter*
6	*Extend Fuel*	*Moderate Elemental Dmg.*	***Ice Knife (M3)***	*Divine Steward*
7	*Inflict Trivial Wound*	*Purify Food*	*Illumination: Torch*	*Flaming Weapon*
8	*Influence, Minor*	*Rejuvenate*	*Imperceptibility to Undead*	*Induce Migraine*
9	*Know North*	*Sanctify Weapons*	*Improve Vigilance*	*Influence*
10	*Mod. Emotion: Cause Fear*	*Sterilize*	*Inflict Pain*	*Kismet*
11	*Sense Divine Magic*	*Taint Water*	*Inflict Small Wound*	*Sanctify Weapon*
12	*Sense Presence of Good*	*Unyielding*	*Rectify Sprain/Hyperextension*	*Speed of the Devout*
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	*Bless Weapons*	*Cure Small Wound*	*Call to Action*	*Bless Weaponry*
2	*Blessing*	*Faith Shield (Trium)*	*Divine Grace*	*Cure Middling Wound*
3	*Ceremony: Investiture*	*Faith Weapons*	*Heighten Vigilance*	*Enchanted Vestments (Duae)*
4	*Consecrate Armor*	*Hold in Place*	*Hex: Exacerbate Wound*	*Faith Shield (Quattuor)*
5	*Create Water*	*Illumination: Lantern*	*Hush*	*God's Guidance*
6	*Divine Providence*	*Laryngitis*	*Indulgence, Minor*	*Icewalking*
7	*Exalt Warrior*	*Reattach: Finger/Toe*	*Inflict Moderate Wound*	***Icy Blast (M7)***
8	*Hallowed Weapon*	*Total Control*	*Sanctify Weaponry*	*Rigor Mortis*
9	*Inflict Lesser Wound*	*True Strike*	*Seraphic Weapon*	*Spider Charm*
10	*Stirring Speech*	*Unholy Laud*	*Speed of the Righteous*	*Treat Poison*
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	*Alleviate Fatigue*	*Create Campsite*	*Emotion Shielding*	*Animate Zombies*
2	*Animate Zombie*	*Cure Moderate Wound*	*Fiery Furnace*	*Cure Serious Wound*
3	*Extinguish*	*Dismiss Enchantment*	*Gale Force Wind*	*Enchanted Vestments (Trium)*
4	*Faith Weaponry*	*Find Item*	*Inflict Large Wound*	*Inflict Considerable Wound*
5	*Heavenly Luck*	*Helping Hand*	*Mass Influence*	*Resist Acid or Caustic*
6	*Remedy Supernatural Deafness*	*Inflict Serious Wound*	*Miracle Meal*	*Speak to the Dead*
7	*Stirring Oration*	*Inflict Severe Pain*	*Remedy Supernatural Blindness*	*Stirring Sermon*
8	*Treat Disease*	*Speed of the Divine*	*Walk on Water*	*Warding Sigil*
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	*Blessed Warmth*	*Antitoxin*	*Cure Considerable Wound*	*Enchanted Vestments (Quattuor)*
2	*Enervating Blast*	*Assembly's Destiny*	***Icewall (M12)***	***Frost Ray (M14)***
3	***Freezing Drizzle (M11)***	*Hold Persons*	*Inflict Severe Wound*	*Mend Broken Bone*
4	*Indulgence, Lesser*	*Moonblade*	*Stones to Spiders*	*Storm Force Wind*
5	*Inflict Substantial Wound*	*Pillar of Fire*		
6	*Sow Fear, Uncertainty & Doubt*	*White Energy Shroud*		
Number	**Seventeenth Level**	**Eighteenth Level**	**Ninteenth Level**	**Twentieth Level**
1	*Inflict Terrible Wound*	*Commune w/ Higher Power*	*Cure Extensive Wound*	*Cure Critical Injury*
2	*Staff to Serpent*	*Hail to Fire*	*Exorcism*	*Enchanted Vestments (Quinque)*
3	*Staunch Bleeding*	*Inflict Extreme Wound*	*Inflict Massive Wound*	*Fire Strike*
4	*Walk on Air*	*Stigmata*	*Quest*	***Freezing Rain (M15)***

The House of Knives Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	***Aura of Innocence (M apprentice)***	*Aggravate Pain*	*Cure Trifling Wound*	*Alert*
2	*Ceremony: Consecrate Divine Icon*	*Alter Emotion: Frighten*	*Cursing*	*Command*
3	*Diagnose Injuries*	*Bless*	*Detect Influence*	*Directed Strike*
4	*Faith Shield (Unum)*	*Bless Weapon*	*Endure Heat*	*Divine Steward*
5	*Inflict Trivial Wound*	*Ceremony: Anoint*	*Faith Weapon*	*Enchanted Vestments (Unum)*
6	*Influence, Minor*	*Curse, Petty*	*Hex: Augment Toxicity*	*Faith Shield (Duae)*
7	*Know North*	*Induce Drunkenness (Buzzed)*	*Illumination: Torch*	*Inflict Light Wound*
8	*Liana*	*Inflict Minor Wound*	*Imperceptibility to Undead*	*Inflict Pain*
9	*Moderate Emotion: Cause Fear*	*Innocuousness*	*Improve Vigilance*	*Influence*
10	*Sense Divine Magic*	*Sanctify Weapon*	*Inflict Small Wound*	*Kismet*
11	*Sense Presence of Good*	*Taint Water*	*Safe Haven*	*Sanctify Weapons*
12	*Trackless Passage*	*Unyielding*	*Taint Food*	*Speed of the Devout*
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	*Bless Weapons*	*Cure Small Wound*	*Call to Action*	*Bless Weaponry*
2	*Blessing*	*Faith Shield (Trium)*	*Divine Grace*	*Enchanted Vestments (Duae)*
3	*Ceremony: Investiture*	*Faith Weapons*	*Heighten Vigilance*	*Faith Shield (Quattuor)*
4	*Consecrate Armor*	*Hold in Place*	*Hush*	*God's Guidance*
5	*Divine Providence*	*Illumination: Lantern*	*Induce Drunkenness (Wasted)*	*Hex: Enhance Toxicity*
6	*Exalt Warrior*	*Inflict Middling Wound*	*Indulgence, Minor*	*Inflict Medium Wound*
7	*Hallowed Weapon*	*Invigorate*	*Inflict Moderate Wound*	***Mind Reading (M6)***
8	*Inflict Lesser Wound*	*Laryngitis*	*Sanctify Weaponry*	*Rigor Mortis*
9	*Pine Tar*	*True Strike*	*Seraphic Weapon*	*Spider Charm*
10	***Shadowskin (M4)***	*Unholy Laud*	*Speed of the Righteous*	*Treat Poison*
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	*Alleviate Fatigue*	*Age*	*Emotion Shielding*	*Cure Intermediate Wound*
2	*Break Camp*	*Cure Moderate Wound*	*Fiery Furnace*	*Enchanted Vestments (Trium)*
3	*Extinguish*	*Dismiss Enchantment*	*Inflict Large Wound*	*Freedom of Motion*
4	*Faith Weaponry*	*Find Item*	*Inflict Severe Pain*	*Hex: Intensify Virulence*
5	*Heavenly Luck*	*Helping Hand*	*Mass Influence*	*Inflict Considerable Wound*
6	*Inflict Intermediate Wound*	*Inflict Serious Wound*	*Miracle Meal*	*Resist Acid or Caustic*
7	***Invisibility (M6)***	***Preemptive Retribution (M9)***	*Remedy Supernatural Blindness*	*Speak to the Dead*
8	*Stirring Oration*	*Speed of the Divine*	*Walk on Water*	*Warding Sigil*
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	*Blessed Warmth*	*Assembly's Destiny*	*Animate Zombies*	*Cure Substantial Wound*
2	*Bug*	*Cure Large Wound*	*Antitoxin*	*Enchanted Vestments (Quattuor)*
3	*Enervating Blast*	*Hold Persons*	*Inflict Severe Wound*	*Storm Force Wind*
4	*Indulgence, Lesser*	*Inflict Heavy Wound*	*Stones to Spiders*	***Toxic Web (M13)***
5	*Inflict Substantial Wound*	*Moonblade*	*Treat Disease*	
6	*Stirring Sermon*	*Pillar of Fire*	*Twist Truth*	
Number	**Seventeenth Level**	**Eighteenth Level**	**Nineteenth Level**	**Twentieth Level**
1	*Inflict Terrible Wound*	*Commune w/ Higher Power*	*Exorcism*	*Cure Terrible Wound*
2	*Staff to Serpent*	*Hail to Fire*	*Inflict Massive Wound*	*Enchanted Vestments (Quinque)*
3	***Stoneslither (M14)***	*Inflict Extreme Wound*	*Quest*	*Inflict Great Wound*
4	*Walk on Air*	*Part Lake*	***Reflective Ward (M17)***	***Thought Probe (M19)***

The Conventicle of Affliction Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	*Ceremony: Consecrate Divine Icon*	*Aggravate Pain*	*Cure Trifling Wound*	*Alert*
2	*Exhume*	*Alter Emotion: Frighten*	*Cursing*	*Command*
3	*Extend Fuel*	*Bless Weapon*	*Detect Influence*	*Contagion*
4	*Faith Shield (Unum)*	*Ceremony: Anoint*	*Endure Cold*	*Directed Strike*
5	*Hex: Immuunosuppressant*	*Curse, Petty*	*Faith Weapon*	*Disinter*
6	*Inflict Trivial Wound*	*Diagnose Injuries*	*Illumination: Torch*	*Divine Steward*
7	*Influence, Minor*	*Induce Drunkenness (Buzzed)*	*Imperceptibility to Undead*	*Enchanted Vestments (Unum)*
8	*Know North*	*Inflict Minor Wound*	*Improve Vigilance*	*Flaming Weapon*
9	*Moderate Emotion: Cause Fear*	*Moderate Personal Climate*	*Know Position*	*Inflict Pain*
10	*Sense Divine Magic*	*Rejuvenate*	*Re-energize*	*Influence*
11	*Sense Presence of Good*	*Sanctify Weapon*	*Safe Haven*	*Sanctify Weapons*
12	*Taint Water*	*Summon Pest*	*Unholy Resolve (Unum)*	***Smoke Screen (M2)***
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	*Bless Weapons*	*Cure Small Wound*	*Call to Action*	*Bless Weaponry*
2	*Blessing*	*Faith Shield (Trium)*	*Catalepsy*	*Cure Lesser Wound*
3	*Ceremony: Investiture*	*Faith Weapons*	*Divine Grace*	*Enchanted Vestments (Duae)*
4	*Consecrate Armor*	*Hold in Place*	*Erode*	*Faith Shield (Quattuor)*
5	*Create Water*	*Invigorate*	*Heighten Vigilance*	*God's Guidance*
6	*Cure Minor Wound*	*Laryngitis*	*Hex: Intensify Virulence*	*Hex: Exacerbate Wound*
7	*Hex: Augment Toxicity*	*Mildew Growth*	*Hush*	*Inflict Medium Wound*
8	*Induce Drunkenness (Sloshed)*	*Strong Breeze*	*Induce Drunkenness (Wasted)*	*Rigor Mortis*
9	*Induce Migraine*	*Total Control*	*Indulgence, Minor*	*Spider Charm*
10	*Stirring Speech*	*Unholy Laud*	*Pestilent Swarm*	*Treat Disease*
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	*Alleviate Fatigue*	*Age*	*Emotion Shielding*	*Bug*
2	*Animate Zombie*	*Analgesic*	*Fiery Furnace*	*Cure Intermediate Wound*
3	*Break Camp*	*Cure Moderate Wound*	*Gale Force Wind*	*Enchanted Vestments (Trium)*
4	*Decay*	*Dismiss Enchantment*	*Inflict Severe Pain*	*Repair Torn Tendon/Ligament*
5	*Extinguish*	*Find Item*	*Mass Influence*	*Resist Acid or Caustic*
6	*Faith Weaponry*	*Helping Hand*	*Miracle Meal*	*Speak to the Dead*
7	*Impression of Propriety*	*Hex: Enhance Toxicity*	*Remedy Supernatural Blindness*	*Stirring Sermon*
8	*Inflict Intermediate Wound*	*Speed of the Divine*	*Walk on Water*	*Warding Sigil*
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	*Animate Zombies*	*Assembly's Destiny*	*Cure Considerable Wound*	*Enchanted Vestments (Quattuor)*
2	*Enervating Blast*	*Hold Persons*	*Inflict Severe Wound*	*Inflict Extensive Wound*
3	*Indulgence, Lesser*	*Inflict Heavy Wound*	*Stirring Lecture*	***Jumping JuJu (M13)***
4	*Sow Fear, Uncertainty & Doubt*	*Pillar of Fire*	*Twist Truth*	***Night Fighters (M16)***
5				
6				
Number	**Seventeenth Level**	**Eighteenth Level**	**Ninteenth Level**	**Twentieth Level**
1	*Cure Heavy Wound*	*Commune w/ Higher Power*	*Cure Extensive Wound*	*Cure Critical Injury*
2	*Inflict Terrible Wound*	*Hail to Fire*	*Exorcism*	*Enchanted Vestments (Quinque)*
3	*Staff to Serpent*	*Inflict Extreme Wound*	*Inflict Massive Wound*	*Fire Strike*
4	*Walk on Air*	*Part Lake*	*Quest*	*Inflict Great Wound*

The Temple of Strife Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	*Breeze*	*Alter Emotion: Frighten*	*Cure Trifling Wound*	*Alert*
2	*Ceremony: Consecrate Divine Icon*	*Bless Weapon*	*Cursing*	*Command*
3	*Exhume*	*Ceremony: Anoint*	*Detect Influence*	*Cure Trivial Wound*
4	*Extend Fuel*	*Curse, Petty*	*Endure Cold*	*Directed Strike*
5	*Faith Shield (Unum)*	*Diagnose Injuries*	*Faith Weapon*	*Divine Steward*
6	*Inflict Trivial Wound*	*Hex: Immunosuppressant*	*Illumination: Torch*	*Enchanted Vestments (Unum)*
7	*Know North*	*Induce Drunkenness (Buzzed)*	*Imperceptibility to Undead*	*Flaming Weapon*
8	*Liana*	*Inflict Minor Wound*	*Improve Vigilance*	*Influence*
9	*Moderate Emotion: Cause Fear*	*Innocuousness*	*Know Position*	*Sanctify Weapons*
10	*Sense Divine Magic*	*Moderate Personal Climate*	*Re-energize*	***Shift Blame (M1)***
11	*Sense Presence of Good*	*Rejuvenate*	*Safe Haven*	***Smoke Screen (M2)***
12	*Taint Water*	*Sanctify Weapon*	*Unholy Resolve (Unum)*	*Summon Pest*
Number	**Fifth Level**	**Sixth Level**	**Seventh Level**	**Eighth Level**
1	*Bless Weapons*	*Faith Shield (Trium)*	*Call to Action*	*Bless Weaponry*
2	*Blessing*	*Faith Weapons*	*Divine Grace*	*Cure Lesser Wound*
3	*Ceremony: Investiture*	*Hex: Augment Toxicity*	*Erode*	*Enchanted Vestments (Duae)*
4	*Consecrate Armor*	*Hold in Place*	***Force Fumbles (M8)***	*Faith Shield (Quattuor)*
5	*Cure Minor Wound*	*Invigorate*	*Heighten Vigilance*	*God's Guidance*
6	*Disinter*	*Laryngitis*	*Hush*	***Heat Seeking Fist of Thunder (M5)***
7	*Induce Drunkenness (Sloshed)*	***Massive Smoke Screen (M5)***	*Induce Drunkenness (Wasted)*	*Hex: Exacerbate Wound*
8	***Induce Fratricide (M7)***	*Strong Breeze*	*Indulgence, Minor*	*Inflict Medium Wound*
9	*Induce Migraine*	*Total Control*	*Pestilent Swarm*	*Rigor Mortis*
10	*Stirring Speech*	*Unholy Laud*	*Speed of the Righteous*	*Spider Charm*
Number	**Ninth Level**	**Tenth Level**	**Eleventh Level**	**Twelfth Level**
1	*Alleviate Fatigue*	*Age*	*Emotion Shielding*	*Cure Intermediate Wound*
2	*Decay*	*Cure Moderate Wound*	*Fiery Furnace*	*Enchanted Vestments (Trium)*
3	*Extinguish*	*Dismiss Enchantment*	*Gale Force Wind*	***Jumping JuJu (M13)***
4	*Faith Weaponry*	*Find Item*	*Hex: Intensify Virulence*	*Repair Torn Tendon/Ligament*
5	***Grounding (M7)***	*Helping Hand*	*Inflict Severe Pain*	*Resist Acid or Caustic*
6	*Impression of Propriety*	*Mildew Growth*	*Mass Influence*	*Speak to the Dead*
7	*Inflict Intermediate Wound*	*Speed of the Divine*	*Miracle Meal*	*Stirring Sermon*
8	***Polylingualism (M8)***	*Stirring Oration*	*Walk on Water*	*Warding Sigil*
Number	**Thirteenth Level**	**Fourteenth Level**	**Fifteenth Level**	**Sixteenth Level**
1	*Blessed Warmth*	*Animate Skeletons*	*Animate Zombies*	*Enchanted Vestments (Quattuor)*
2	*Cure Serious Wound*	*Antitoxin*	*Cure Considerable Wound*	*Inflict Extensive Wound*
3	*Enervating Blast*	*Assembly's Destiny*	*Inflict Severe Wound*	***Mist of Corralling (M13)***
4	***Fumble Zone (M13)***	*Hold Persons*	*Stirring Lecture*	*Walk on Air*
5	*Indulgence, Lesser*	*Inflict Heavy Wound*	*Stones to Spiders*	
6	*Sow Fear, Uncertainty & Doubt*	*Pillar of Fire*	*Twist Truth*	
Number	**Seventeenth Level**	**Eighteenth Level**	**Nineteenth Level**	**Twentieth Level**
1	*Hurricane Force Wind*	*Commune w/ Higher Power*	*Cure Extensive Wound*	*Enchanted Vestments (Quinque)*
2	*Inflict Terrible Wound*	*Hail to Fire*	*Exorcism*	*Fire Strike*
3	*Staff to Serpent*	*Inflict Extreme Wound*	*Inflict Massive Wound*	*Inflict Great Wound*
4	***World of Deafness (M14)***	*Part Lake*	*Quest*	***Reflective Ward (M17)***



Alignment, Honor and Fame

Alignment 108
Honor.....109
Individual Honor.....110
Group Honor 110
Character Honor Table.....110
Categories of Honor 112
Honor Score and its Use.....112
Blood Oaths.....113
God Oaths 113
Honor and NPCs 113
Gaining and Losing Honor ..114
Fame 115
Categories of Fame 116
Gaining and Losing Fame.....116

ALIGNMENT

You'll need to decide how your character aligns with the various forces in the world. Is he a malevolent villain or destined to be a hero of all that's right with the world? Does he believe in all-for-one and one-for-all, or rank himself above all others? Does he believe that the needs of the few outweigh the needs of the many or vice versa? HackMaster defines the various beliefs of intelligent creatures along two axes: good versus evil (the good/evil axis) and society/clan/group versus individual (the law/chaos axis). Characters can mix and match across axes, giving nine combinations (lawful-neutral-chaotic and good-neutral-evil).

Good and lawfully-aligned non-player characters, creatures and monsters are most likely to assist like-aligned player characters. The opposite is, unfortunately for chaotic hell-raisers, seldom the case.

Your choice of possible alignments for your character is a matter of personal choice though certain classes restrict your options. The principal restriction is on clerics and paladins. These characters ***must*** strictly follow the moral and ethical precepts of their religion (i.e., they must be of the exact same alignment). Other classes face looser restrictions. For example, all knights must be lawful and all barbarians must be chaotic. Assassins can choose any non-good alignment though unless evil they gain the *Nagging Conscience* quirk.

You should try to align your character so that he is compatible with those of other players. Diametrically opposed alignments frequently lead to player versus player conflict and a resultant decrease in the amount of fun everyone has at the table. Remember that HackMaster is a team sport and infighting simply gives an advantage to your opponents.

The following descriptions should help you decide what outlook your character has in life:

Lawful Good: These characters believe in a strong, benevolent social structure where the strong help the less fortunate and laws are followed strictly. A guiding principal is that the needs of the many always outweigh the needs of the few.

Lawful Neutral: These characters believe that the fabric of the social order overrides all other ethical or individual concerns. Laws, traditions, codes of honor and leadership must be followed unquestionably.

Lawful Evil: The social order of the strongest and most capable ruling all others dominates the Lawful Evil belief system. Leaders rule as long as they remain most suited for the role and while in control can pass any decree needed to advance the group regardless of whom such mores injure or single out.

Neutral Good: These characters believe in a balance between the needs of society and those of the individual. Individual freedoms are curtailed when necessary to promote the greater good, but the needs of the individual are also important, sometimes even to the detriment of society as a whole.

True Neutral: Completely self-centered, these characters generally care nothing for any ethical or social customs, however, some characters with this ethical bent believe in balance in all ethical questions.

All characters with an intelligence under 6 (as well as all animals) ***have this alignment*** as they are unable to act other than on survival impulse and rudimentary friendship toward those that have treated the character or creature well in the past.

Neutral Evil: Such characters primarily care for their own well-being, but also go out of their way to injure or bully others. They recognize that sometimes rules and laws are needed to avoid a complete breakdown of society, but only because destruction of the social order might make it harder on them in some way or might limit their ability to harm others while doing as they wish.

Chaotic Good: These characters believe that societies and laws remove the individual's personal freedom. They believe that every soul is important and the less fortunate should be helped at all times.

Chaotic Neutral: Complete and total freedom of the individual is paramount for these characters. They follow no strict codes and do not believe in laws or society. They behave as they like, but don't go out of their way to injure others *or help them for that matter*.

Chaotic Evil: Simply put, might makes right. The most powerful and capable take and do as they please, the weaker fall in line while punishment is near, but do as they like otherwise. These characters follow their impulses to take and do as they please when the opportunity presents itself.

Note that once you choose an alignment, you should try to have your character act in accordance with his stated beliefs since his Honor partially depends on it.

HONOR

Honor defines how the character measures up to society's ideals of courage, integrity and inner strength. Can his party count on him in a scrape? Is his word his bond or is he a liar? Will he let someone question his honor without a fight? Is he a cheat, slacker or coward? Honor is important because it influences the way others treat your character and can affect your performance.

As mentioned in ***Chapter 2: Ability Scores***, the Honor ability (Hon) is treated a bit differently than the other character abilities. For one thing, you don't roll 3d6 to determine your Honor. Secondly, Honor fluctuates depending on the character's actions and behavior.

Honor is not a judgment of good and evil. Individuals of high Honor are not necessarily good and those with low Honor are not necessarily low-down, chaotic evil scumbags. The cruel robber baron may very well possess a high Honor score while an honest serving wench, through unfortunate circumstances, might possess a miserable Honor. Honor reflects how closely and consistently a character behaves relative to his belief system and alignment.

Honor is more a measure of the deeds accomplished by both the individual (and sometimes his family) as well as those with whom he associates himself (his party or followers). It is an indication of such things as success in adventuring expeditions, loyalty, talent and skill; qualities that can be held by any character regardless of disposition.

With high Honor comes respect, power, influence and position. Without it, characters can expect disrespect, shame and insults. Honor is so essential to a character that it is reflected in his very countenance. People can sometimes tell what kind of Honor an individual has just by being in close proximity to him. And sometimes, if his Honor is through the roof, they can tell just by looking at him.

Honor can also dictate what a character bound to such a concept does in a given situation. For example, the common English soldier, knowing no quarter would be given if he fought, nonetheless held his ground against vastly superior numbers of French knights and men-at-arms. This was a matter of Honor - there was nothing else for such men of Honor to do when placed in that situation. Leaving the field of battle in the hands of the enemy was unthinkable — so they fought. In HackMaster, a character's reputation is no small part of how he measures his self worth. On lonely nights standing guard duty by the campfire, a character might find himself asking all sorts of questions. How much silver do I have? What kind of property do I own? What kind of person do others see me as? Do they place their trust in me?

This section describes how HackMaster characters can establish their Honor, what their Honor means to other people and how they can use it in the game. It also discusses a basic human desire - the need to be popular or famous. Just like that moron in the 4th grade with the goofy grin who always stuck pencils in his ears for a laugh. His actions might have been counterproductive, but he was clearly looking for some added popularity and fame. Hopefully, those readers that were that kid aren't receiving an epiphany upon reading this; if so, I guess someone had to tell you.

Honor is something the character earns through his deeds; moreover, Honor can also be lost, depending on the actions of the character. In fact, Honor is easier to lose than it is to gain, so characters must carefully consider the consequences of their dealings. Breaking an oath, cowardice and unavenged insults result in a loss of Honor. Bravery, a job well done, mastery of skills and successful quests earn the character Honor.

Player characters and ordinary citizens alike benefit from having a high Honor score. These characters are perceived as admirable, praiseworthy and reliable by those with a similar outlook on life. Other folks are more likely to listen to and trust such a person because they have demonstrated a consistency in deed. Conversely, a merchant or adventurer with a low Honor score might find it difficult to engage in profitable new

business dealings or to find work; their waffling and inconsistent actions relative to their beliefs makes them inherently less trustworthy.

Never forget that Honor is largely based on the perception of those who view the character. False rumors and misperceptions can taint opinions.

For example, suppose a character enters an inn just moments after brigands robbed the place and murdered the proprietor and his wife. The character claps the bell at the counter and, when no one is summoned forth, decides to leave and seek lodging elsewhere. It is his bad luck that a city guardsman on patrol sees him leaving the inn. Later, when the body of the murdered victim is found, the guard remembers seeing the character. The character is immediately arrested and charged with the crime. His Honor drops (due to a personal Honor variety hit) because he is perceived to be guilty – and likely convicted because of it!

A character's Honor score should not be confused with other abilities used for social interaction such as Charisma or Looks. Charisma is a measure of a character's leadership ability and her ability to impose her will on others. Looks simply measure how beautiful she is. A character with good looks has a well-proportioned body, good symmetry, good teeth and bone structure and few, if any, skin blemishes. Charisma and Looks can affect a character's Honor. However, particularly after character creation, the character's actions determine his or her Honor.

Individual (Character) Honor

Individual Honor is the type that players tend to be most concerned about because they have direct control over it. In most games, the player finds it an ongoing challenge to maintain his Honor. During a typical game session, the character earns or loses Honor Points as he tries to make his way in the world.

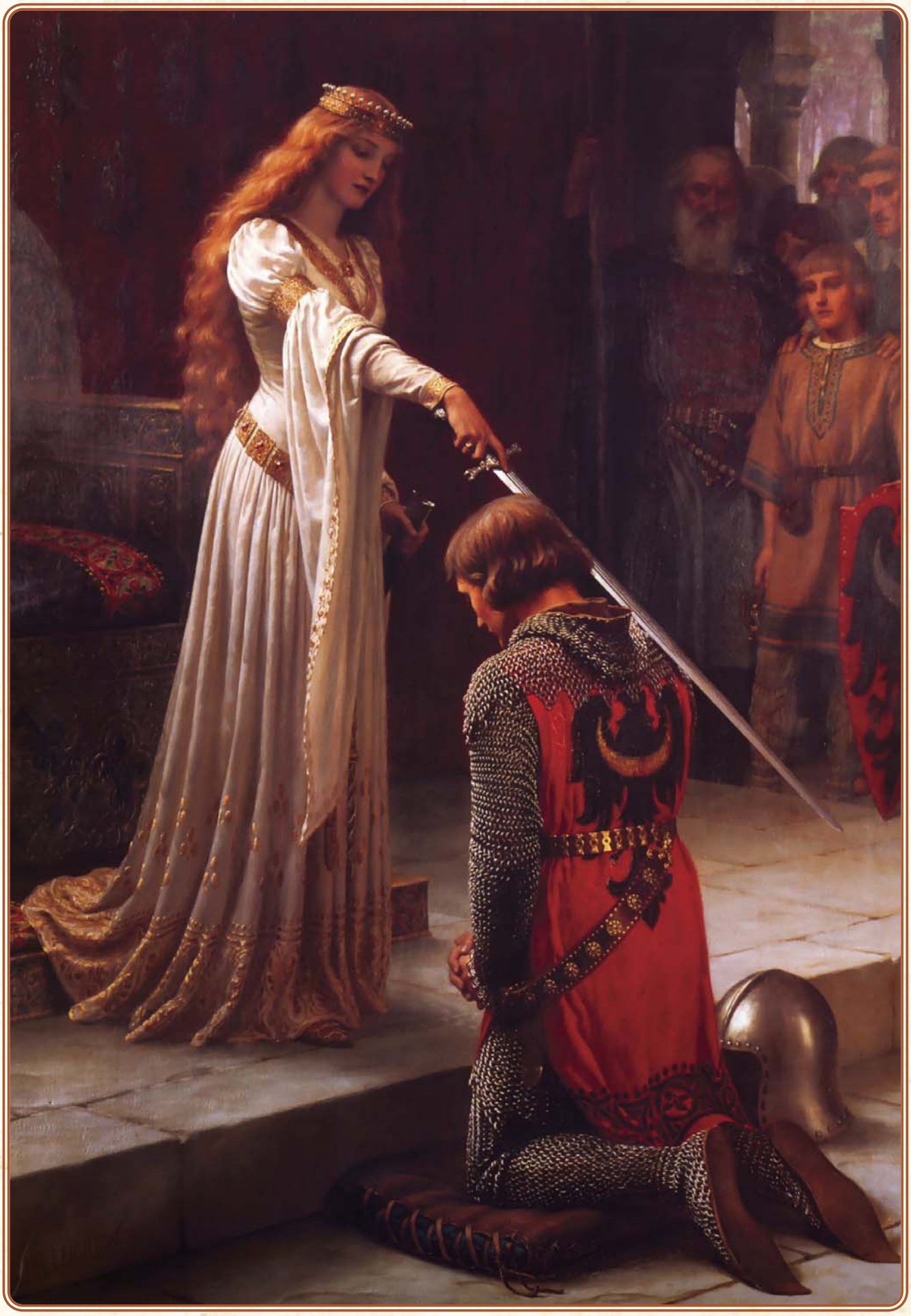
A character's Honor can rise or fall during a gaming session or between sessions. It is up to the participants to determine if they want to award (or penalize) a character's Honor as events unfold in the game. This may tend to slow down play for some groups. Alternatively, keeping track of Honor score adjustments and awarding them after the session requires the GameMaster to keep track of slightly more information during a game. The choice is up to your GameMaster.

Group (Party) Honor

Whenever your character and one or more other characters throw in with each other and begin spending time together, your GM will calculate your group Honor score (an average of the Honor values of those characters comprising the group). Group Honor includes the Honor of any henchmen, sidekicks or cronies in the group (but not hirelings). Group Honor also applies to military units, mercenary bands, groups of bandits, secret organizations, etc.

Character Honor Table

Level	Notoriety	Dishonorable	Low	Average	Great	Legendary
1	0	1-5	6-10	11-20	21+	
2	0	1-7	8-14	15-30	31+	
3	0	1-9	10-18	19-40	41+	
4	0	1-11	12-22	23-50	51+	
5	0	1-13	14-26	27-60	61+	
6	0	1-15	16-30	31-70	71-85	86+
7	0	1-17	18-34	35-80	81-99	100+
8	0	1-19	20-38	39-90	91-113	114+
9	0	1-21	22-42	43-100	101-127	128+
10	0	1-23	24-46	47-110	111-141	142+
11	0	1-25	26-50	51-120	121-155	156+
12	0	1-27	28-54	55-130	131-169	170+
13	0	1-29	30-58	59-140	141-183	184+
14	0	1-31	32-62	63-150	151-197	198+
15	0	1-33	34-66	67-160	161-211	212+
16	0	1-35	36-70	71-170	171-225	226+
17	0	1-37	38-74	75-180	181-239	240+
18	0	1-39	40-78	79-190	191-253	254+
19	0	1-41	42-82	83-200	201-267	268+
20	0	1-43	44-86	87-210	211-281	282+



After each gaming session, your GM recalculates your group Honor score. Each player must then adjust his character's individual Honor one point closer to the group Honor score (ignore fractions). This means that characters with low Honor will benefit by being associated with esteemed compatriots and thus will gradually see their Honor improve. Conversely, those with high Honor will find their Honor being slowly dragged down by their disreputable peers. Remember that any henchmen, sidekicks or cronies who are part of the group also move one point toward the new average, so be careful who you let tag along and make sure you keep tabs on their actions. Cut loose any deadweights that drag you down merely by association.

For example, let's say that Kreis the Fighter, Relf the Elf and Gamgee the Dwarf are the only members of their mercenary band. After a night of gaming, their Honor scores are 37, 30 and 9. They determine their group Honor score is 25 (37+29+9=76, and 76 divided by 3 = 25⅓, rounded down to 25). Gamgee improves his score from 9 to 10, however, Kreis' Honor drops to 36 and Relf's to 29. That's what they get for hanging around with a low-down, cowardly character. Eventually, either Gamgee will have to play to an outstanding level, forgoing internet chatting for roleplaying his class, alignment and quirks/flaws or the others will have to take matters into their own hands and expel him from the group.

Family Honor

The Honor of relations affects the Honor of a character, and vice versa. Family Honor is only important to those characters that are reared from an established family or have kin that live nearby.

Categories of Honor

Dishonorable: Dishonorable characters are seen as the dregs of society and suffer prejudice, harassment and ridicule at the hands of most people. Shopkeepers are more likely to take advantage of them, barroom bullies are more likely to pick fights and innkeepers are more likely to turn them away.

Characters in dishonor suffer a penalty of 1 to all die rolls and a +1 penalty to speed. With respect to skill checks, this equates to a 5% penalty.

Low Honor: Characters with low Honor are often distrusted, mistreated or ignored. Since this is the category in which many characters begin, they haven't necessarily done anything to deserve any unjust treatment. They just might not have gotten a chance to prove themselves yet.

Average Honor: Characters with an average Honor are mostly ordinary citizens making an honest living. They carved out a foothold in the world and make a way for themselves one small step at a time. Characters in this category receive a 1 point bonus to any single die roll per session (or +5% to a skill check).

Great Honor: Characters with great Honor have proven repeatedly that they have what it takes to defend their honor and act with integrity. Others know that someone with a great Honor is not to be trifled with.

These characters receive one "mulligan" per game session, this free re-roll per game session can be used for any die roll (combat, damage, initiative, whatever). The second result is final (barring other modifiers). All characters in this category also receive a 1 point bonus to any single die roll per session (or +5% to a skill check).

Legendary Honor: When a character's Honor score reaches this level people begin to gossip. Some make up stories that make the character seem larger than life while others (including the gods!) may think the character has gotten too big for his britches. This level of Honor can be risky, because up-and-coming characters sometimes seek these characters out to try their luck at taking them down a few notches.

All characters in this category receive a 1 point bonus to any single die roll and a mulligan (as with Great Honor) per session. Additionally, such characters also receive one reverse-mulligan per game session. The reverse-mulligan works a lot like the mulligan except this free re-roll can only be used to modify any die roll (combat, damage, initiative, whatever) rolled by another character that affects the character in Legendary Honor. A reverse-mulligan cannot be used against another character in Legendary Honor. As with other modifiers of this type (mulligans, Honor burns), the second result is final (barring other modifiers).

Unfortunately, characters in this category draw the ire of any hostiles encountered; they are counted twice for purposes of determining who is targeted by adversaries (if a random determination is called for).

Notoriety: When a character loses Honor such that his score becomes zero (0) or negative Honor, he immediately changes alignment based on his divergent behavior and loses enough experience points to put him at the start of his current level. He further receives a 20% EP penalty until his Honor rises to the Low Honor category for his new alignment.

Honor Score and Its Use

Honor can be used to gain a re-roll to sway a critical outcome. At any time, a player may deduct Honor (per table at conclusion of this section) to re-roll one of his combat rolls, ability checks, skill checks or similar roll by simply declaring that he desires to do so. He can also expend Honor Points to make others re-roll a roll that directly affects their person (such as an attack being

made against him). A player can force rerolls as long as he still has Honor to spend. For example, a player with a 4th level character can deduct 30 Honor Points to re-roll three times, while a 7th level character would need to deduct 60 Honor to perform the same. In neither case does the player need to spend all the points at once; he can simply continue to expend points to re-roll each time until he receives the desired result, runs out of Honor or changes his mind – all instantaneously in game time.

Alternatively, a player may choose to spend one or more Honor points to reduce or increase a die roll (capped at the value of the die, such as 4 for a d4, 8 for a d8, etc.). Dice of opponents or the character's own can be so modified. Note that this option may never be used to alter a "natural 1" on a die roll (thus avoiding death from certain poisons, avoiding a fumble, etc.) nor may it be used to nullify a critical hit, perfect defense or near-perfect defense. A re-roll (and far greater expenditure of Honor) is required to effect these changes.

Spending Honor helps bring an element of cinematic drama into the game and allows characters to do truly larger than life feats. It can also help prevent the premature death of a character in which you've invested a lot of time. Finally, this rule absolutely eliminates the need for anyone, be he player or, so help me gods, GameMaster, to fudge a roll. Fudging, also known as **CHEATING** has no place in a game that already has a mechanic designed to eliminate freak occurrences. If a player cannot succeed with the rules as-written, it is simply a matter of pressing his luck too far, biting off more than his character could chew at the time or moment. More than likely it's just incompetence. Babying such a player will not help him learn from his mistakes and improve. It only reinforces poor play and any GM that allows for such behavior is not playing HackMaster but rather some inferior game for inferior players that can't handle a challenge and the thrill that goes along with overcoming the odds.

Character Level	Honor Point Expenditure Required for Re-Roll	Honor Point Expenditure Required to alter die by 1
1-5	10	1
6-10	20	2
11-15	30	3
16-20	40	4

Blood Oaths

There may be times when your character and his associates may need to swear an oath. Oaths are usually made when a character promises something of grave import. Oaths in the World of HackMaster are taken very seriously. A man's word is his reputation and breaking an oath can have dire consequences. When a character swears an oath, he is literally swearing by his Honor.

If the oath is broken (intentionally or otherwise), and word gets out about it, the character loses respect and immediately suffers consequences in the form of Honor loss. Your GM has specific rules for this that involve a random determination of Honor loss from as low as 10% to as high as almost all of your character's Honor. This roll is modified by circumstances, who the recipient of the oath was, their relationship to you, Honor and station and so-on. Note that keeping or making good on an oath carries only a minimal benefit of one point of Honor; a person is expected to keep his word so no incentive is given.

God Oaths

A god oath is the most solemn of all oaths. Here a character isn't swearing by his Honor but by either the god whose sphere of influence pertains to the subject matter at hand (e.g., the god of wealth and business for a commercial trade contract or transaction) or his patron god. Clerics may only swear a god oath to their patron deity. Breaking a god oath means the character will lose any anointed status he has, regardless of which god he swore under as all gods (save one) hate those that renege on god oaths. Characters that are not anointed to a patron at the time of the breaking of the oath can never become anointed followers of a deity (save the god of deceit, see below) – clerics lose all spell-casting ability beyond 8th level. Additionally, any character that breaks a god oath suffers the wrath of the god in question; the god himself enforces the oath or agreement and takes responsibility for meting out punishment. Obviously, the penalties vary. Taking the previous example of a broken oath to the god of business over a commercial transaction carries a related curse – any commercial transaction entered into by the character in the future will end in financial loss and failure of intended purpose (although not necessarily disaster, but never success). The one exception is the Confuser of Ways, god of Lies, deceit and mischief. That particular god revels in breaking of god oaths – if an oath is made under his name, the character will suffer penalties only until such time as the oath is broken – the exact opposite effect as above.

Once a god oath has been broken, the reneging character can atone in various ways. Before the offended god will absolve him, the character will need to make good on his oath, if possible, then perform some quest as required by the god (through his church). The quest will always be an arduous one – far more onerous than performing the original oath. This will remove the god-curse. A second quest must be performed before the character can become an anointed follower – this time for the new church in which he desires anointment.

Honor and NPCs

Honor is just as important to Non-Player Characters (NPCs) as it is for Player Characters. For example, no self-respecting fighter is going to take lip or back-sass from the guy standing next to him in the tavern, whether he's an NPC or not. If they feel their Honor has taken a dent, you can be sure they're gonna come up for air and attempt to settle the score.

The Honor category of an NPC can suggest a lot. It is a good indication of just how important Honor is to such an individual, and can sometimes be used to determine how he reacts to the group. For example, a disreputable NPC has obviously been having a tough time of it. More than likely, he's in a foul mood and looking for a way to raise his Honor. What better way than to pick a fight or attempt to steal Honor from someone else? Of course, it's important to remember that Honor is not indicative of personality, but it can suggest a character's intent and motivation when considered with other factors.

Gaining and Losing Honor

When awarding or docking Honor, your GameMaster considers both the individual actions of your character and the actions of his companions as a whole. When the group decides to take a specific action as the result of a consensus (or the leader simply decides what the group is going to do and no one objects), the GM treats the group as a character and awards or docks the points appropriately.

Though it should be intuitive, for those of you a bit slower on the uptake let me make on thing clear - the "just following orders" excuse didn't work at Nüremburg and it won't work here. If you simply go along with the rest of the party and passively engage in activities ultimately inimical to the interests of your alignment or do not actively confront gross and flagrant violations, expect to receive ***no Honor*** vis-à-vis adherence to alignment. Similarly, if your adventuring buddies are dishonorable or in low Honor, don't be surprised when your Honor begins to drop. It's likely being siphoned off by these Honor leeches profiting on your good reputation.

OK, now that your interest has been piqued I'm sure you're wondering about the nuts and bolts of how Honor gets awarded. The GameMaster rates all characters on a scale of 1-10 for adherence to alignment, adherence to class, personal Honor and role-playing (especially role-playing of quirks and flaws), racial preferences and other things that may be deemed as (colorful) disadvantages to the character in question.

Each of the four factors (alignment, class, personal Honor and role-play) adds about 4 to -3 points of Honor per level, for a total change range of about 16 to -12 per level. Your GM will probably dole out Honor awards/penalties each session, but he should take special care to rate each character and provide for adjustments to fall within these guidelines per level. Characters should generally not be gaining more than 16 points of Honor per level (nor losing more than 12 points)!

Every level, GMs should rate their players' adherence to alignment and class, their defense of personal Honor and their general role-playing, on a scale of 1-10 using the following guidelines.

Adherence to Alignment

HackMaster takes alignment seriously, and Honor is the in-game mechanic that enforces proper role-playing of alignment. You've picked your alignment, now you should play it to the best of your ability. Ignoring it and running amok will bring ruin upon your Honor and may eventually even cause an alignment shift (if your Honor hits zero).

Neutral Good characters shouldn't be running around torturing innocents and swiping coins from the local temple's poor box. Conversely, Chaotic Evil characters should seriously consider doing just that sort of thing. Chaotic Good characters should be looking out for the weak and helpless and helping with their plight, while Lawful Good characters should be fighting for a just society and eliminating its foes.

Of course, playing your alignment doesn't mean you can use it to excuse absurd behavior. Shouting "Vagrancy is illegal!" before running your sword through an innocent beggar isn't really adhering to Lawful Neutral alignment. That's only giving it lip service so you can make a kill - and a HackMaster GM isn't a moron. He's bound to consider that a 'craptastic' way of playing your alignment and hand you a nice little -3 modifier to your character's Honor.

Likewise, a Chaotic Evil character doesn't just walk down the street setting fire to orphanages and stabbing random passersby on a whim. You're not playing an orc, for cryin' out loud - your character's got a 'human' side and a developed knowledge of social conduct that's absent from your garden-variety goblin. Consider the serial killer who's been operating for years, with scores of victims buried in the cellar. Do the neighbors get suspicious? No, they're always surprised at the revelation of the true evil lurking beneath the smiling mask. "He seemed like such a nice boy - he always said 'Hello' when we passed on the street and once a week he even helped me with my shopping..."

Adherence to Class

While HackMaster encourages players to personalize their characters so that they are not run-of-the-mill, cookie-cutter clones, each class does have certain traits that should be followed. Based on your role-playing and your character's actions, an observer should be able to tell what class you're playing.

Fighters should be ready to engage the enemy and not cowering behind the mage without good cause (e.g., the mage is unleashing some awesome spell) or a very special circumstance (e.g., the fighter is superstitious of spotted objects and is facing down a leopard). Likewise, mages should be relying on their spells and superior intellect first - and melee as a last resort - not diving into the fray at the first opportunity.

Clerics should be adhering strictly to their faith and not flouting the tenets of their religion, while thieves should be looking out for number one, backstabbing foes and sneaking about, not trying to learn magic, appease church elders or wading into a frontal assault with berserker-like abandon.

Rating	Honor award	Qualitative Example
10	4	Absolutely superb off-the-charts play for alignment and class
9	3	Great
8	3	Very Good
7	2	Good
6	2	Average
5	1	Fair
4	0	Mediocre
3	-1	Weak
2	-2	Poor
1	-3	Craptastic (seldom plays alignment and/or class)

Defense of Personal Honor

Personal Honor is the area where your GM is most likely to blatantly screw with you. Mouthy NPCs, especially local toughs, barroom enforcers and so on, will probably start up with your character now and then.

For example, let's say that the local rat-faced bully spits a loogie in Redblade's ale and calls his mother an orc whore. If Redblade doesn't stand up for his Honor, the GM might assign him -3 Honor (or maybe only -1 if the bully and his gang outnumbered Redblade by 10 to 1). Now, if Redblade cold-cocks the bully in an alley and kicks the snot out of him when he's down, then makes it widely known that it was his character getting revenge, he regains the lost Honor (and possibly additional points depending on how well the word spreads and how it affects his position in the community).

On the other hand, if he forgets to spread the word that he was the one responsible for the bully's beating, his Honor stays down from the original insult. In either case, he'll still need to watch out for the bully's own revenge, but no one ever said that being an honorable man was easy.

General Role-Playing

Honor is also the in-game mechanism for ensuring that players role-play well. Obviously, this includes speaking in character, non-annoying accents, only utilizing character knowledge (as opposed to player knowledge) and that sort of thing. Failure to role-play your quirks and flaws (or forgetting them in times of detriment) is a sure-fire way to see your Honor plummet.

For instance, suppose that Dave's playing a 1st level thief with the Fear of Heights quirk. He might get an Honor award for refusing to climb the evil archmage's tower, even though it would be the easiest way for his group to breach it, but he can't also decide to scale a building in order to reach the unguarded treasure room at the top, at least not without suffering an Honor hit for doing so.

On the other hand, playing your Stuttering flaw to the hilt is an easy (and fun) way to garner Honor points every level! Racial preferences also fall into this category, so if you're playing a dwarf with an elf companion, you might want to lay the insults, barbs and bitter commentary on thick...

Rating	Honor award	Qualitative Example
10	4	Flawless play (*role-plays quirks and flaws even when it's to the character's detriment, always acts honorably*)
9	3	Great
8	3	Very Good
7	2	Good
6	2	Average
5	1	Fair
4	0	Mediocre
3	-1	Weak
2	-2	Poor
1	-3	Horrific (*never role-plays quirks and flaws, refuses to stand up for Honor, Elf hangs out with dwarves, etc.*)

FAME

Fame is a measure of how far knowledge of a character and his deeds extends beyond his own immediate social circle. Of course, a character's Fame can be blown out of proportion if he is good at spreading word of his deeds or alleged deeds (or hires others to do so). Thus, you might not want to believe everything you hear.

Note that Fame is not an indication of how well respected or liked your character is, or whether or not she's a good or bad person. It simply indicates her renown. When your character is famous, she may find that opportunities seek her out, it's easier to get jobs, easier to obtain audience with nobility, hangers-on and sidekicks are lured to her, she gets offers and favors ("come to my inn and be seen and I'll provide free

stabling, room and board, meals and also free drinks"), and so on. She might also find it easier to gain political posts and harder to be convicted.

On the flip side, you may also find that people recognize your character wherever she goes (regardless if you want them to or not), her Honor (good or bad) often precedes her, people spread gossip and rumors about her and others seek her out, desirous of something from her. Your GM may have NPCs seek you out for these very reasons, more often than not irritations and burdens – characters looking for silver, favors, endorsements, recommendations, contributions or just Fame or Honor for themselves.

Each character's Fame starts at zero, though this may be modified by his Looks. See ***Chapter 2: Ability Scores*** for more information.

Individual, Group and Family Fame

Group or family Fame can be calculated in much the same way as group or family Honor. Likewise, it also causes the adjustment of the Fame of individual members of the group on a periodic basis. Follow the same process for adjusting individual Fame due to group Fame as you would for Honor.

Categories of Fame

Obscure (1-10): Only a few people in the local hamlet, thorp or village talk about you and your deeds.

Local Personality (11-20): Seems like everyone in The nearby town knows who you are and your deeds. Many people in the nearest city have heard tell of your exploits.

Minor Celebrity (21-70): Seems like commoners all across the county know about you. When a character's Fame reaches 50 for the first time, his name begins appearing in popular songs and stories as a minor or local hero (or villain) of mention. In addition, there is a 10% chance per week that a notorious foe starts boasting of his ability to whip the character (in a direct fight; in a contest; through his unit, army or guards; economically; or any other activity). For example, a wizard may challenge your mage to a duel, while an economic rival boasts that he produces better goods than the character. If such boasts reach the character's ears, and he refuses to seek out and defeat the foe, he suffers a loss of 20% Honor.

Major Celebrity (71-100): You're extremely well known. For example, the person working on the docks in the next city over has heard of you, and how you killed a 10-headed hydra with a rusty dagger while blindfolded.

Famous (101-200): You and your deeds are occasionally heard of even in lands on the other side of the continent.

Epic (201+): When a character's Fame reaches 201 he is considered a great hero, suitable material for epic songs, lengthy folktales and the like. The character automatically gains an additional + 10% bonus on all reaction rolls with characters of lesser Fame and only a –10% penalty with people of greater Fame. Essentially, those who might like the character are more disposed to treat him with respect, while those who are more famous now start to treat him as a peer.

Simply being famous can be intimidating. In game terms, a famous character derives certain tangible advantages. For every 50 points of Fame an individual possesses in excess of his opponent, the less famous combatant suffers a –1 Attack penalty and a +1 second penalty to Initiative.

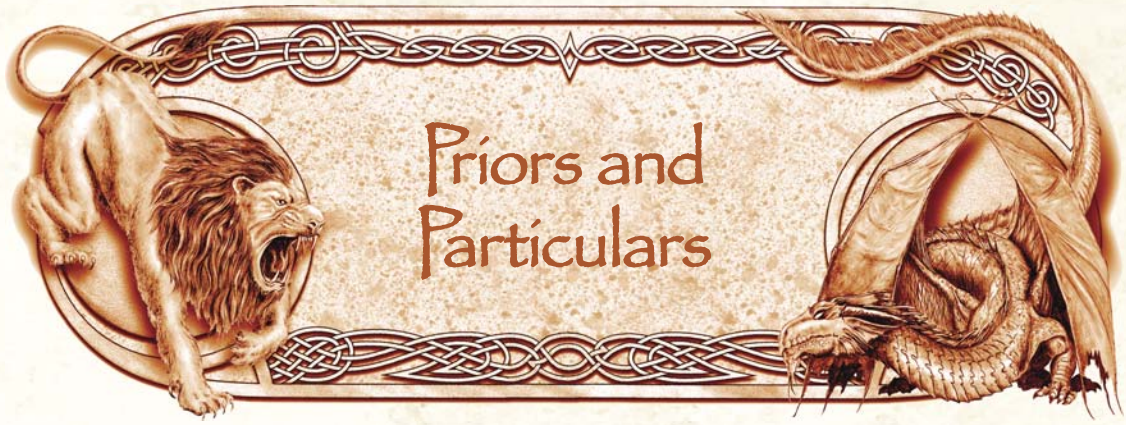
Gaining and Losing Fame

Fame is affected by a character's actions in much the same way as Honor. However, you can become celebrated for things you haven't even done. In other words, one's Fame may not reflect reality. This could be by accident – people mistakenly attribute deeds to you - or it could be by design (you go around bragging about things you've never done or taking credit for someone else's deeds).

However, just because a character does something to boost his or her Fame does not mean he can sit back and coast on that event forever. Eventually people may put a character in the back of their mind and perhaps even forget the most daring deeds! In game terms, this is represented by the fact that Fame decreases at a rate of 1 point per month. Fortunately, this loss of Fame can go no lower than 10% of the highest Fame the character ever obtained. Naturally, the character can continue to perform activities that increase his Fame.

For example, let's say that Marvin the Magnificent, the mage that defeated a dragon and saved the town has a Fame score of 173, but he loses interest in dramatic deeds and goes into seclusion to peacefully study things arcane. Over the next few years, his Fame decreases by 1 per month as folks gradually stop talking about him, until it bottoms out at 17 (10% of 173, rounded down). After 13 years of seclusion, Marvin isn't quite forgotten, but he's not nearly as big a name as he once was.

Your GM has far more details about Fame. Suffice it to say, that it's generally good to become famous, but it's a double-edged sword.



Priors and Particulars

Starting Age.....118
Height.....118-119
Weight.....120-121
BMI.....120
Handedness.....122
Character Heritage & Lineage.....122
Other Traits and Particulars.....123

Now it's time to find out more about your character. The following tables determine such vital things as your character's starting age, circumstances of birth, and so forth.

You and your GM can make use of this information during the course of your character's career to further detail your character's background. Mind you, this won't be accomplished overnight, but rather slowly, over the course of many adventures. In fact, it's a good idea to put off some of the detailing until you've had a chance to run the character through a few adventures and get a feel for him. Running the character will most certainly suggest background details for your character that you might not have thought of otherwise. (Also, you'll have saved a lot of time if your character gets greased in the first adventure.)

For example, at some point your character may find himself suddenly cut off from his fellow party members in a hostile country with the enemy hounding his every footstep. He's low on hit points and the situation looks bleak. At this point you may recall (from one of your background rolls) that you have a sister who's a cleric. She moved away years ago to champion her faith and never returned home. (That's about as far as you fleshed out your background regarding your sister.)

At this point, a clever player might suggest to the GM that his devoted sister has actually spent the intervening years building a temple in the very 'hostile country' in the middle of which he now finds himself stranded. He informs the GM that his sister wrote him a letter with all the details when he was younger and that he is now making his way carefully to her temple to seek refuge.

The GM might or might not buy your suggestion, but it's definitely worth a shot. Despite the adversarial relationship between GM and player, most GMs welcome an opportunity for a player to expand his background in such a creative manner. If the GM accepts the player's logic, and rules in his favor, then another small bit of the player's character background has been defined and pinned down. (Note that the GM could later use this same bit of background info against the player. Perhaps a band of Goblins have laid siege to the temple and the sister dispatches a message to her brother asking him to come to her aid in all haste.)

You are encouraged to flesh out your character's background in great detail (based on the results of the following background tables, of course) but, as shown above, it's a good idea to leave some details sketchy so you don't pin yourself down, and leave some creative leeway. You never know when your character may need to remember his long lost sister!



Starting Age

A character's starting age is dependant on both his race and class. Mages begin play as older adults owing to the long years they have invested in their apprenticeship program (and the fact that most teaching Mages are extremely reluctant to matriculate this source of free labor!)

Character Age

	Fighter	Ranger	Barbarian	Thief	Rogue	Assassin	Mage	Ftr/Mage	Ftr/Thief	Mage/Thief	Cleric
Dwarf	50+d10p	70+3d4p	40+4d6p	46+d8p	56+2d8p	65+3d6p	72+4d6p	70+3d6p	48+d8p	72+3d6p	57+2d6p
Elf	140+2d10p	175+2d12p	n/a	130+d12p	160+d12p	180+3d12p	200+4d12p	200+2d12p	150+d12p	190+3d12p	160+3d12p
Gnome	40+d8p	58+d8p	n/a	37+d6p	45+2d6p	54+2d6p	55+3d8p	52+3d6p	44+d10p	52+3d10p	50+2d6p
Gnome Titan	36+d6p	56+d8p	n/a	36+d6p	46+2d8p	50+2d6p	58+4d6p	52+3d8p	43+d8p	52+3d12p	50+2d8p
Grel	28+d8p	n/a	26+d6p	27+d6p	n/a	33+d8p	48+d12p	44+d10p	28+d8p	45+d8p	33+d8p
Half-Elf	30+d8p	35+d8p	26+d6p	28+d6p	33+d10p	34+d10p	40+d8p	37+d8p	30+d8p	38+d8p	34+d8p
Half-Hobgoblin	16+d4p	24+d6p	15+d4p	15+d3p	19+d6p	23+d4	27+d8p	25+d8p	17+d4	24+d8p	22+d4p
Half-Orc	15+d4p	25+d6p	15+d4p	15+d3p	24+d6p	22+d4	29+d10p	28+d8p	16+d4	28+d6p	21+d4p
Halfling	32+d6p	36+d8p	n/a	29+d6p	32+d8p	34+d6p	40+2d6p	35+d10p	33+d8p	37+d10p	35+2d4p
Human	17+d4p	23+d4p	16+d4p	16+d3p	19+d4p	24+d4	25+d6p	24+d6	18+d4p	23+d6p	20+d4p

Height

To determine your character's height, roll on one of the following charts depending on your race and sex. Sexual dimorphism causes females, on average, to be shorter than males. This is more pronounced in some species.

Dwarf	**Height (in inches)**	
Roll (d100)	**Female**	**Male**
01-02	48-d4	50-d4
03-06	48	50
07-12	49	51
13-22	50	52
23-37	51	53
38-58	52	54
59-75	53	55
76-84	54	56
85-91	55	57
92-96	56	58
97-00	54+d4	56+d4

Elf	**Height (in inches)**	
Roll (d100)	**Female**	**Male**
01	57-d3	62-d3
02-04	57	62
05-10	58	63
11-19	59	64
20-34	60	65
35-62	61	66
63-79	62	67
80-90	63	68
91-96	64	69
97-99	65	70
00	64+d3	69+d3

Gnome	**Height (in inches)**	
Roll (d100)	**Female**	**Male**
01-05	36	38
06-17	37	39
18-33	38	40
34-54	39	41
55-71	40	42
72-83	41	43
84-93	42	44
94-98	43	45
99-00	44	46

Gnome Titan	**Height (in inches)**	
Roll (d100)	**Female**	**Male**
01-05	34	35
06-17	35	36
18-33	36	37
34-54	37	38
55-71	38	39
72-83	39	40
84-93	40	41
94-00	41	42

Grel	Height (in inches)	
Roll (d100)	Female	Male
01-04	63-d3	66-d3
05-10	63	66
11-19	64	67
20-34	65	68
35-62	66	69
63-79	67	70
80-90	68	71
91-96	69	72
97-99	70	73
00	69+d3	72+d4

Half-Elf	Height (in inches)	
Roll (d100)	Female	Male
01-03	61-d6	65-d6
04-07	59	63
08-13	60	64
14-20	61	65
21-29	62	66
30-41	63	67
42-61	64	68
62-75	65	69
76-85	66	70
86-91	67	71
92-96	68	72
97-99	69	73
00	66+d6	70+1d6

Half-Orcs	Height (in inches)	
Roll (d100)	Female	Male
01-02	57-d3	62-d3
03-07	57	62
08-14	58	63
15-26	59	64
27-42	60	65
43-63	61	66
64-78	62	67
79-88	63	68
89-96	64	69
97-00	63+d4	67+d6

Half-Hobgoblins	Height (in inches)	
Roll (d100)	Female	Male
01-02	60-d4	68-d4
03-06	60	68
07-15	61	69
16-27	62	70
28-42	63	71
43-60	64	72
61-75	65	73
76-87	66	74
88-96	67	75
97-00	65+d4	73+d6

Halfling	Height (in inches)	
Roll (d100)	Female	Male
01-06	38-d3	40-d3
07-12	38	40
13-22	39	41
23-37	40	42
38-58	41	43
59-75	42	44
76-84	43	45
85-91	44	46
92-96	45	47
97-00	44+d3	46+d3

Humans	Height (in inches)	
Roll (d100)	Female	Male
01	62-1d10	66-1d10
02-03	60	64
04-05	61	65
06-12	62	66
13-20	63	67
21-29	64	68
30-41	65	69
42-61	66	70
62-75	67	71
76-85	68	72
86-91	69	73
92-96	70	74
97-98	71	75
99	72	76
00	68+1d8	73+1d10

Weight

Unlike inferior games that utilize an uncorrelated table to determine a character's weight (all too often resulting in comically aberrant body phenotypes), HackMaster employs the concept of Body Mass Index (BMI). When you roll on the BMI charts, you determine your character's build (ectomorph, mezzomorph or endomorph), not his or her weight. Your character's weight is a function of height and build (pretty intuitive, right?). Although this takes a little bit of math, our research indicates that the typical HackMaster player is a college graduate (or will be one day), so we have every confidence that you'll immediately grasp this concept.

To determine character weight, first roll Body Mass Index on one of the tables below. These are segregated by race and sex to accurately reflect the differing body types a character may have. Next, multiply this result by your height in inches squared, and divide by 703. You now have your character's weight.

For example, Delray, a male human, rolls on the appropriate BMI table with a result of 9, giving him a Body Mass Index of 22. His height was previously determined to be 70 inches. Delray's astute player whips out his calculator and types in 70 x 70 x 22 ÷ 703 and the marvel of 1970s technology displays 153.3 on its LCD display. Rounding to the nearest integer mean that Delray's weight is 153 pounds. Easy as pie.

If you're particularly vain and don't like the results you rolled, you can spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend. You may alternatively choose your starting BMI by spending 5 BP.

$$\text{Weight} = \frac{\text{BMI x (height in inches)}^2}{703}$$

Dwarf	Body Mass Index	
Roll (d20)	Female	Male
01	34	34
02	35	35
03-04	36	36
05-06	37	37
07-08	38	38
09-12	38.5	38.5
13-14	41	41
15	44	44
16	**46**	**46**
17	**48**	**48**
18	**50**	**50**
19	**53.5**	**53.5**
20	**53+d6**	**53+d6**

Elf	Body Mass Index	
Roll (d6)	Female	Male
01	16	16.5
02	17	17.5
03-04	18	18.5
05	19	19.5
06	20	20.5

Gnome	Body Mass Index	
Roll (d20)	Female	Male
01	28.5	29
02-03	29.5	30
04-06	30.5	31
07-09	31.5	32
10-11	32.5	33
12-13	33.5	34
14-15	34.5	35
16-17	35.5	36
18-19	36.5	37
20	**37.5**	**38**

Gnome Titan	Body Mass Index	
Roll (d20)	Female	Male
01	28.5	28.5
02	29.5	29.5
03-04	30	30
05-07	31	31
08-11	32	32
12-14	33	33
15-17	34	34
18-19	35	35
20	37	37

Grel	Body Mass Index	
Roll (d12)	Female	Male
01-02	18	19
03-04	19	20
05-08	20	21
9-11	21	22
12	22	23

Half-Elf	Body Mass Index	
Roll (d20)	Female	Male
01-02	16	17
03-05	17	18
06-10	18	19.5
10-14	19	20.5
15-16	20.5	22
18-19	21.5	23
20	22.5	24

Half-Hobgoblin	Body Mass Index	
Roll (d20)	Female	Male
01	20	20.5
02	20.5	21.5
03-04	21	23
05-08	22	24
09-12	23	24.5
13-14	24	25
15-16	25	26
17	26	26.5
18	27	27.5
19	28	29
20	29+d4	31+d6

Half-Orc	Body Mass Index	
Roll (d20)	Female	Male
01	20	24
02	22	25
03-04	24	26
05-06	26	27
07-08	27	28
09-10	28	29
11-14	29	30
15-16	30	31
17-18	32	33
19-20	33+d4	34+d6

Halfling	Body Mass Index	
Roll (d20)	Female	Male
01	29	30
02	30	31
03	31	32
04-05	32	33
06-07	33	34
08-10	34	35
11-14	35	36
15-16	37	38
17	40	41
18	42	43
19	44	45.5
20	44+d4	45+d6

Human	Body Mass Index	
Roll (d20)	Female	Male
01	17	17.5
02	17.5	18
03	18.5	19
04-05	19.5	20
06-08	20.5	21
09-11	21.5	22
12-14	22.5	23
15	23.5	24
16	24.5	25
17	25.5	26
18	27.5	28
19	29.5	30
20	29+d4p	30+d4p

Character races obviously differ in body phenotypes with elves being the most slender and dwarves having a very broad frame. Higher BMI values reflect this fact but are also indicative of a propensity towards obesity. Both half-orc and halflings are particularly prone towards being overweight. BMI values in amber indicate a character is overweight while those in red signify that a character is obese.



Handedness

As you'd expect, your character's handedness is important information to know. For instance, a character forced to wield a weapon with his off hand suffers a –4 modifier on attack rolls. Similarly, a right-handed thief who was taken before the local magistrate and had his right hand cut off as punishment for practicing his skills in the open marketplace is going to find it much harder to use his Lock Picking skill (-20%). Through time (1d6 months), a character forced to use his non-favored hand to use tools or weapons can overcome such penalties (though he will always have a penalty of -1 or -5%).

Character Handedness	
Roll (d100)	**Handedness**
01-90	Right
91-99	Left
00	Ambidextrous

Character Handedness (Elves & Half-Elves)	
Roll (d100)	**Handedness**
01-75	Right
76-90	Left
91-00	Ambidextrous

Character Handedness (Half-Orcs)	
Roll (d100)	**Handedness**
01-20	Right
21-00	Left

Advantages and Disadvantages of Ambidexterity

A practical advantage of ambidexterity is gained when employing the *Two one-handed weapons, attacking with both* fighting style (see ***Chapter 13: Combat*** (p. 226-227)). Ambidextrous characters do not suffer a -2 damage penalty to the secondary weapon.

In more general situations, ambidexterity can be beneficial when your primary arm is disabled (via a critical hit or some magical effect). Normal characters would be forced to use their off-hand and suffer a -4 Attack penalty. You, of course, face no such hurdle.

On the down side, ambidextrous characters suffer a +1 Initiative penalty at all times for they often hesitate for a second as though choosing which hand to use.

Character Heritage & Lineage

No man is an island. Likewise, no character is truly an individual. He's the product of countless generations of characters that came before him. Character heritage/lineage can be very important in HackMaster.

A character may inherit the enemies and allies of his father or family. Siblings and extended family can also be important in a character's career. A rich, influential uncle who is a High Priest of The True may be able to use his influence to give your character sanctuary from your political enemies. Your brother who's working as a Mage's apprentice may be able to steal those hard-to-find spell components you need from his laboratory.

The following tables will help you get a very broad idea of your character's heritage/lineage. Your GM will record the results and use them to help you build a more detailed background for your character. Your GM should be happy to work with any player on tailoring the results of a character background if need be.

Circumstances of Birth: In most cultures there is a stigma attached to individuals born outside of wedlock. Illegitimate (bastard) children are often denied inheritance and the right to hold political office or even positions of power.

Dwarves and Elves are all legitimate. Given their low fecundity, children are treasured in these societies. In the rare case of an illegitimate birth or the untimely death of the parents, these children are readily adopted and considered the lawful or recognized children of their new parent without any stigma.

Gnomes, Half-Elves and Halflings have a 1 in 20 chance of being illegitimate. For Gnome Titans and Humans, the chance is 1 in 10. Half-Hobgoblins have a 19 in 20 chance of being illegitimate. All Half-Orcs are bastards.

Roll (d100)	Circumstance of Illegitimate Birth
≤01-20	Birth was the result of an adulterous affair. 75% chance father's identity is known.
21-25	Character was abandoned at birth. Parents unknown.
26-35	Mother was a prostitute. Father unknown.
36-00+	Birth was the result of rape. Father unknown.

Gnome Titans, Half-Elves, Gnome & Halflings roll at -60% on the table above. Humans roll standard. Half-Hobgoblins roll at +20 and Half-Orcs at +30%.

Status of Parents: Roll d100 for each parent (mother and father). A roll of 10 or less on the first roll indicates your character is an orphan (don't roll for the other parent). A 91 or above indicates that a parent is deceased. If both parents are dead, the character is considered an orphan. If only one parent is dead, roll d100 to see if the surviving parent remarried (50% chance). *Note: Dwarves and Elves are never orphans.*

Orphans/abandoned characters begin play with half the starting money normally available.

Quality of Upbringing: How a character was reared and the quality of his upbringing can have a huge impact on how he turned out. A caring, attentive parent is going to better equip his child for adulthood than a parent who is unaffectionate, abusive, or not there at all.

You should roll twice on the following chart – once for the mother and once for the father. If the father was previously indicated as 'unknown', don't roll for him and consider that parent to be dead to the character.

Roll (d100)*	Quality of Parents (roll once for each)**	Effect
01-60	Loving parent	*Character grew up well nurtured and properly cared for.* Two (2) Building Point bonus
61-80	Ill-Equipped Parent	*Parent was well intentioned but unskilled at raising children.*
81-91	Indifferent Parent	*Character was viewed as a burden. He or she grew up with feelings of inadequacy and felt unloved.* Two (2) Building Point penalty
92-00	Abusive Parent	*Character was abused by parent.* Roll an additional Quirk or Flaw for your character (see ***Chapter 8: Quirks and Flaws***). You receive no Building Points for this quirk or flaw.
*Orphans receive a +20 modifier on this chart, and bastards receive +35.		
**If character is an illegitimate child, roll only once for the mother.		

Status of Siblings: As with parents, siblings (or the lack of them) are important to a character's background. Although they are non-player characters under the control of the GM, they may be able to help when the character needs something, such as financial support. They also tend to be loyal.

There are several steps involved in determining a character's siblings. Follow each step in order.

1) Roll on the chart below to determine the number of siblings your character has.

Roll (d20)	Number of Siblings
1	None. The character is an only child.
2	One sibling
3-5	Two siblings
6-8	Three siblings
9-12	Four siblings
13-15	Five siblings
16-18	Six siblings
19	Seven siblings
20	Eight siblings

2) Now that you know how many children your parents had, you need to determine their sex. Roll a d6. On a 1-3, the sibling is a brother. On a 4-6, it's a sister.

3) Next, roll d6 for each sibling to see if he or she is still living. An result of 5 or 6 indicates that the sibling is dead. This could indicate a stillbirth, childhood disease, accident or murder. It's up to you and your GM to flesh out the details.

4) For each surviving sibling, roll a d% (d100 or two d10s). A roll of 99-100 indicates that this sibling is your twin. If the sibling is the same sex as the character, roll a d8. On a 1, the sibling is an identical twin.

5) If the character has at least one sibling, roll randomly to determine his place (roll a d4 for the character plus three siblings, roll a d5 [a d10, dividing results by two] for the character plus four siblings, *et cetera*). The firstborn male is usually heir to his father's estate or possessions.

6) Of course, just because your character has some brothers or sisters doesn't mean that they necessarily like him. To determine the nature of your relationship with any particular brother or sister, roll on the table below.

Roll (2d12)*	Relationship
4 or less	Bitter Enemy. *These rivals hold an intense hate for some past offense – real or imagined.*
5-9	Argumentative. *For some reason, the character and his sibling just can't get along without bickering.*
10-16	Natural. *The character and sibling are close, with good family ties, but few intense feelings except during special times of hurt or celebration.*
17-21	Very Close. *The sibling and character communicate often, and always try to help the other in times of need.*
22+	Devoted. *An extremely close bond exists between you two, and one would easily lay down his life for the other.*
*Add the value listed under the column "Morale Modifier" for the character's Charisma attribute to the result.	

Extended Family: Besides parents and siblings, the character is likely to have an extended family. This could include grandparents, uncles/aunts, and cousins. If you need this level of detail, use the above guidelines and substitute the PC's parents for the character to generate an extended character tree.

Other Traits and Particulars

Obviously, there are still other personal characteristics. What about his hair color and style? Eye color, body shape, voice, noticeable features, general personality, temper and disposition? There are no tables for these things, nor should there be.

It's your job as a player to add them, molding the type of character you want. You probably know some from the very start. Others, especially your character's personality, will grow and take form as you play.

Remember – you're an actor and your character is your role!

Chapter Eight



Quirks and Flaws

Earning BPs for Quirks and Flaws 124
Cherry Picking 124
Random Quirks and Flaws 124
Conflicting Quirks 125
Penalty Conventions 125
Overcoming Handicaps 125
Quirk Descriptions 125-136
Flaw Descriptions 136-141

Summary Chart.....126

Quirks and flaws represent those aspects of your character that make him a true individual — those little imperfections and unique traits that make us all human (or nearly so). Characters with quirks and flaws become more real, as we can all relate to people who are different. Besides, learning to deal with challenges along the path to adventure gives role-playing its true flavor.

Quirks are mental in nature, and include habits, prejudices, and so on. These quirks affect how a character behaves in everyday life and how he interacts with others in social situations. They make him who he is and often represent innate behaviors he cannot control.

Flaws, on the other hand, are physical in nature. Some examples of flaws are poor eyesight, facial scars, and even missing limbs. They represent hardships that need to be overcome and/or compensated for, in order for the character to function among people who do not have that same flaw.

Earning BP for Quirks and Flaws

You gain extra Building Points for your characters by taking quirks and/or flaws. You can choose ("cherry pick") which ones you want, or roll for them randomly. Unless specified elsewhere in the rules, the only time a character takes on quirks and/or flaws for BPs is during the initial creation process. There may be other instances in the game when the character receives an additional quirk or flaw (such as if he loses an arm), but these don't allow the character to gain the benefit of the BPs associated with the condition.

Cherry Picking

With this option, you can choose which quirks and flaws you want. Unlike rolling randomly, however, you don't earn as many Building Points. Choosing your first specific quirk or flaw only provides BPs worth half the listed value (rounding fractions down). Choosing additional quirks or flaws also drops the BP value by half, as well as an additional 5 BP penalty.

For example, Vanamir the fighter's player chooses Obnoxious for his first quirk as it fits his gaming style. Obnoxious is normally worth 18 BP, but Vanamir receives only 9 BPs (18 ÷ 2 =9). Now, let's say that he chooses Greedy for his second quirk. This is normally worth 15 BPs, but he loses half (15 ÷ 2 =7½, rounded down to 7) because he is cherry picking, and then he suffers a -5 BP penalty (7-5 =2) because it is his second chosen quirk). Thus he receives only 2 BPs for choosing the Greedy quirk.

Random Quirks and Flaws

When determining quirks and flaws by chance, you have very little control over what quirks or flaws you receive – you must roll randomly on the quirk and flaw tables in this section (page 126). The one protection you do have is that you may spend any of your existing BPs to re-roll on any of the tables in this chapter. Spending 1 BP allows you one re-roll, ignoring the previous result. You can do this as long as you have BPs to spend, after which you have to live by the results of your rolls. The upside of randomly determining quirks and flaws is that you can earn significantly more BPs than you earn with cherry picking.

The BPs earned by rolling randomly are given in the table. However, the listed values are only for the first quirk or flaw taken. Reduce the value of each subsequent quirk or flaw rolled by an additional 5 BP.

For example, Feranis the thief's player randomly rolls the Chisler quirk and receives 20 BPs. "Awesome, that's essentially free BPs for me!" he declares. Seeing no downside, he rolls again. This time he gets Glass Jaw. Upon examining the flaw, he decides this ruins his character concept so spends 1 BP to reroll. Rolling once again, he gets Nosy. After a little thought he figures that he can work with it. This quirk is normally worth 10 BP, but Feranis suffers a -5 BP penalty because this is his second quirk, so he only gets 5 BPs (10 - 5 =10). Risking it, he decides to roll again. This time he gets the Facial Scar flaw – another flaw he decides is acceptable. Facial Scar is worth 2d20 BPs; Feranis' player rolls 25, (incidentally reducing his Looks Fractional score by 125 – in other words a full point and 25 fractional points), so would earn that many Building Points, but, this is his third Quirk/Flaw, thus it only nets him 15 (25-5-5=15) BPs.

Feranis' player decides to go for broke and roll once more to get those few extra BPs he really craves. This time he gets the Late Sleeper quirk. Late Sleeper is usually worth 10 BPs, but he receives a –15 penalty (10-5-5-5=-5, or zero) as this is his 4th quirk/flaw. Feranis gets zero BPs for the Late Sleeper quirk. If he decides to push his luck and roll yet again, his next quirk or flaw rolled suffers a total penalty of –20 BPs, and so on.

When figuring this penalty for subsequent quirks or flaws, do not count quirks or flaws forced upon a player (such as those from abusive parents in ***Chapter 7: Priors and Particulars*** or the Nagging Conscience quirk of non-evil assassins).

Finally, each player **must** create a backstory for all quirks and flaws. If a player fails to do so, his character receives only 50% of the BPs earned (rounded down) for each quirk and/or flaw without a backstory.

Conflicting Quirks:

Given the wide variety of quirks, an individual may gain one that is a polar opposite to one he already possesses. Should this occur, the GM has the responsibility to judge whether the two are mutually incompatible. If so, the first quirk gained stands and the second one is rerolled until a more reasonable result is obtained.

Penalty Conventions

Certain Quirks and Flaws saddle a character with penalties in given situations. These are abbreviated as –X/Y% where X represents a numerical penalty to d20 rolls and Y represents penalties to d100 rolls.

Overcoming Handicaps

By dint and perseverance, characters may overcome their Quirks or Flaws. In game terms, this is handled by allocating Building Points equivalent to those listed under the particular malady. This may be done at any point in a character's career.

For example, a 3rd Fighter with the HackFrenzy flaw learns from experience that this flaw is going to do him in one day. By assiduously hoarding Building Points as he advances in level (i.e. banking the 15 BPs he earns upon advancing to 4th and 5th level respectively), he may spend 24 BPs from the 30 he has accumulated and rid himself of this flaw.

Quirk Descriptions

Absent-Minded (20 BP): Characters with this quirk don't necessarily have a hard time remembering things – if we meant to infer that this quirk was full-blown Alzheimer's we would have just called it that. Rather, absent-minded individuals have problems remembering specific details. Their mind wanders or they become hyper-focused on some project to the exclusion of nearly everything else.

Absent-minded individuals have some common pitfalls. Following verbal directions is particularly difficult as is remembering names. Maintaining a journal or "to-do" list is not an option. These sorts of people simply cannot sufficiently focus on such boring mundane tasks to rigorously maintain it – at best they end up with a slipshod and incomplete record of dubious value.

Fighters are perhaps the least plagued by this malady. After all, they have only a few simple tools of the trade and no one is going to forget to bring his sword. Remembering to fill his waterskin, though, could be problematic – especially after spending a few days mastering that new combat maneuver. It's probably best not to leave them in charge without adequate support staff.

Mages are the stereotype for absent-mindedness and for good reason. They DO have a lot of piddling details to remember and often suffer from forgetting material components and catalysts or failing to replenish their inventory until it is most inconvenient to do so. Such characters roll a d6p rather than a d4p for producing material components.

If subject to a ***Memory Wipe*** spell, these people save at a -4 penalty.

Metagaming Rule: Before setting out on an expedition, the PC's character sheet should be audited by the GameMaster. For each piece of equipment (other than major items such as body armor and primary weapon) a d20 should be rolled. On a 1, the item is forgotten at home though the character believes he brought it with him.

TIP: As tempted as you may be to load up on Quirks and Flaws, you probably will benefit from no more than 3 or 4 of them – so be wary and wise when rolling or cherry picking.

TIP: GMs are notoriously spiteful and may choose to enforce the *backstory rule* by docking your BPs during advancement or even stripping benefits you've gained via these additional building points. Play it safe… develop a backstory.

TIP: When cherry picking a Quirk or Flaw that has a table for varieties of the malady, you must roll on the table *if there are no BP differences between the results.* If there are differences (as, for example, under *Missing Digit*) you may choose a specific result from the table.

Tip:
Flaws that have the same name as real life conditions:
These are abstractions engineered for use in a RPG chosen because they are easier to role-play with because most people have some fleeting familiarity with them and they don't have to be explained from scratch. Ease of use, game balance and mechanics in this environment trumps any deviance from real life. In reality, these are extremely complicated conditions with effects that vary wildly from person to person – conditions that could not in any way be emulated in the game – even attempting to would be extremely complex and not fun. Do not let your real world experience of these **game flaws** cloud your use of them in the game. No attempt is made to downplay the seriousness of your own malady or even to draw any parallel whatsoever to it except in name.

RANDOM DETERMINATION OF QUIRKS & FLAWS

d1000 result	Quirk Name	BP
001 - 021	Absent-Minded	20
022 - 030	Abstinent	10
031 - 036	Addict	20
037 - 042	Ambivalent	5
043 - 067	Animal Phobia	30
068 - 076	Bad Liar	30
077 - 086	Bad Sense of Humor	5
087 - 094	Boor	20
095 - 110	Braggart	25
111 - 117	Chatterbox	10
118 - 128	Chauvinist	15
129 - 135	Chisler	20
136 - 143	Chivalrous	20
144 - 154	Claustrophobic	35
155 - 163	Clean Freak	8
164 - 171	Clingy	20
172 - 182	Close Talker	16
183 - 195	Compulsive Liar	25
196 - 200	Conspiracy Theorist	10
201 - 231	Coward	10-50
232 - 242	Cruel	25
243 - 246	Deathwish	20
247 - 256	Delusional	40
257 - 264	Dialect	3
265 - 270	Doppelganger	20
271 - 273	Early Riser	5
274 - 283	Fanatic	40
284 - 301	Fear of Heights	30
302 - 316	Fop	10
317 - 331	Foul-Mouthed	5
332 - 343	Glutton	10
344 - 350	Greedy	15
351 - 364	Gullible	30
365 - 368	HackLust	22
369 - 374	Inappropriate Sense of Humor	5
375 - 378	Justicar	10
379 - 382	Late Sleeper	5
383 - 391	Lazy	15
392 - 397	Lusty	20
398 - 403	Mean Drunk	5
404 - 410	Melancholy	10
411 - 418	Merciless	5
419 - 429	Messy	5
430 - 437	Miserly	30
438 - 443	Nagging Conscience	15
444 - 452	Needy	10
453 - 459	Nosy	8
460 - 468	Obnoxious	18
469 - 484	Obsessive-Compulsive	35
485 - 493	Ornery	20
494 - 501	Ostentatious	20
502 - 506	Overconfident	21
507 - 515	Pack Rat	25
516 - 523	Paranoid	25
524 - 527	Picker	12
528 - 535	Quick-Tempered	10
536 - 545	Racist	40
546 - 551	Scratcher	12
552 - 559	Selfish	6
560 - 570	Short Term Memory Loss	20
571 - 579	Snob	10
580 - 587	Spendthrift	20
588 - 595	Stutterer	24
596 - 605	Swindler	10
606 - 675	Superstitious	15
676 - 690	Talker	10
691 - 700	Touchy	15

	Flaw Name	BP
701 - 702	Albino	15
703 - 727	Allergies	15
728 - 733	Animal Antipathy	15-35
734 - 736	Anosmia	10
737 - 737	Blind	60
738 - 740	Blind in One Eye	40
741 - 747	Blunderer	30
748 - 754	Colorblind	10
755 - 761	Deaf	40
762 - 764	Dumb	25
765 - 769	Epileptic	40
770 - 782	Facial Scar	2d20
783 - 786	Feeble	35
787 - 792	Glass Jaw	15
793 - 796	HackFrenzy	24
797 - 810	Hairy	5 or 15
811 - 816	Hard of Hearing	15
817 - 825	Impotent	20
826 - 843	Limp, slight	5
844 - 851	Limp, moderate	10
852 - 855	Limp, severe	25
856 - 861	Lisp	25
862 - 869	Low Pain Tolerance	35
870 - 874	Migranes	30
875 - 878	Missing Digit	5-60
879 - 881	Missing Ear	15
882 - 884	Missing Eye	40
885 - 886	Missing Limb	35-50
887 - 898	Myopia	30
899 - 907	Nervous Tic	20
908 - 914	No Depth Perception	35
915 - 923	Pestilent	15
924 - 947	Pocking	20
948 - 953	Prematurely Gray	5
954 - 956	Severely Maimed	25-50
957 - 960	Sleepwalker	20
961 - 967	Sterile	5
968 - 973	Strange Body Odor	20
974 - 982	Tone Deaf	5
983 - 988	Trick Knee	30
989 - 1000	Weary	8

Abstinent (10 BP): This character swore off something that most other folks seem to enjoy. No matter how much they cajole him, wheedle him or call him a "stick-in-the-mud," he refuses to take any part of it.

Roll a d10 to determine the PC's particular brand of puritanism.

Roll (d10)	Abstinence Variety
01-06	Character avoids alcohol
07-09	Character does not gamble
10	Character does not engage in sexual activity

Alcohol-abstinent characters become intoxicated much faster than most folks, if they should take a drink for some reason (for example, their standard drink is spiked by a prankster). Alcohol has twice the effect on them.

Those who have sworn off alcohol may not have any association with The Church of the Passionate One either as followers or clergy. Those avoiding gambling may not worship the god of gambling and luck (a.k.a. Draper or Risk) nor may they ever gain proficiency at Gambling (unless gained prior to play and this skill is integrated into the quirk's backstory). Sexually abstinent individuals consider the House of Vice an abomination and actively engage in their persecution. They are also incapable of gaining proficiency at the skill Seduction, Art of (unless gained prior to play and this skill is integrated into the quirk's backstory).

This quirk may be gained a second or third time but must be for unique objects of abstinence.

Addict (20 BP plus 5 BP for each additional): An addict just can't get enough of something that other persons simply enjoy on an infrequent or regular basis. This character spends every bit of spare coin on his habit whenever the opportunity presents itself. After the first indulgence, he must make a Wisdom check against half his Wisdom score or repeat it. If he runs out of coin, he may put up his sword, borrow from comrades or even steal. Addicts are prone to make deals that they'll regret later.

Alcoholics tend to spend all their free time at the pub or holed up in the inn with a cask of brandy, while gambling addicts participate in any sort of gambling activity, from a gladiatorial match to whether or not it will rain before noon. Sex addicts compulsively seek stimulation of an erotic variety. When not actively whoring, they tend to frequent establishments that offer interactive visual entertainment by "dancing girls".

Roll below to determine the PC's particular vice.

Roll (d20)	Vice
01-05	Alcoholism
06-17	Compulsive Gambler
18-19	Sex addict
20	Roll twice more on this table

Ambivalent (5 BP): This character can't really work up enough feeling to get excited about something one way or the other, and usually relies on someone else to make decisions for him. When the choice comes down to him, he doesn't really care enough to decide and goes with whatever is status quo. An ambivalent character cannot lead a party, nor can he actively seek followers or protégés because he doesn't have ambition enough to do so.

Animal Phobia (30 BP): A person with this quirk has an irrational fear of a certain animal. When encountering a feared animal, the character's morale drops from Hero level to Nervous and he must make an immediate morale check. Failure indicates that the character freezes (50% — even if being attacked he will simply stand there and cry out) or attempts to flee (50%) until the animal is gone, he escapes or dies, frozen in fear. Roll a d20 on the chart to determine what animal the character fears.

Roll (d20)	Type of Animal Phobia
01-03	Arachnids
04-05	Bats and Birds
06-09	Canines
10	Felines
11-12	Rodents
13-15	Snakes
16	All Reptiles
17-18	Flying Insects
19-20	All Insects

Bad Liar (30 BP): No matter how hard he tries, this character just can't lie – at least, not so anyone believes him. Whenever he tries, he either tells a lie that's completely unbelievable (due to circumstances, the nature of the tall tale or whatever) or he might stammer, sweat, blush, or give off other telltale signals that he is being duplicitous.

Bad Sense of Humor (5 BP): Characters with this quirk consider themselves hysterical when they're actually not funny at all. They like to tell jokes that aren't funny and wait smiling for everyone to laugh. They may even repeat the punch line after an awkward silence. Often this character will laugh raucously at their own joke or bad pun, while playfully (and annoyingly) elbowing the person next to them.

Boor (20 BP): Boorishness is a pejorative applied by those of social standing to the rough manners typical of the peasantry. While such tendencies may be more pronounced in this population, they certainly are not an exclusive providence of the social class.

Boors exhibit a marked indifference to social pleasantries and conventions. This is often interpreted as brash rudeness as a boorish individual is likely to speak his mind without regard to how such talk may insult his host or peers. In general they are hard-nosed pragmatists and have little regard for aesthetic beauty for its own sake. They care little for the feelings of others, offering sharp criticism when they are displeased but seldom praise hard work or successful accomplishments.

This uncouth behavior results in a loss of 75 fractional points of Charisma and limits the character to a maximum Charisma score of 12/00 (post adjustment). It also prevents the boor from acquiring either the Etiquette/Manners or Style Sense proficiencies.

Braggart (25 BP): Those with this quirk are the worst kind of boasters and braggarts. He brags about every big (or little) thing he's done until everyone else is sick to death of hearing about it. Most folks start to feel he invented the whole story just to gain attention. For every 10 points of Honor this character earns, deduct one as people don't completely believe all the stories (even if heard from a third party).

Chatterbox (10 BP): A chatterbox is one of those characters who are overly talkative. They just can't seem to shut up even when ignored. Doing so actually it emboldens them!

Whenever a chatterbox engages in anything but a trivial conversation, he must succeed at a Wisdom check or is compelled to divulge confidential information. The nature of this blabbering depends on the circumstances but is invariably something his companions would rather remain private.

Chauvinist (15 BP): A character with this quirk fervently believes that all institutions in which he was raised are superior to all others. In practice his hometown is better than any other miserable hamlet, town or city in the world, his county or earldom is the best in the land, his nation is superior to all others. His preferred weapon trumps any other implement of war. His religion is the only true faith.

Such individuals are quick to insult, harass and abuse anyone displaying or vocalizing support for a rival belief. This scornful behavior is particularly dismissive toward authority figures. Such characters have great difficulty working for, or taking orders from, anyone whom they strongly associate with a rival institution and are drawn to those with whom they can rationalize a background tie to. They are prone to overlook flaws in fellow countrymen… an attitude of which disreputable people may take advantage.

Chiseler (20 BP): A character with this quirk uses unfair and downright underhanded practices to meet his own ends in any deal or situation. He always tries to get the most loot or money recovered from any business venture. He'll lie, cheat or change the terms of any deal and then adamantly insist that these terms were the original terms of the deal. He won't hesitate to take advantage of friends, acquaintances or strangers, especially those in need.

Chivalrous (20 BP): Only men suffer from this quirk (ladies, roll again). Because of their gallant actions and politeness, chivalrous characters are appreciated by members of the opposite sex, but they also find themselves in harm's way more often than a less gallant character. A chivalrous character always gives a woman the benefit of the doubt, and occasionally finds himself backstabbed or swindled as a result.

Claustrophobic (35 BP): Characters with this quirk have an irrational fear of confined or enclosed spaces. Every time the character wants to enter or finds himself in a confined space (such as hiding in a crate, crawling through a tunnel or possibly even entering a dungeon), he either refuses to enter or panics until he's back in a more open area. If escape is impossible, the character huddles in a corner or runs around in circles, suffering a -2/-10% penalty on all die rolls. Your GM may apply additional penalties if the character comes under additional heavy stress while in tight quarters.

Clean Freak (8 BP): Characters with this quirk are obsessed with cleanliness and thus driven to maintain themselves, their equipment and even their mount in pristine condition. They bathe frequently and apply fragrances for fear of becoming malodorous. Equipment is regularly polished, cleaned or laundered and any rips or tears necessitate an immediate visit to the tailor. These individuals are mortally afraid of sewage and will undergo a panic attack (rendering them helpless) if they cannot immediately extricate themselves from even the slightest immersion.

Metagaming rule: Clean freaks must use a pre-printed record sheet for their PC. Additionally, they are obligated to copy their character over to a new and pristine one after every game session.

Clingy (20 BP): A character with this quirk needs to constantly be around others. He never likes to go it alone and suffers a -2/-10% penalty whenever forced to do anything by himself.

A clingy person usually has a specific individual to whom they cling. Roll a d12 whenever this character spends a fair amount of time with anyone that shows him any measure of kindness. On a 1 the character has chosen this character as his favorite person to cleave to.

Once a clingy character has latched on to someone, he will prefer that individual's company above all others and follow him around like a puppy dog. The only way to rid oneself of such a leech is to either treat him with merciless cruelty or to discretely slip out of town and never return.

Close Talker (16 BP): This character doesn't understand the concept of personal space. Whenever a person with this quirk engages another in conversation, he tries to be within one to two feet of his audience. Even when sitting at a table, he leans forward to be as near the listener as possible. Of course, many folk don't appreciate that, and an intrusive character seems to get into more brawls than most.

Compulsive Liar (25 BP): A compulsive liar is not driven by the same motivations that cause most people to lie – namely to either gain an advantage over someone else or to escape an unpleasant situation.

He lies both as entertainment and to reinforce his internal sense of being cleverer than anyone else. As such, he lies about **everything**, even things that seemingly don't matter. In fact, lying about his name and past history is a desirable introduction.

If other people are naive enough to blindly accept his commonplace lies, he becomes bored and challenged to slowly "up the ante" with ever more ridiculous falsehoods. He may go to great lengths to provide a measure of plausibility or to manufacture evidence that supports his most outrageous hoaxes.

Compulsive liars needn't be malicious – it may simply be an annoying and immature quirk. When coupled with a black heart, though, it offers the possibility for dangerous abuse.

Conspiracy Theorist (10 BP): This character believes that certain authority figures are far more clever, powerful and manipulative than they could ever possibly be. In his mind, he interprets uncorrelated events as part of a grand scheme to further some nefarious end. Naturally, he tries to share his brilliant insight with anyone who will listen.

Players should develop their own unique conspiracy theories early in their character's career: one major (kingdom or inter-kingdom level) and d3 minor (local). The theories need not interrelate in any way. As the game unfolds, it is incumbent upon the player to use their creativity to incorporate their experiences as examples of the conspiracies they've uncovered/suspected from the start. The player must invent at least one conspiracy theory per game session until he reaches the above quota.

Furthermore, this character is very likely to believe other conspiracy theories related by others – even if they are obvious lies. Any rumors or stories heard about others will always be believed and fitted into one of their conspiracy theories. Finally, every month of game-time, roll a d12. On a 1, the character has developed a new theory based on either (roll a d6) local (1-5) or kingdom events (6).

Coward (varies): A character with this quirk doesn't have a single brave bone in his body. His companions can't count on him in extreme situations, and he always hangs back in a fight – probably shooting or hurling missiles from a relatively safe distance, provided he didn't already sneak away.

Unlike most Player Characters who never need check morale, cowards are subject to the morale rules and may be forced to flee even if the controlling player does not wish to do so. Roll a d12 and consult the following table to determine how severe the character's cowardice is.

Roll (d12)	Cowardice Level	Morale	BPs gained
01-02	Timid	Fearless	10
03-06	Fearful	Brave	25
07-10	Craven	Steady	40
11-12	Wuss	Nervous	50

Furthermore, a coward character receives only nine Honor for every ten Honor gained, and loses one additional Honor for every 10 Honor lost. For example, let's say a cowardly hobbit named Spanky has 13 starting Honor. Spanky gains 4 more Honor in one gaming session, and 3 more in each of the next two, giving him a total of 23 Honor. Since he has reached a total of 10 earned, Spanky loses one point of Honor and drops down to 22 Honor. Whenever Spanky earns 10 more points (putting his score at 32), he again loses one point (dropping him down to 31).

Cowards are also assessed the same penalty when spending Honor. *For example, if Spanky (possessing 31 Honor) spends Honor on a reroll (normally 10 Honor), Spanky's Honor drops to 20 rather than 21.*

Cruel (25 BP): A character with this quirk is not a nice person, and enjoys performing cruel acts against others. This aberration may take the form of animal cruelty or it may become even darker and nastier. Those associating with such a mean-spirited character will find themselves the victim of cruel jokes or painful "accidents." When things go wrong, the cruel individual is often sought out first as the cause. He's 20% more likely to be convicted and whenever he commits an act that lowers his Honor, he suffers an additional loss of 10% (rounded up) on top of the standard Honor adjustment for the event. Such a character cannot be Good (choose another alignment or spend the BP to reroll).

Deathwish (20 BP): Like melancholy, this quirk may be caused by a chemical imbalance in the brain (25%), but it's also possible the character suffered a traumatic event in his childhood that scarred him for the rest of

his life (75%, in this case, create a plausible event and record it on the record sheet). Naturally enough, such people are drawn to the incredibly dangerous lifestyle of forcibly extricating beasts from their secluded lairs and engaging them in mortal combat.

To others, this quirk may not be recognized for what it is. Those suffering from this disorder will likely appear to be audacious and extremely brave individuals worthy of admiration for their intestinal fortitude. Such regard is imprudent for entrusting a person with a deathwish with any leadership role will ultimately lead to doom. Unlike a hero, these people do not view a hazardous challenge as an obstacle to be overcome but quite literally an end in itself.

A person with a deathwish may never voluntarily give ground, fight defensively or execute a full parry. Neither may he flee any combat (even if the character's player wishes to do so) unless he succeeds at a Wisdom check.

Delusional (40 BP): This person is just plain crazy. Perhaps he was kicked in the head by an unloving stepparent, or maybe something traumatic happened to him in the past, but now he's mad. Players should roll a d8 on the table below to determine the extent of the character's quirk.

Roll (d8)	Delusion
1	He is a famous dragonslayer and brags about accomplishments that aren't his.
2	Animals are people, and he talks to them
3	He has an imaginary friend, with whom he converses
4	He is a person of another race
5	Someone is following him, and he keeps whirling around to catch his assailant
6	His eyes are tricking him, so he constantly asks others what they see
7	He frequently hears his name in other people's conversations, and acts accordingly
8	He is royalty - and acts like it

Dialect (3 BP): This character speaks in a regional dialect that is difficult to understand for those that did not grow up within a 50 mile radius of the character's place of origin. When conversing with other speakers of his language, he suffers a 20% penalty to his native language mastery.

Doppelganger (20 BP): Through a strange quirk of fate and by having a fairly common appearance or unusual mark that happens to be shared by another, this character looks just like a known bandit, thief, enemy of the state, pirate or other unsavory type (appropriate to the campaign; chosen/developed by your GM).

Roll a d10

- On a 1-6, he is completely unaware of this strange coincidence.
- On a 7-10, he is already aware of the fact.

Whether he takes advantage of this quirk or tries to hide it, the odds are good it'll catch up to him eventually. If for some reason, his twin perishes, within d12 months, another similar looking person with a similar pedigree will surface.

Early Riser (5 BP): Early to bed and early to rise fits this character to a "T". He always gets up before the crack of dawn, and beds down shortly after sunset. Worse, he can't stand other folk who sleep later than he does, and constantly pesters them to wake up and get going or purposely makes a lot of noise as he packs, does chores or makes breakfast – often earning himself a punch in the nose or a boot thrown in his face. If the early riser stays up late (has been awake for 16+ consecutive hours), he suffers a -2/-10% penalty to all his activities and to his fatigue checks.

Early risers gain a +2 bonus to their saving throw if subjected to any sort of sleep effect magic. However, if overtired, this becomes a -4 penalty.

Fanatic (40 BP): A character with this quirk is overly zealous about a cause or a religion and extols its virtues to everyone he meets. It seems to be all he thinks about, and certainly what he usually talks about. The character should begin the game with d3-1 unique causes (the player should make these causes). During play, any time the character hears about a new cause that is not opposed to a current cause he supports, he must roll under his Wisdom or become fanatic about the new cause as well. If the new cause is related or allied in some way with a cause he's already fanatically supporting, roll a d20 vs. half his Wisdom score.

Fear of Heights (30 BP): Characters with this quirk irrationally fear that they will fall to their (painful) death whenever confronted with a sharp change in elevation of 10 or more feet. While they are distrustful of ropes and bridges, flight is a complete non-starter and they never consciously allow themselves to become airborne whether through a spell, device or on the back of a creature.

When in a location where falling is a possibility, the character's morale drops from Hero level to Nervous and he must make an immediate morale check. Should he fail, he may only fight defensively for fear of his momentum carrying him over the edge. Climbing or rappelling down a rope or crossing a bridge requires a morale check as well. Should he fail, he actively resists any attempt to force him into the precarious situation.

Fop (10 BP): A fop (a dandy if female) always dresses in the best and most expensive clothes he can find. While this might be acceptable in the city, the charac-

ter sure looks out of place in the dungeon and on the road, bandits always mark him as easy quarry (or at least a wealthy target).

Foul-Mouthed (5 BP): While most people may utilize the occasional epithet for particular emphasis, the foul-mouthed individual peppers his speech with a stellar compliment of vulgarities for no seeming purpose. Even when in polite company, the vulgarian finds it extremely difficult to curtail his frickin' swearing.

When learning any new language, the first mastery die roll *always* consists of expletives (with sufficient grammar to vocalize them to their intended effect).

Glutton (10 BP): Though the term gluttony can be broadly applied to overindulgence in a variety of otherwise pleasurable activities, this quirk manifests itself specifically with regard to food. The glutton is not a connoisseur – he is simply a "big eater" without differentiating between porridge or haute cuisine. His appetite is nearly insatiable and given the chance he regurgitates in order to continue to enjoy eating beyond the limits of his physiology.

Even if placed in a situation inimical to his preferred dietary excesses (such as a lengthy outdoor trek), he insists on consuming at least twice the required caloric need for his species. He also complains vociferously about the starvation diet he has undertaken for the benefit of his adventuring companions.

If denied his customary meals, he grows weak (losing 2 effective points of Strength). In this state, he does anything in his power to find more food, including stealing sleeping characters' rations for a little midnight snack.

Gluttons increase their Body Mass Index by 1 point per year until they have reached the maximum value for their race.

Greedy (15 BP): Although many adventurers live to obtain wealth, characters with this quirk can never have enough. For them, wealth does not represent material prosperity or security – it is simply a scorecard to rank themselves against their peers. Such characters often engage in outrageous displays of conspicuous consumption just to let everyone know how wealthy they are. They do anything to accumulate more and more riches, including lying to, stealing from or deceiving people (including friends and close companions).

Gullible (30 BP): If there's a sucker born every minute, this character must have been born twice. A character with this quirk is the perfect patsy and likely falls for anything he's told. He's an especially easy mark for chiselers, beggars (never failing to believe their sob stories and donating a few coins to the vagrant), con artists and dishonest shopkeepers. A gullible character pays 2d10% higher than the asking price for any item he purchases and cannot differentiate between quality and junk at the time of purchase (but can figure it out later, generally the hard way).

Gullible characters also suffer a -2 Saving Throw penalty versus any sort of Charm effect (either via magical or innate means).

HackLust (22 BP): Whilst superficially similar to HackFrenzy, this quirk is purely a mental impairment. Upon scoring a critical hit, landing a blow sufficient to cause a knock back or incapacitating a foe via it failing a Trauma check, the character must succeed at a Wisdom check (rolling a d20p ≤ half his Wisdom ability) or become consumed by bloodlust.

Until he can regain control of this obsession (30 + 5d12 seconds), the character is compelled to do everything in his power to bathe himself in a rain of his enemy's blood. Satisfying this craving is a visceral experience and can only be accomplished by being close enough to see, feel and taste the blood. Whilst actively experiencing HackLust, the character may utilize any offensive combat maneuver. However, he may not retreat or perform a defensive combat move nor may he make use of spells or ranged weapons save to make one last desperate attack on a fleeing foe whom he cannot catch.

He is driven to pursue the combatant that engaged his HackLust and attack it and it alone until it is slain. Should he have incapacitated an opponent, the person affected by HackLust must continue to hack his opponent's prone form for d4p-2 attacks (zero is possible) before moving on to another foe, even if engaged with another enemy.

Assuming the original timeframe rolled (30 + 5d12p seconds) has not elapsed, he is then driven to attack the nearest opponent regardless of its ferocity. Once the time rolled has passed, the victim of HackLust may attempt another Wisdom check (this time rolling a d20p ≤ his full Wisdom ability) to regain his composure. If successful, he returns to normal. Failure necessitates another 5d12p seconds of savagery before gaining another save.

Should every last enemy be killed, an individual under the influence of HackLust has a 1 in 4 chance of being unable to refrain from continuing the slaughter and will attempt to bloody his nearest ally. So lost is he in bloodlust that he cannot be dissuaded from this action.

Inappropriate Sense of Humor (5 BP): A character with this quirk is apt to laugh or blurt out playful but insulting comments at the most inopportune moments and play practical jokes on people he should not (such as pious priests and well-armed soldiers). He's also the first to laugh when bad things happen to others (like falling in a pit) and might also inadvertently add injury to insult (such as pulling back his helping hand at the last second so his friend falls back into the pit just as he's about to climb out).

Justiciar (10 BP): These characters have what some folk might call an overdeveloped sense of justice. To them, every offense is an execution-worthy or at least imprisoning offense. A justiciar may attempt to become a local sheriff or work for a constable, but that needn't be the case.

Late Sleeper (5 BP): It nearly takes a team of wild horses to drag this character out of bed. He always misses breakfast, and tends to keep other folk awake at night when they're trying to sleep. He can perform no activity until two hours past dawn.

Late sleepers are particularly vulnerable to any sleep-inducing magic and save versus such effects at a -2 penalty.

Lazy (15 BP): A lazy character would rather take a nap than delve into an unprotected, treasure-laden lair. Every task the character completes is half-assed. A character with this quirk puts little effort into anything, even learning new things. Every skill or proficiency this character attempts to learn (including those purchased during character creation) costs 1 additional BP. *This penalty is assessed after all other modifications are taken into account.*

Lusty (20 BP): A character with this quirk thinks about sex even more than most people and seems to know the location of every whore in every town he's ever visited. A lusty character must take advantage of a brothel's services whenever the opportunity presents itself (e.g., when passing one with coin in his pocket, when bored, etc.). He also suffers a 20% penalty against any Art of Seduction checks against him by a member of the opposite sex.

Mean drunk (5 BP): Characters with this quirk combine an irritable temper with a love of hard drink. A mean drunk always tries to out-drink everyone else, and loves to argue on top of it. They often disagree just for the sake of argument. Obviously, such a character gets in more than his fair share of brawls when drunk.

Melancholy (10 BP): This quirk may be caused by a chemical imbalance in the brain of a character (25%), or a significant past event (75%, in this case, create a plausible event and record it on your record sheet). Either way, this character always seems depressed, and never sees the positive side of things. His bottle is always half empty.

Each day, such a despondent character has a 20% chance of having a bout of ennui in which they are unable to take any action unless directed to do so by their peers. Even then, any actions must be purely defensive and cannot involve spellcasting. These bouts last for 30 minutes after which time the afflicted individual may attempt a Wisdom check to "snap out of it" if encouraged to do so by well-meaning allies. Failing this, they may attempt another check every 30 minutes if friends continue to make efforts to cheer up their forlorn associate.

Merciless (5 BP): These characters are hard and without compassion, seemingly unmoved by emotion. Widows and orphans with sob stories, for example, need not apply. The character is tough on any in his employ and even on companions, pets and mounts. Such a character cannot take a prisoner and suffers a -20% to all interrogation efforts as he is unable to play anything other than the 'bad cop' role and can never (duplicitously) gain the trust of the subject.

Messy (5 BP): This character is a pack rat's best friend. He never cleans up after himself, and packs his kit so sloppily that small items (spikes, whetstones, candles, bits of rope and so on) frequently fall out. This character can't properly perform certain tasks that require diligent care or maintenance. He also frequently loses things at camp, pack, home or even his own pockets.

Metagaming rule: Messy characters may not use a commercial record sheet for their PC (or any pre-printed form). They must write their record sheet by hand and use this initial sheet for the character's **entire career**, never rewriting it.

Miserly (30 BP): A miser finds it nigh impossible to justify spending even a mere trade coin on anything that isn't absolutely essential. This goes far beyond the ridiculous notion of spending money for someone else's benefit. The miser doesn't spend money on personal items unless they contribute directly to his obtaining more wealth. As such, they are usually clad in rags that some peasant has cast off and eat only the meanest gruel. When given a choice, a character with this quirk always buys the cheapest goods available. Whether or not it would save money in the long run is irrelevant. It's saving money here and now that matters

Adventuring misers often make poor companions as they constantly seek to weasel out of incurring any expenses. Mages preferentially choose only spells that have no material components for reasons of expense rather than effectiveness. Fighters may refuse to upgrade their armor and wait for a free "hand-me-down". As for thieves, well let's just say that this book has a limited page count before we attempt to delve into that subject.

Nagging Conscience (15 BP): A person with this quirk is plagued by a conscience that won't allow him peace of mind if he's veered from his moral compass or performed other actions that make him look like a complete jackass (whether intentionally or accidentally).

Any time this character commits an act in violation of his stated moral and ethic beliefs (as determined by the GameMaster) or does something completely stupid with serious repercussion for those nearest him (geographically or emotionally), he must perform some thoroughly overcompensating penance to remove the hectoring guilt from his inner monologue. Until he

does so, he suffers a -1/-5% penalty on all his die rolls. These effects are cumulative, so if the PC commits three acts he feels really, really bad about, he suffers a -3/-15% penalty, and so on.

Evil characters may suffer from this quirk – in fact it may be far, far worse for such an individual. He is compelled to often vicious actions yet feels guilty afterwards and may spend his entire life making (anonymous) amends. Such amends are never counted as alignment infractions as they are driven by this quirk.

Needy (10 BP): A character with this personality quirk attempts to have all his emotional needs filled by others. He feels a strong urge to be well-liked and accepted, so he constantly attempts to please the people he's around and repeatedly asks them questions regarding how they feel about this or that. He often asks for help with the simplest tasks, sometimes just to see if the other person likes him enough to agree.

Nosy (8 BP): This person is the nosiest pest you've ever encountered. A character with this quirk just has to know everybody's business – something many folks don't take kindly to. He's always asking everyone what they're up to, listening at keyholes or just plain making a nuisance of himself. Even when inappropriate to be nosy, this character can't help himself and will still ask irritating or even embarrassing questions.

Obnoxious (18 BP): This character thinks he's the world's friendliest guy and, generally, he is. However, his behavior makes him extremely unpopular. He wants to be the center of attention at any social gathering, and does whatever he can to get that attention. He always drinks too much, and may perform some type of outrageous behavior to gain attention, such as stripping to his unmentionables and cavorting in the tavern. He loses 75 fractional points off his Charisma because of this annoying behavior.

Obsessive-Compulsive (35 BP): This anxiety disorder gives the character recurrent obsessions focused on awareness of perceived alarms or threats. Hence, the character compulsively performs certain repetitive acts (in order to regain some measure of control over the perceived threat). For example, a character obsessed with patterns may be compelled to line up like items into parallel rows, or a character with thoughts of socially inappropriate behavior (like shouting in church) may need to count 25 hats or tap his knee 100 times. Players may create their own obsession (subject to the GameMaster's approval) or roll on the table below.

Roll (d10)	Obsession	Compulsion
1	Arrangement, order, or symmetry	Organizes multiple items into perfect columns or rows
2	Being overwhelmed	Each personal item belongs in a particular place and must be kept there
3	Doubts/Forgetfulness	Checking and rechecking an action (ensuring knots or buckles are tight, sword is sheathed, etc)
4	Fear of committing socially inappropriate behavior	Repetitious counting or touching
5	Fear of offending the gods	Constant prayers and/or religious rituals (may not be authentic)
6	Loss of potentially valuable item	Hoarding everything, even worthless items
7	Numbers/Quantities	Counts multiples objects/items
8	One particular item	Excessive purchasing of that item
9	Security	Constant door, window or trail watching, lock checking
10	Starvation/Food waste	Eats every bit of food bought or offered to him, including food left by other people

Ornery (20 BP): Persons with this quirk have an irritable disposition. They are stubborn, seldom speak (except to argue) and are simply unpleasant to be around. Such cantankerous individuals are extremely difficult to dissuade from their opinions and gain +15 to their Resist Persuasion mastery. However, they do so at the cost of 120 fractional points of Charisma.

Ostentatious (20 BP): A character with this quirk is about as cheap and flashy as you can get. He always pretends to be much better at his profession than he actually is, and fakes what he doesn't know. Such a person makes friends quickly because they think he's more than he is, but they usually don't stick around once they realize the truth. An ostentatious character is 10% more likely to attract NPCs, but they soon suffer a -10% to their morale when they realize he's less than he seems.

Overconfident (21 BP): The overconfident character is brash, bold and impetuous, and usually over estimates his ability to survive a situation. He seldom feels outnumbered and will never retreat, hide or give up as long as there seems to be the slightest chance of victory. Tenacious to the last, even if his arms and legs are hacked off he may insist on trying to bite his opponent's legs off!

Pack Rat (25 BP): A character with this quirk cannot throw anything away, and cannot keep himself from gathering up just about everything that isn't clearly owned by someone. When a pack rat comes across a pile of equipment, he gathers everything he wants,

whether he can carry it all or not. Unlike an obsessive-compulsive, a pack rat gathers items out of necessity, appreciation or financial investment. He has no interest in items he perceives to be worthless, but clearly has a fear of losing something that may one day be valuable.

Paranoid (25 BP): Paranoid characters manifest a persecutory delusional disorder. They believe that someone is plotting against them. This basic premise, of which they can never be disabused of, forms the basic irrational core of their personality. Everything is misjudged through this filter in such as way as to reinforce their errant beliefs.

The paranoid character can never be sure exactly who is in on the plot and so he remains aloof and distant from all personal contact. Ever wary and suspicious, paranoiacs drive away even the best meaning and beneficent of associates.

Picker (12 BP): This character can't stop picking – himself, that is. A character with this quirk frequently digs into his nose, ears or navel like he's mining for gold.

To determine, roll a d8.

- If a 1 or 2, he picks his ears
- On a 3-6, he picks his nose
- If a 7 or 8, he picks his navel

Persons with this quirk lose 50 fractional points from their Charisma ability score and are never invited to polite social functions more than once.

Quick-Tempered (10 BP): People with this quirk are stereotypical hotheads. They uniformly possess a short temper and can be pushed over the edge with little provocation. While this does not mean that they invariably resort to blows, it usually entails at least a shouting match.

Since verbal fights often lead to violence (both with strangers and ironically enough those with whom the volatile individual shares deep emotional bonds), such people do tend to get into an inordinate number of fights.

Quick-Tempered individuals are subject to a -6 saving throw penalty if subject to magical taunts/anger or a situational -30% penalty when attempting to resist a skill with a similar modus operandi.

Racist (40 BP): A character with this quirk has an unreasoned feeling of superiority over people of all other races, regardless of any other factor. This imagined superiority might come from his upbringing or some past slight (real or imagined) that the character suffered from a member of another race.

If the character is forced to work with someone of another race, he suffers a –10% penalty on all his skill rolls dealing with that person. Obviously, the racist will always give preference to members of his own race over others even when this may be detrimental (e.g., a dwarven racist cleric overlooking an elf party member who is bleeding out, to perform first aid on the dwarf thief's minor injury).

Scratcher (12 BP): A scratcher is a character who constantly seems to be scratching himself – usually a part that isn't too socially acceptable. Persons with this quirk lose 50 fractional points from their Looks ability score and are off the bottom of the guest list for social events.

Selfish (6 BP): This character thinks about no one and nothing else but himself. He has no idea how anyone else feels, nor does he care. He assumes everyone feels either attracted to him or jealous of him. He loses 25 fractional points of Charisma ability because of his attitude.

Short Term Memory Loss (20 BP): People with this quirk may be able to remember things that happened to them as children, but will be unable to tell anyone what they had for dinner. They may forget things like the fact that they checked into the inn and they may try to obtain a room over and over again. They may forget how they got to a particular location, and not remember how to get back.

This character must make an Intelligence check any time he wants to remember something that happened within the last 4 hours of game time. If the check is successful, he has a good, but not perfect, recollection of the thing or event. If the check fails, he has no memory or merely partial memory of the thing or event. The same check must be made if the character wants to locate an item or other piece of equipment that they used within the last four hours. This check need not be made for items that are carried in their hands or on obvious places on their person. This latter check can also be avoided if the player states aloud that his character records the location of the item used. This character has difficulty learning from certain past mistakes and suffers a -50 fractional points to his Wisdom score.

Snob (10 BP): Also known as a "stiff shirt," this character always feels superior. He looks down on everyone else and believes that his way of life (whatever it may be) is better. Snobs typically come from an upper class background, but even a dirt-poor farmer with this quirk will look down upon others (from another region or relatives, for example) or on another's way of living (city living or cooking or cleaning a certain way). A snob fighter, for example, might think poorly of the local noble as soft and unmanly because he's not gifted physically and can't fight. Whatever the cause, the snob feels compelled to constantly make his feelings known.

Spendthrift (20 BP): Money seems to burn a hole in this character's pocket. He spends every trade coin he gets that's not needed for the minimum daily food and

Roll (d10)	Superstitions
1	Believes a certain color is unlucky (roll on subtable). Will not wear clothing of this color or enter structures painted this color. Avoids animals and items of this color and those who wear it and so on.
2	Believes a certain color is lucky (roll on subtable). Only wears clothing of this color. Prefers animals and items of this color and those who wear this color.

Roll (d12)	Color subtable
1	black
2	blue
3	green
4	orange
5	purple
6	red
7	silver
8	white
9	yellow
10	checkered/diamond patterns (any color)
11	plaid (any colors)
12	spots/polka dots (any color)

3	Thinks the world is flat. Avoids traveling in ocean-going vessels for fear of falling off the world's edge.
4	Thinks being near dead things is unlucky. Avoids anything reminding him of death: cemeteries, graves, coffins, etc. Suffers -2 Attack and Defense and +1 Speed penalties versus undead.
5	Believes haggling or price-shopping is unlucky. If this character buys something with a reduced price for any reason, he constantly worries about it breaking or being inferior quality. Eventually discards it in favor of one bought at full price or found.
6	Has a lucky number (roll d20p to determine the number). He will take insane risks on his lucky day of the month. Performs "rituals" using his number to gain luck.
7	Believes a certain animal (roll on subtable) is unlucky. Avoids contact with these animals and will go so far as to leave the room or cross the street to get away from one.

Roll (d20)	Animal subtable
1-2	birds
3-8	cats
9-11	cows
12-13	dogs
14	horses
15-16	pigs
17-20	rodents

8	Has an unlucky number (roll a d30 to determine). Will not venture forth on this day. Avoids anyone with this number of letters in their name. Avoids being with this number of people.
9	Has a magic charm that he believes helps protect him. Will not do anything until he fondles the charm for good luck. If he loses it, he cannot function until he finds a new lucky charm.
10	Believes it's bad luck not to tip a beggar. Always tips beggars in town.

lodging. Heck, if he can go hunting and sleep under the stars, he spends that money too. Liquor, brothels or goods and services – it doesn't seem to matter much just as long as he feels the thrill of spending.

Stutterer (24 BP): Characters who stutter have a difficult time communicating. It takes them 2d20 percent longer to communicate anything. In stressful situations, such as in combat or when being interrogated, the extra time is doubled. Spell casters who stutter take an extra d4 seconds to prepare any spells that have a verbal component. Stutterers lose 1 point of Charisma and are often taunted.

Superstitious (15 BP): Characters who are superstitious feel they can control what happens to them by avoiding certain actions or performing certain rituals. These people put a lot of faith in luck.

They may have a lucky tunic that they never take off or never wash for fear of washing the luck away. They may avoid doing any adventuring on certain days of the month, feeling as if those days are unlucky for them.

To determine a character's superstition, roll on the following chart. Note that some results (lucky/unlucky colors and unlucky animals) include subtables that require a separate die roll to narrow down your character's affliction.

Swindler (10 BP): This character always finds a way to back out of his agreements, if doing so would benefit him. Of course, he tries to wait until the other party already completed their part of the bargain, and he feels no shame for his actions. After all, the other person shouldn't have been so foolish as to make the deal in the first place. This personality quirk is common to thieves and merchants, but not limited to them. Each time a swindler backs out of a deal, while he might gain some financial benefit, he loses one point of Honor.

Talker (10 BP): Characters with this quirk just can't seem to get a handle on their voices. They either talk too loud, too soft or mumble. Others just can't seem to close the lid on their voicebox when they go to sleep.

Roll a d4.

- On a 1, the character is a "loud talker."
- On a 2, he's a soft talker.
- On a 3, he's a mumbler.
- On a 4, he talks in his sleep.

This last one is especially dangerous if he's an individual who prefers (or needs) to keep secrets.

There is a 50% chance that a sleeptalker reveals things that he would not want anyone to know. He may declare his love for the local princess. He may spout the location of his stash of treasure or let it out that he's working against the interests of his peers. The veracity of the sleeptalker's mumblings cannot be presumed though. Those listening have no means of knowing if the character is talking about something real or something in a dream.

Touchy (15 BP): Maybe it was the way they were raised, or just something in their nature, but characters with this quirk are overly sensitive. Such a person may trash a room because his bed was uncomfortable or the person in the next room made too much noise. He may even turn over a table and storm off if he loses a game.

FLAW DESCRIPTIONS

Albino (15 BP): Characters with this flaw have a lack of melanin in the skin, hair, and eyes giving them an extremely pale complexion, light blue eyes, and on some occasions pink eyes and pure white hair.

Additionally, the eyes of such a character are very sensitive to sunlight and other bright light. These characters must cover all parts of their skin any time they are out in the sun, use wide-brimmed hats or veils to shade their eyes, and protect their heads from harsh sun.

An albino character that fails to protect himself suffers a severe sunburn and a –5% penalty to all rolls for the next 24 hours for every increment of 4 hours of exposure. They also temporarily lose 1 point of Looks because of the blistering. For every five serious burns, this ability loss is permanent.

Allergies (15 BP): This character has a particular allergy randomly determined by the chart.

Note: Symptoms of these allergies may persist for hours after exposure but are not so acute as to warrant a penalty beyond that stated in the description.

Roll (d10)	Allergens
01-02	Animal Dander
03-06	Food
07	Insect Stings
08	Mold
09-10	Pollen

Animal Dander: A character with this allergy suffers from an inflammation of the eyes and nose when exposed to animal dander. Situations that can trigger this allergy include riding a horse, being in constant proximity to companion animals (such as wardogs or mules) or entering a wolf's (or similar large mammal's) den.

Effects: When exposed to animal dander, the character develops symptoms such as itchy, watery eyes, sneezing and other sinus problems. These cause a –10% penalty to all skill checks until the character is no longer exposed to animal dander.

Food: The PC has an allergy to one or more foodstuffs common to a typical human diet. These may be dairy, eggs, nuts, shellfish and/or wheat. Having survived to adulthood with this allergy, the character is aware of his reaction to these foods. If he or she is careful to ensure that any foods to they eat do not contain ingredients to which they are allergic (and generally pays twice as much for said food) there is little chance of an allergic reaction.

Effects: However, any food that does not receive close scrutiny has a 10% chance of containing an ingredient to which the character is allergic. In this case, the character must make a saving throw versus a virulence 12 poison. Failure results in the PC becoming incapacitated for 24 hours with abdominal cramps, diarrhea and nausea. A "1" on the saving throw means the character has died from anaphylactic shock.

Insect Stings: Characters with this allergy are particularly susceptible to the toxins of venomous insects.

Effects: Characters suffer a –4 penalty when attempting a saving throw versus the effect of any insect sting (Spiders, not being insects, do not have a venom that triggers this allergy). A "1" on the saving throw means the character has died from anaphylactic shock.

Mold: Mold is common to dank subterranean areas. Unfortunately for the would-be dungeon delver with mold allergies, this presents an additional challenge.

Effects: The symptoms of mold allergy are very similar to those of other allergies, such as sneezing, itching, nasal discharge, congestion and dry, scaling skin. Those affected by a mold allergy suffer a –10% penalty to all skill checks when in a moldy environment.

Pollen: Excepting winter months, pollen is a fairly common occurrence in the wilderness. Those with a pollen allergy usually have little choice but to suffer from their allergies when traipsing about in the wild.

Effects: Anyone with a pollen allergy is subject to itchy, watery eyes and respiratory inflammation whenever they are in grasslands or forests (save for wintertime). This causes a –10% penalty to all skill checks.

Animal Antipathy (variable BP): There is something about this character, whether it be mannerisms interpreted as submissive or some pheromone he unwittingly emits, that causes a particular type of animal to invariantly behave in an aggressive manner towards him. For example, dogs (even those properly trained and of a friendly disposition) will assume a defensive posture and bark incessantly at the character. Those trained for aggression (such as sentry dogs) will always seek to attack him unless restrained. They will never become accustomed to his presence and persist in this aggressive behavior each and every time they sense the PC.

Characters with this flaw obviously may never employ such a creature as a working animal (be it a hunting companion, mount or sentry). In addition, his associates will be hard pressed to do the same as the animal will be difficult to control when the PC with animal antipathy is in their presence.

In the case of aggressive wild animals, these creatures will preferentially attack the afflicted character.

Roll (d20)	Animal Type
01-08	dogs (including wolves but not intelligent lupine monsters such as Wargs or Sturm Wolves) **(30 BP)**
09-12	horses (includes equine breeds such as mules and ponies) **(35 BP)**
13-15	cats (includes all 'natural' felines including tigers and lions) **(25 BP)**
16	bears **(25 BP)**
17	snakes **(20 BP)**
18	primates (does not include hominid branch of family) **(15 BP)**
19-20	rodents **(20 BP)**

Anosmia (10 BP): People with anosmia have no sense of taste or smell. This is mistakenly believed to be an advantage by some adventurers as it permits them to enter areas with extremely strong odors that would repel others.

A serious problem stemming from this flaw is that an individual cannot judge if food is spoiled or liquids are tainted. Rotten meat, sour wine, curdled milk and spoiled fruit are indistinguishable from fresh and wholesome food and drink. Because he has never experienced the revulsion of tasting and immediately spitting out putrid food, neither has he had the visual cues identifying such noxious stuff burned into his brain. Anosmiacs are consequently very prone to food poisoning and dysentery.

Further, clues others will discern, such as musty rooms, dusty smells, potion odors, the smell of fresh blood or water and so forth remain unnoticed to anosmiacs.

Blind (60 BP): Blind characters have lost their vision. A player whose character has this devastating physical loss should invent an interesting background story to explain this. Note that there are varying levels of blindness. Some who are considered blind can see light and colors, as well as movement. However, everything appears as a blur, with little, if any, ability to distinguish detail. Some blind characters can see light, but nothing else. Others are consigned to constant darkness.

In any case, blind characters suffer a –8 on attack and defense rolls while in melee combat and cannot engage in ranged combat other than as a target or incidental casualty. Although such a character cannot see, his other senses are heightened, especially hearing and touch. Characters starting off blind can hear better than a normal person (they gain two free mastery rolls in the Listening skill for free). Many who are blind have little difficulty getting around, but they are limited to walking speed because they must venture forth carefully.

Blind in One Eye (40 BP): A character with this flaw has hindered vision *(roll randomly to determine eye)* giving them a -2 Attack penalty versus nearby mobile combatants. These characters may use ranged weapons, gauging distance through monocular cues, but do so at a -4 Attack penalty.

Blunderer (30 BP): This character is unusually clumsy. He often falls off his mount, trips over rocks and drops his sword at the worst possible times.

- On a skill check, the character has an accident on a roll of 91-100. *If the skill check is opposed, reverse this nomenclature to 01-10.*
- On an ability check, he fumbles on a 19 or 20.
- If running or dodging, this character must succeed at a Feat of Agility or stumble and fall.
- If galloping, the character must succeed at a Riding skill check or fall off his horse (regardless of his Riding skill mastery).
- When in combat, he fumbles on a roll of 1 or 2 (on a roll of 2, deduct 200 from the subsequent d1000 fumble roll).

Colorblind (10 BP): This flaw is also known as achromatopsia. Persons with this malady have full grayscale vision; they are unable to distinguish between colors. Though often dismissed as a minor inconvenience leading to, at worst, a social faux pas by wearing garishly clashing outfits, there are times when such a condition can be limiting or even dangerous. Smiths depend on the ability to visually gauge the color of a heated metal to determine its temperature and thus know if it's been properly annealed. A smith with this flaw cannot advance beyond Average mastery in a smithing skill. Likewise, any character with this flaw automatically fails a skill check that requires him to identify or distinguish between colors.

Deaf (40 BP): Deaf HackMaster characters are presumed to have contracted a disease in childhood that rendered them unable to hear.

Language: Deaf PCs may speak but do so with abnormal tonal and volume qualities that makes it difficult for non-native speakers of the language to comprehend (-20 to language checks for listeners). They may not learn any new languages but retain knowledge of those mastered prior to becoming deaf (i.e. language skills may only be purchased at character creation). Such characters may gain literacy in their native language (indeed, they will undoubtedly find this a helpful crutch) but cannot do so for new languages as specialized tutors do not exist.

Playing a deaf PC is a role-playing challenge since the player must avoid acting on information communicated verbally by his peers. They are unaware of anything happening outside their line of sight and highly

TIP: Helen Keller overcame many obstacles in her life. *Slaying dragons was not one of them.* If your PC has accumulated multiple crippling flaws, you are best advised either to spend the BPs and re-roll or consider early retirement. Running such a character presents a formidable challenge for even the most expert role-player and is likely to be much less fun than other alternatives.

susceptible to being surprised suffering a +4 Initiative penalty.

Deafness does have an advantage, however, in that deaf characters are unaffected by auditory malevolent effects such as the charming song of harpies.

Dumb (25 BP): Dumb characters can communicate only with gestures, or by writing. Sometimes mutes anger other people because they fail to understand why the character is not answering. In addition, the player of a dumb character cannot communicate verbally with other players at the table during important situations such as combat.

Though it should be intuitively obvious, mute PCs cannot cast divine or arcane spells with a verbal component. Neither can they activate magic items requiring a command word.

Epileptic (40 BP): This character has some type of organic brain disease or damage, causing him to have seizures. In HackMaster, the following conditions act as triggers that may cause a seizure.

- Casting an arcane spell with Spell Points > 2x baseline Spell Points
- Rolling 1 on the d20 to determine opponents' save when casting any magic spell
- Rolling a Trauma check (successful or not)
- Suffering a Critical Hit with Severity > 10
- Suffering a Knock-Back (or higher)

When any of these events occur, a person with epilepsy rolls a d8 with 1 indicating a seizure has occurred. If such is indicated, roll a d20 on the table below:

Roll (d20)	Type
01-03	PC may see lights, hear a buzzing noise, taste a strange flavor or smell a strange odor **[No game effect]**
04-05	Convulsive jerks in leg **[cannot walk for 90s, -5 penalty to Defense]**
06-07	Convulsive jerks in arms **[cannot Attack for 90s, Defense limited to d12]**
08-09	Convulsive jerks in head **[cannot take any action for 90s, Defense limited to d8]**
11-15	PC stares blankly for d4p minutes **[Defense limited to d8]** then is confused and and unable to take any action unless directed to and assisted by another individual for further 2d4p minutes **[Defense limited to d12]**
16-20	Character falls unconscious for d6+4 minutes; upon awakening undergoes major convulsions for additional d6+4 minutes **[make Con check – failure indicates PC has suffocated during seizure and dies; a successful (average difficulty) First Aid skill check by an individual attending to the epileptic *throughout the seizure* negates the need to perform the Con check]**

Facial Scar (variable BP): Something awful happened to this character that left him with a hideous and prominent scar that he cannot conceal. Roll 2d20 to determine number of BPs. Multiply the BPs by 5%; the character suffers this penalty to his Looks attribute fractional score.

Feeble (35 BP): Some circumstance (likely malnutrition or disease) during the character's childhood caused him to reach less than his genetic potential. Those with this flaw thus suffer a –1 penalty to their Strength AND Constitution scores.

The individual does not necessarily appear weak or unhealthy (excepting in comparison to his parents and siblings). He is simply not as formidable as he *could* have been.

Glass Jaw (15 BP): This character's not the best guy to have on your side during a brawl. With respect to blows to the head (from critical hits, saps, bad falls, called shots, etc.), such a character's threshold of pain is halved as well as the resultant threshold of pain check.

HackFrenzy (24 BP): This flaw is a symptom of an aberrant fight or flight mechanism triggered if the character suffers a severe wound when engaged in mortal combat. When triggered, the individual becomes so overwhelmed with adrenalin that he flies into a violent maniacal rage that is difficult to control.

HackFrenzy manifests itself whenever the character suffers wounds in melee combat equal to or above a quarter of his ***current*** hit-point level within any ten-second interval. When this trigger occurs, the individual suffering from this condition must succeed at a half Wisdom check (rolling a d20p ≤ half his Wisdom score) or lapse into full-blown, frothing at the mouth craziness.

When so enraged, the character becomes divorced from rational thought and can focus only on killing up close and personal. This he does with wild abandon forgoing the protective benefit of his shield (if applicable) but attacking at half his normal weapon speed (rounded up to the nearest second).

While in this crazed irrational state, he cannot utilize any special combat moves, cast spells, use ranged weapons nor can he retreat. In addition, opponents of

TIPS:
Thieves battling a HackFrenzied opponent score a Near Perfect Defense on a roll of 17-19.

Wounds suffered while HackFrenzied should be annotated individually in their full amount. Although the character suffers only half damage while in this state, when the mania lapses the balance of the wound damage is applied. For purposes of healing, the wound's severity equates to the full damage inflicted.

Hackfrenzied characters can avail themselves of a near-perfect defense twice as often (i.e., 18 or 19 on the die).

Those experiencing HackFrenzy are very difficult to kill. Because of their manic state, they temporarily suffer half damage* from any wound (after deducting DR). In addition, their Trauma Save is elevated to their full Constitution score. They are also rendered temporarily immune to any spell requiring a Mental saving throw.

A bout of HackFrenzy lasts for no less than 30+5d12p seconds. During this interval, the crazed character must exclusively attack the foe that delivered the frenzy-inducing blow until it is good and dead before proceeding to attack the next closest opponent. The person affected by HackFrenzy must continue to hack his opponent's downed body for d4p-2 attacks (zero is possible) before moving on to another foe, even if engaged with another enemy. After 30 + 5d12p seconds, the character may roll a supplemental saving throw (against his full Wisdom) to regain control of his faculties provided his primary antagonist is dead. If this foe still lives, the frenzied character will continue to attack until he or it is dead.

If the frenzied character fails his save at the end of the time interval, he remains in HackFrenzy mode for an additional 5d12p seconds before being permitted another save. He must continue to attack the nearest foe or, if none remain, he will (20%) proceed to attack allies in the mistaken belief that they too are enemies, (30%) sprint a random direction in search of new foes or (50%) fall to the ground and tear at his own clothing, gear, gnash his teeth and pull his hair - each 10 seconds of this inflicts d4p damage (no DR). This cycle continues until the character finally succeeds at a saving throw or is incapacitated.

Once theHackFrenzy lapses,a character immediately suffers the balance of damage sustained in combat (i.e. the other half of any wound temporarily ignored) though no Trauma check is required. Should he still be alive, he is completely fatigued suffering -8 Attack,Defense and Damage plus a +8 penalty to Speed until he can rest for a full five minutes. He will have no memory of the injury that induced the HackFrenzy or any events subsequent to it.

Hairy (5 BP male, 15 BP non-dwarven female): The character has an unusual amount of body hair. Males with this flaw have a very hairy back and the ability to grow a beard regardless of race (even elves can grow an 'evil Spock' goatee). Females gain a noticeable moustache and lose 50 fractional points from their Looks.

Hard of Hearing (15 BP): This flaw is milder than deafness. Such a person simply has a hard time hearing, but is able to hear some things. People are forced to repeat themselves several times when trying to communicate with a hearing impaired character. The hard of hearing character has trouble in a crowded, noisy place, being unable to pick out the conversation of a friend from the din of the crowd. In game terms, the character's starting Listening skill is half his Wisdom score (rounded down) and may not be improved further.

Impotent (20 BP): Some men and women, no matter how hard they try, just can't seem to perform in the bedchamber. This leads to frustration and frequent self-chastisement. Worse, other folk frequently make fun of this character when the secret becomes known. Because of their own self-hatred and/or lack of self-esteem, impotent characters begin the game with a 75 fractional point penalty to Charisma.

Limp (variable): A character with this flaw suffered some injury to one of his lower extremities or was born with a defect that causes him to limp to a certain degree. The limp is at best a dead give-away for a character trying to remain inconspicuous or blend in (unless in a large city crowd sprinkled with injured, gimps, sick and elderly, etc.). Some degrees cause loss of movement.

Limp, slight (5 BP): the character has a slight but noticeable hitch that does not hinder movement but is obvious to an observer looking for the individual (+15% to Observation checks when looking for the moving character). If the character is male (or a female dwarf) and has a Charisma of 13 or higher, the character can make such a Limp appear attractive (like a gangstah rapper) adding +10 fractional points to his Charisma score. Female characters (except dwarves) suffer a -25 fractional points to their Looks score.

Limp, moderate (10 BP) the character has a moderate and very noticeable off-kilter limp that is not attractive and obvious to an observer looking for the individual (+25% to Observation checks when looking for the moving character). Further, the character may not sprint. Female characters (except dwarves) suffer a 50 fractional point loss to their Looks score.

Limp, severe (25 BP) the character has a heavy, ugly and severely off-kilter hobble that is obvious to an observer looking for the individual (+40% to Observation checks when looking for the moving character). The character can only move half as fast as is normal for someone of his race and may not sprint. Female characters (except dwarves) suffer a -50 fractional points to their Looks score.

Lisp (25 BP): A person with a lisp suffers little in the way of damage because of this flaw. However, a lisping male character (or female dwarf) loses a point of Charisma due to this speech impediment. Additionally, others may have a hard time understanding the speech of a person who lisps. People often make fun of those who talk funny.

In noisy or stressful situations, any character attempting to understand the lisper must make a Wisdom check. If the check equals or exceeds twice the checking character's Wisdom, he believes the lisper is telling him the opposite thing intended.

Low Pain Tolerance (35 BP): Characters with this flaw react to pain more strongly than others. Those with LPT have difficulty withstanding even the slightest aches. They may wince and cry merely by getting a splinter in their finger. As such, such characters' Threshold of Pain is halved.

In addition, characters with LPT are unable to resist torture and are quick to tell an inquisitor anything he wants to know (-40% to Resist Persuasion opposed checks to Torture).

Migraines (30 BP): Characters who have this flaw suffer from excruciating headaches on a regular basis. When a migraine strikes a character, he may be severely disabled.

A character with this flaw is subject to a migraine every d10 days (your GameMaster will handle these rolls and announce when it occurs). When a migraine occurs, the character must make a Trauma check. If he fails, he is incapacitated for 4d12 hours. This incapacitation precludes use of arcane magic. Movement is limited to walking speed and only fighting defensively (at the maximum value) is permitted should the PC become involved in melee. Use of skills is also prohibited.

If the Trauma check is successful, the character is still disabled but less thoroughly. Movement is unaffected and arcane spells may be cast but these are limited to the baseline Spell Point expenditure. The afflicted individual may engage in rigorous activity (including melee combat) but does so with a -2 penalty to Attack and Defense (or a -10 penalty to skill checks). This condition persists for 2d4p hours.

Missing Digit (variable BP): A person with this flaw is missing one finger or thumb. This flaw may be rolled or cherry-picked multiple times for additional missing digits. Roll a d10 (or less for multiple occurrences) to determine the missing digit. Place your hands flat on the table, palms down, and count the digits from left to right. The number you rolled determines the missing digit. Refer to the table below for specific BP bonuses gained.

Cumulative Digit Loss	BP bonus
1-4 fingers (no more than 2 from each hand)	5
thumb OR 3 fingers on individual hand	25
thumb PLUS 3 additional fingers (1 hand)	30
thumb OR 3 fingers on individual hand, 1-2 fingers on other hand	30
thumb PLUS 3 additional fingers (1 hand), 1-2 fingers on other hand	35
thumb OR 3 fingers on both hands	50
thumb PLUS 3 additional fingers (both hands)	60

A character missing his thumb cannot properly grip most things. Likewise, a character missing more than two fingers cannot wield a weapon of his size or larger (M for medium characters, etc) with that hand (but can grip most other things).

For example, let's say that Fingers the Thief's player rolls the Missing Digit flaw. He rolls a d10 (for a result of 1) and learns he is missing his left pinky. This is worth 5 BP. As chance would have it, he rolls this flaw three additional times with the additional loss of his left ring finger, right pinky and right middle finger (maybe he was caught stealing a few too many times). These four individual flaws, as a whole, still only yield 5 BP since the cumulative digit loss does not cross the threshold and so warrant additional BPs.

Note: During character creation, subsequently gaining the Missing Limb Flaw (specific to the limb on which the missing digit was once found) supercedes this flaw and negates any building points gained.

Missing Ear (15 BP): This flaw affects only a person's appearance and his ability to wear certain types of hats. Those who are missing an ear suffer no loss to hearing except in noisy or stressful circumstances (i.e., combat). In this case, they must make a Listening check (Average +40) to understand anything said to them at a distance greater than 15 feet, on the side of the missing ear. Looks is also affected. Those missing an ear lose 50 fractional points point per ear from their Looks ability score. Randomly determine the ear.

This flaw may be rolled or cherry picked twice for both ears missing. In this case, Listening checks must be made in stressful situations regardless of the speaker's orientation.

Missing Eye (40 BP): A character with this flaw has hindered vision, giving them a -2 penalty to attack. Roll randomly to determine eye. This penalty doubles to –4 for ranged weapons. Looks also suffers, with the character in question losing 1 point from this attribute (but effective use of a nice eye patch adds a point to charisma). Roll randomly to determine the eye.

Missing Limb (variable BP): Characters with this flaw are missing either an arm or a leg. This flaw may be rolled or cherry picked multiple times for additional missing limbs.

Roll a d4 to determine the missing limb

- On a 1, the left arm is missing.
- If a 2, the right arm is missing.
- If a 3, the left leg is missing.
- Or if a 4, the right leg is missing.

Roll a d% (d100) to see how much is missing

- 50% or less indicates the limb is severed near the wrist or ankle. The elbow or knee is still functional. (value 35 BP). *Character with a severed hand may attach a hook to gain some functionality. Consult your GameMaster for details.*
- 51% or more indicates the limb is severed near the shoulder or hip. (value 50 BP)

How such an event took place should add a colorful story to a character's past. Whatever the cause, such a character suffers significant problems. A character with a missing arm cannot use two weapons at once, and they certainly may not use bows. Those with a functional elbow may, however, use a shield or fire a crossbow (the latter with a -3 Attack penalty). Many other limitations exist, most of which should be self-evident. Fortunately, most people who lose the use of one limb compensate for the loss by developing extremely strong muscles in the other. Therefore, amputees missing an arm lose no Strength bonuses.

Characters who lost a leg have compromised mobility options as detailed below.

Extent of Disability	Effect on Movement
One leg below knee	Sprinting, Running or Jogging not possible; Walking requires Pegleg proficiency
One leg above knee	Sprinting, Running or Jogging not possible; Character may only walk with crutches or via the Pegleg proficiency
Both Legs (any extent)	Character may only move with aid of others (carried in a litter, etc); may walk with a combination of crutches and mastery of the pegleg proficiency but is incapable of casting spells with a somatic component if on crutches, wielding weapons or just about anything else that would permit him to continue life as a treasure seeker

Myopia (30 BP): Commonly called nearsightedness, characters with this disability can only adequately focus their vision on objects that are relatively close. The further an object is, the blurrier it becomes. Use of missile weapons can be problematic as a -1 To-hit penalty is applied at distances greater than 40 feet and increases by an extra -1 for every additional 20 feet.

Nearsighted characters also have difficulty distinguishing distant objects, thus myopic characters suffer a -40% penalty to Observation but gain a +10% bonus to Scrutiny checks.

Nervous Tic (20 BP): This flaw causes a character to twitch in an uncontrollable way, especially in stressful situations such as combat or when questioned by the local constable. Usually such twitching is limited to the face or neck. Someone with a tic may have one eye that winks involuntarily, or a muscle on one side of his neck tightens, causing his head to bob to the side. Most of the time, this condition causes no problems. However, imagine what would happen, say, if a person who has an eye tic is thought to be winking at the wife of some big, burly soldier. Nervous tics can also affect a character's ability to aim. Therefore, characters with this flaw suffer -1 penalty to attack with ranged weapons. The character also suffers a loss of 25 fractional points from Charisma and Looks.

No Depth Perception (35 BP): A character with this flaw is unable to distinguish whether objects are far away or near. A character with this flaw has hindered vision, giving them a -2 penalty to attack in melee. Their inability to judge distance makes use of ranged weapons a comical exercise in futility (-4 Attack penalty).

Pestilent (15 BP): Characters with this flaw are naturally vulnerable to and suffer from skin parasites. There is no permanent cure for this flaw as multiple disease vectors exist thus ensuring that the host (i.e. the PC) is always afflicted by one or more of a multitude of pathogens. Consequently, his head, body or face often itches and may exhibit cosmetic blemishes. The affliction also induces the PC to frequently scratch himself.

Those with this flaw lose 60 fractional points from their Looks ability. It also increases their vulnerability to other diseases (the character suffers a -3 penalty to his communicability check when encountering a disease).

Pocking (20 BP). A character with pocking bears the scars of some horrible disease. Pocking is generally unattractive and results in the loss of 1 point of Looks.

Prematurely Gray (5 BP). Your character is bald or his hair has gone gray far earlier than might otherwise be expected. While this might be welcomed as a sign of maturity for a youthful cleric, the impression of old age (and consequent loss of physical prowess) may not be desirable for a fighter.

Severely Maimed (variable BP): A person who is maimed has some sort of grotesque injury or malady that decimated his appearance. They may be called "freaks" or "monsters." Children often run away when they see a maimed person, or they may taunt him. Bullies often pick on the character. There is a 50% chance that the public reacts with fear when first encountering a maimed person. Failing that, they will certainly be disrespectful. Players should roll on the table below to determine how the character has been affected.

Roll (d20)	Maiming
01-08	Misshapen head *Effect:* -1 penalty to Looks **(25 BP)**
09-12	Misshapen body (e.g. hump) *Effect:* -1 penalty to Looks; -1 penalty to Attack, Defense **(35 BP)**
13-20	Severe facial burns *Effect:* -3 penalty to Looks **(50 BP)**

Sleepwalker (20 BP): Those who walk in their sleep often find themselves in danger. This flaw can bring a completely new meaning to the phrase "he died in his sleep." This character may walk out of a high window, into the middle of a campfire or into a brigand encampment. Friends of this character may find themselves needing to tie the character down at night.

If a sleepwalker fails a save vs. magical sleep, he must make a second saving throw. If this is successful, he is put into a state of sleepwalking.

Sterile (5 BP): While this might be considered a boon to those lecherous types fearful of the long term consequences of their debauchery, it can be problematic in that the afflicted character cannot produce heirs.

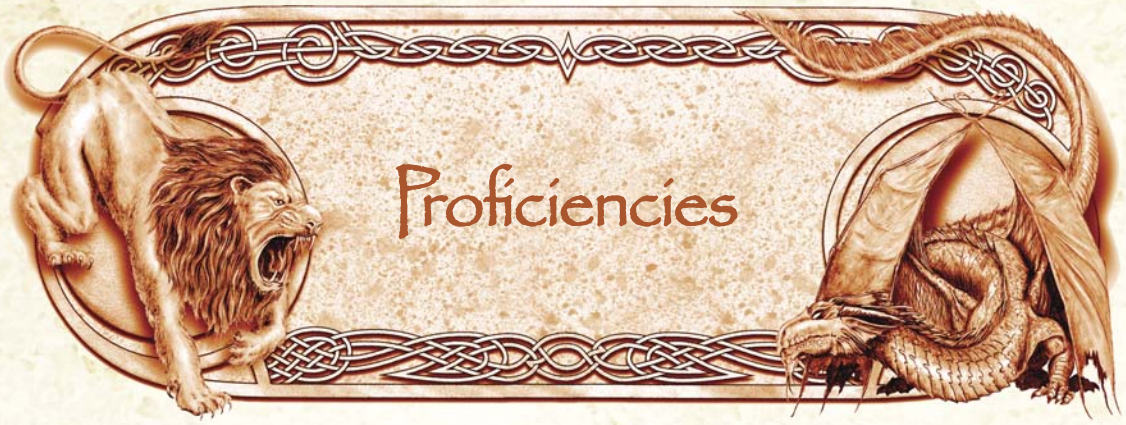
Strange Body Odor (20 BP): This character has a distinctive stench about him. A strange odor emanates from his body, causing him to lose 75 fractional points of Charisma. He is unwelcome in most social gatherings no matter how much he bathes.

Tone Deaf (5 BP). A character with this flaw is completely tone deaf. He couldn't sing a proper song to save his life. Those with this malady may not take the Musician skill.

Trick Knee (30 BP): A person with a trick knee can be walking along and then suddenly have his knee give way. When climbing, jogging, running, sprinting or carrying a heavy load, a trick knee gives out on a 1 in 12, causing the character to lose his balance and fall to the ground. If the character makes sharp, rapid movements such as dodging or dancing, the chance increases to 1-3 on a d12.

Weary (8 BP): No matter how much sleep this character gets, he always feels tired. Characters with this flaw yawn frequently, and often lose track of conversations. Worse, they suffer a +2 penalty to their Fatigue Factor and always add 1 second to the duration of Spell Fatigue (if applicable).

Chapter Nine



Proficiencies

Weapon Proficiencies
Minimal Skill Weapons 142
Low Skill Weapons.....142
Medium Skill Weapons.....143
High Skill Weapons.....143
Weapon Specialization 143
Minimum Weapon Speed.....143
Armor Proficiencies
Light Armor.....143
Medium Armor.....143
Heavy Armor 144
Shield Proficiency.....144

Other Proficiencies
Angawa Battle Cry 144
Bilingual 144
Etiquette/Manners.....144
Glersee 144
Glersee Markings 145
Groin Stomp 144
Hiking/Roadmarching.....145
Laborer 146
Local History 146
Magical Transcription 146
Maintenance/Upkeep.....147
Peg Leg.....147
Phalanx Fighting.....147
Skinning/Tanning 147
Style Sense 147
Taxidermy 147

Weapon Proficiencies

This proficiency ensures that the character is trained in employing the particular weapon in its intended manner. He is capable of utilizing it in melee combat (or firing/hurling it in the case of missile weapons) to its full effect. A proficiency must be taken for each and every weapon the character wishes to properly use.

Weapons vary in the amount of training required to properly use them to their intended effect in melee or as missile weapons. Some such as simple bludgeoning weapons are relatively easy to learn, whereas proper use of a longbow is a skill requiring years to master. Every wonder why every unruly mob uses clubs? Read on…

Note: Proficiency with a particular weapon is a prerequisite prior to investing any Building Points to specialize in it.

Fighters and thieves have proficiency in all Minimal Skill Weapons as a benefit of their training and background. Fighters may also purchase any other weapon proficiencies at half the listed BP cost. Mages may train on any of these weapons, but their BP costs are double the listed value (except for staff and dagger) due to their poor martial background.

Minimal Skill Weapon (1 BP): These weapons can be used by anyone without any formal training and very little practice. These weapons are so easy to use that characters receive a mere -1 to attack, defense, speed and damage when using this weapon untrained.

Minimal Skill Weapons: bare-handed, club

PROFICIENCIES



Proficiencies differ from skills in that there are no appreciably enhanced capabilities that accrue from additional mastery of the proficiency. Taking a proficiency ensures that you can capably perform the task to standard whereas untrained characters either cannot do so or suffer some (egregious) penalty.

Many of these proficiencies are available without allocating Building Points as part of a particular class' de facto skill set. This is noted in the entry for that class. Characters not possessing these proficiencies as part of their class proficiencies will have to purchase them should they desire to have access to the benefits they provide.

Low Skill Weapon (2 BP): Proper use of these weapons is not intuitive but the proper techniques are relatively easy to learn if instructed by a knowledgeable trainer. These weapons are relatively easy to use; characters receive a penalty of -2 to attack, defense, speed and damage when using these weapons untrained (attack and speed only for ranged weapons).

Low Skill Weapons: bardiche, battle axe, crossbows, dagger, fauchard, fauchard-fork, flail, glaive, great warhammer, guisarme, hand axe (melee), javelin, knife (melee), mace, military fork, military pick, morning star, partisan, pike, scourge, short sword, spears, spetum, staff, warhammer, voulge

Weapon Specialization

Simply stated, this is the process of acquiring an advanced degree of training in a particular weapon. Fighters (and related warrior types) are best equipped to take advantage of this opportunity and must expend the fewest number of Building Points to master a weapon. However, any character may opt to dedicate BPs to gaining improved skill with a weapon (or weapons) of their choice. While it may prove a foolish allocation of resources, even a mage could theoretically become a quite capable swordsman.

Specialization works as follows: A character expends a certain number of Building Points, anywhere from 4 to 10 as listed in the class description (see ***Chapter 4: Character Classes***), and gains his choice of a +1 bonus to Attack, Defense, Damage or Speed when employing a particular weapon (the lattermost bonus is actually a -1 reduction in weapon speed as the speed advantage is in using the weapon quicker). Subsequent allocations of similar quantities of BPs gains one of the remaining three bonuses until the player has a +1 bonus in all 4 aspects of weapon usage.

Greater bonuses may be gained through additional BP expenditure. However, the cost for increasing a bonus from +1 to +2 is twice the initial cost (2X where X is the class' weapon specialization cost). Building from +2 to +3 requires 3X as so forth, culminating at 5X to reach the ultimate possible weapon mastery (+5).

Note that weapon specialization is predicated on mastering all facets of its usage. Thus attainment of greater mastery is only possible after first gaining specialization in all four aspects at a certain tier. One cannot acquire a +2 Damage bonus until first gaining the +1 bonus in Attack, Defense, Damage and Speed.

For example, let's say that Leonteus the fighter wishes to gain a +2 Damage bonus with the longsword. As a fighter, his weapon specialization cost is 5. He must first expend 20 BP to gain a +1 bonus to Attack, Defense, Damage and Speed (4 individual bonuses each costing 5 BP). Once this is satisfied, he must now spend 10 BP to raise his Damage bonus from +1 to +2 (2X the cost) for a total expenditure of 30 BP. If he were to increase his Damage bonus to +3, he would first have to raise his Attack, Defense and Speed bonuses with the long sword to +2 (each of these also costing 10 BP) and then allocate 15 BP (3X) to raise his Damage bonus from +2 to +3. To attain this level of mastery he has spent a total of 75 Building Points (20 to raise all aspects to +1, 40 to raise all to +2 and a final 15 to improve one selected facet to +3).

Specialization with ranged weapons is handled a bit differently. For those that are physically hurled (such as javelins), only Attack, Damage and Speed may be improved as, intuitively, their employment precludes defense. With respect to mechanically assisted missiles (i.e. bows and crossbows), only Attack and Speed may be improved as damage is wholly dependant on the weapon's pull. Building Point expenditures per bonus gained are in line with melee weapons but progression to greater mastery is easier as there are fewer aspects to master at each tier.

Medium Skill Weapon (4 BP): These weapons require a good deal more training to master. Proper use requires lengthy practice and familiarization with the weapon in actual sparring or extended practice to master the technique (in the case of thrown weapons). Using these weapons untrained imposes a -4 penalty to attack, defense and damage (and +4 penalty to speed) because they are more difficult to master. For ranged weapons, only attack and speed are penalized.

Medium Skill Weapons: bec de corbin, bill-guisarme, broadsword, glaive-guisarme, great sword, guisarme-voulge, halberd, horseman's flail, horseman's mace, horseman's pick, lance, longsword, ranseur, sabre, scimitar, short bow, sling, throwing axe, throwing knife, trident, two-handed scythe, two-handed sword

High Skill Weapon (6 BP): These finesse weapons require years of practice to master. Characters receive a -6 penalty to attack and speed when using these untrained.

High Skill Weapons: long bow

TIP:
Proficiency in a throwing axe or throwing knife is an entirely different matter than using such a weapon in melee combat. A character must acquire both proficiencies if he wishes to capably fight ***and*** throw these weapons.

Minimum Weapon Speed

There are numerous ways through which a character can decrease his weapon speed (*i.e. increase the rapidity of his attacks*). However, there is a limit to how fast a character may wield his weapon. This is not a concern for most characters but experienced fighters benefiting from their class' Speed bonus, Weapon Specialization and the Swiftblade Talent may face this barrier.

Size S weapons cannot have an adjusted weapon speed (*e.g. base weapon speed – all bonuses*) lower than 2. Size M weapons are limited to a speed of 3 and size L weapons have a cap of 4 on their weapon speed.

Armor Proficiencies

The knowledge of how to properly wear and fight in armor, its care and maintenance, and the physical training to become accustomed to bearing its load is not intuitive. Certain classes receive varying levels of training in this art as part of their curriculum. Proficiency is cumulative in that the basics must first be learned before moving on to more complex armor.

Light Armor (3 BP): While this proficiency is second nature to the fighter, cleric and thief, the mage must learn how to don and remove even light armor, maintain it, and fight and perform class functions while restricted.

Medium Armor (3 BP): Fighters learn this proficiency early on, but the knowledge of how to don and remove armor bulkier armor, its care and maintenance and the physical training to bear this load is not intuitive for others.

Prerequisite: Light Armor Proficiency

Heavy Armor (4 BP): Like the other armor types, this proficiency is second nature to the average fighter and many clerics, but for others the knowledge of how to fight in such armor, its care and maintenance and the rigorous physical training to become acclimated to this heavy and cumbersome load must be learned.

Prerequisite: Medium Armor Proficiency

Shield (6 BP): Effectively employing a shield is a proficiency that must be learned through rigorous practice. Through frequent sparring, the character learns the best methods of deflecting an opponent's blows and strengthens his wrist, forearm and shoulder.

Other Proficiencies

Angawa Battle Cry (7 BP): A bone-chilling war whoop, the Angawa Battle Cry is a signature exclamation of the grel indicative of the commencement of battle. So fierce and compelling is the cry that it has ironically been co-opted by some of the long time enemies of the grunge elves as their own motivational bellow.

Letting loose this cry at the onset of a battle intimidates all intelligent, humanoid opponents within a 25 foot radius. Those who hear it must make an immediate morale check (excepting grel which are, naturally enough, immune to this effect). Those that fail have their morale level reduced by one increment (cowardly opponents flee on failure).

Prerequisite: novice mastery of the Sarlangan language

Bilingual (5 BP): This proficiency, which may only be purchased during character creation, provides the character with a second native language (i.e. mastery of 37+2x INT+d20p). In general, this language should be that of a neighboring region or one with which the juvenile character may have had extensive exposure to. It is within the GM's bailiwick to deny any language choice he deems unreasonable.

This proficiency may be purchased repeatedly effectively becoming Trilingual and so forth.

Note: Should a character receive Literacy as a bonus skill, it is only gained in the dominant language of the character's place of origin.

Etiquette/Manners (specify culture) (5 BP): Characters with this proficiency know the codes of behavior for one specific culture (e.g., dwarves, Kalamarans, the Dejy of the Chors tribe and so forth). Knowledge of etiquette and manners helps the character avoid many opportunities for misunderstanding, such as accidentally making a gesture or taking an action that denotes disrespect, disgust, ridicule or other such rude behavior. Obviously the character is also attuned to similar actions taken against him.

During character creation (only), PCs may take this proficiency in their native culture for 3 BP.

A separate purchase is required to learn the etiquette and manners customary to a different culture.

Glersee (4 BP): Glersee is a surreptitious means of communication that makes use of trail markings or, if need be, runes etched in trees with a knife or quickly scribbled on rocks with a charred stick (in the latter case it is advisable to turn the marked surface over to avoid the message being intercepted). This unique form of communication was developed by rangers and woodland scouts, combining symbols and the use of stones, sticks, etc. to mark trails. Using glersee, a forward scout can secretly pass along his observations to those that follow thereafter. A distinct advantage of glersee is that it is symbolically based and thus the "writer" and "reader" need not share a common spoken language.

Glersee is an ad-hoc language thus there are no formal grammatical rules. However, a convention of sorts exists and those proficient in this form of communication generally attempt to follow standard symbolic practice to ensure comprehension (examples of which are found on the following page).

Leaving complex messages is an art form and may require the reader to guess at the writer's intent.

By their secretive nature, glersee markings are never conspicuous. They may only be located via a successful observation check. This is a difficult check for those without the glersee proficiency. Those with the glersee proficiency know what to look for thus making it only an average check for them.

One must always be cautious when leaving glersee runes for the messages are not encrypted per se. An enemy proficient in reading glersee runes may very well intercept your communication…

Groin Stomp (free): A gnome titan can perform this attack only on opponents who are already prone, who have been knocked to the ground or who are sleeping. If this precondition is met, the gnome titan can jump onto or kick his opponent (the stomp need not actually be in the groin). A successful attack hits with sufficient force to stun[1] the opponent for 2d8p seconds and cause 1-4 points of damage per stomp (penetration damage does not apply). While the opponent is on the ground, the gnome titan can continue to perform this maneuver, causing additional damage every 10 seconds, until the opponent is unconscious. This particularly vicious form of attack also causes the victim to lose a point of Honor[2]. All gnome titans possess this ability regardless of class.

Prerequisite: must be Gnome Titan

[1]Stunned individuals can take no action other than defense and employ a d8p (plus any Defense bonuses including those gained from shield use – i.e. +2 to +6) while doing so.

[2] The Honor loss is 1 point per groin stomping regardless of duration.

TIP:
If a character opts for the **Bilingual** proficiency, he has sufficient exposure to that culture to gain **Etiquette/Manners** in said culture at a reduced BP expenditure if chosen during character creation.



Hiking/Road Marching (4 BP): Those accustomed to long road marches or extensive trekking through the wilderness have gained proficiencies in a number of key skills that permit them to travel further if not faster than normal. Naturally these individuals have completed numerous such marches under the duress of time constraints allowing them to have an inner sense of the appropriate pace to keep. They've also strengthened their legs and back to accommodate carrying a heavy load for a prolonged excursion.

Of equal importance, experienced hikers have learned to care for their feet. This includes proper selection, use and maintenance of boots and socks as well as a modicum of first aid training pertaining to blisters and other injuries stemming from extensive walking.

Benefits: Those proficient in road marching may cover 25 miles per day in open terrain, 15 miles per day in impeded terrain and 8 miles in restricted terrain.

Such characters may attempt to push their physical endurance by exceeding these limits. In so doing, they may march up to 30 miles (or 18 in impeded and 9 in restricted terrain). However, they will exhaust themselves and sustain a -1 penalty to Attack, Defense and Damage that remains in effect until they gain the benefit of a full day's rest. A second consecutive day's forced march adds a -2 penalty and a third -3 (i.e. 3 continuous days of

forced marching accumulate a -6 penalty to Attack, Defense and Damage). However, if forced marches occur only on alternating days, each such march affords only a -1 penalty (i.e. after six days of on-off forced marching, each person has accumulated a -3 penalty to Attack, Defense and Damage).

Only one day's rest is required for each day spent force-marching regardless of the penalties any given day imposed.

Prerequisite: Constitution 11+

Laborer (1 BP): Persons with this proficiency are able to meaningfully contribute to some labor-intensive group task such as constructing a castle wall, harvesting a crop or mining ore. They need not be familiar with the task as long as they are supervised by someone who is.

Note: Persons without this skill cannot add their labor to group tasks (they simply get in the way, ask too many questions and distract those actually doing something useful) although they think they're helping – usually more than anyone else!

For example, the party captured a vessel laden with valuable goods and brought it into port. They wish to offload their cargo to sell it. The GM rules that it's a 40-man-hour job. One PC has the Boating skill at Average mastery and the GM rules he can act as a supervisor since he's familiar with stowing goods aboard watercraft. However, of the four other party members, only one has the Laborer proficiency. Consequently, instead of being able to unload the ship in eight hours (as a group, with all 40 hours divided equally), it ends up taking two full 10-hour days (with all 40 hours divided among only two persons - the one with the Boating skill and the one with the Laborer proficiency - making 20 hours per person).

Local History (2 BP) [specific area]: This proficiency grants the character knowledge of all major (and most minor) events that occurred within the living memory of the eldest residents of a particular area. The geographical scope of this knowledge is limited to a single village and the settled area immediately surrounding it. If applied to a larger village, town or city, the knowledge gained is specific to a particular neighborhood or district.

This skill can be of particular value in that most chronological references used by non-literates reference local historical events not calendrical dates. An event might be said to have occurred in "the summer that we had that freak hailstorm that killed all those hens" or "in the third year of the reign of King Erasar the Second" rather than "the third of Replanting in 557 Imperial Reckoning".

All characters begin with this proficiency with respect to the community or area in which they were raised.

Magical Transcription [Mages only]: This character has trained as a scribe with special emphasis in copying magical formulae from one medium to another. Such work is both tedious and slow, requiring 30 minutes of time per spell level to transcribe the dweomer in meticulous detail.

It is presumed the mage has a spellbook within which to inscribe the enchantment he wishes to add to his repertoire. Recording the spell will incur additional expenses for quills, ink and possible supplemental consumables. These costs are summarized below. (Note that spells gained when advancing do not require this expense as the trainee can avail himself of these mate-

TIP:
The benefits of **Hiking/Road Marching** have no racial limitations.

NOTE ON MAGICAL TRANSCRIPTION:
Mages and multi-classed characters with Mage as one of their classes receive this proficiency for free at first level.



rials from his instructor's supply.)

This proficiency does not include the ability to create magical scrolls.

Spell Level	*Transcription Cost*		*Spell Level (cont.)*	*Transcription Cost (cont.)*
Apprentice	2 cp		10	17 sp
Journeyman	5 cp		11	20 sp
1	1 sp		12	23 sp
2	2 sp		13	27 sp
3	3 sp		14	31 sp
4	4 sp		15	35 sp
5	6 sp		16	40 sp
6	8 sp		17	45 sp
7	10 sp		18	50 sp
8	12 sp		19	55 sp
9	14 sp		20	60 sp

Maintenance/Upkeep (5 BP): A person with this proficiency is generally handy with tools. He is a general all-around fix-it man. He can keep dwellings in good repair, as well as most equipment needed for adventuring. He can also make minor repairs to wagons and carts. This is all dependent, of course, on whether he has the proper tools or not. So long as the character has the equipment, time and money, he is able to successfully complete these tasks.

Peg Leg (10 BP): Becoming proficient in the use of a prosthetic limb is not an easy task. However, for those suffering the catastrophic loss of a leg, the arduous rehabilitation process is well worth the effort to restore mobility.

While using a pegleg is infinitely better than the alternative of being carted around by assistants (or crawling), it is no substitute for a functional leg. Running or Sprinting is not possible and one invariably loses the ability to engage in deft footwork. For combatants, this translates to a permanent -2 penalty to Attack and Defense.

Phalanx Fighting (5 BP): Fighting in massed ranks is a very effective means for infantry to concentrate force against an opponent. It allows others besides the foremost rank in contact with the enemy to bring their weapons to bear. There are, of course, limitations. The second rank may only employ pole arms and can only attack via the Jab special combat move. The third rank is subject to the same limitations except that the pike is the only permissible weapon.

These tactics require close coordination between all ranks. Without proper training, this tactic can quickly become chaotic as combatants jostle for opportunities to attack and invariably interfere with their allies' attempts to do the same.

Without training, all frontline combatants incur a -2 Attack penalty and +1 Speed penalty, as they must be ever wary of the unseen sharp implements sporadically entering their fighting zone. Those in the rear ranks are more severely hampered, as they must seek to avoid impaling their ally while he bobs and weaves in an unpredictable manner and invariably inserts himself directly between the enemy and those behind him. These individuals suffer a -6 Attack penalty and a +4 Speed penalty. In addition, on any attack roll of ≤6 on the d20p that fails to hit the target or on any fumble, they impale their frontline ally for full damage. This fumble result either occurs in tandem with ancillary fumble effects or supercedes the result as appropriate.

Those with appropriate training may operate with far greater precision. However, this proficiency is synergistic and requires all ranks to possess the proficiency. The benefit accrued to the frontline combatant is absolutely dependant on the ally to his rear possessing the ability to operate in synch. Thus unless all ranks possess the proficiency no benefit applies.

When operating as part of a trained phalanx, frontline warriors incur no penalties to their martial abilities. Those to their rear suffer a mere -2 Attack and +2 Speed penalty. There remains a chance that they may accidentally impale those to their front but only do so on a fumble.

Skinning/Tanning (2 BP): This proficiency involves removing the skin from a creature with a minimum amount of damage. The character must have a sharp knife and the dead creature in order to perform this act.

A character can also tan hides with this proficiency, provided that he has appropriate tools (e.g., knives, mallets, vats, etc.), the various noxious tanning materials and solutions required (e.g., animal brains, lime, cedar, alum, dung, urine and water) and enough time. It often takes hours or days just for the cleaning and soaking alone.

Style Sense (2 BP) [specify region]: The stylish character is familiar with the prevailing modes of expression in architecture, art, music and fashion (i.e., he knows what is popular among various social classes) popular in a certain region. The character does not gain insight about how to create such works himself (he must have an appropriate skill to do so) nor will he know how to attach a price to said item, but he does have the aesthetic sense to recognize such when he encounters them.

For example, without this proficiency, a potter may have the aptitude to create a decorative clay vase, but it won't find as much favor among his clientele as would a vase of the popular style of the time. This proficiency can be particularly useful for foreign visitors who want to know how to dress in a manner that exudes taste, class and refinement (and incidentally not standing out in a crowd as an 'ignorant country bumpkin').

Taxidermy (4 BP): A character with this proficiency knows how to stuff and mount dead creatures in a realistic display (usually as hunting trophies). The taxidermist can perform this work on all types of vertebrate amphibians, birds, mammals, reptiles as well as monsters that generally fit into one or more of these categories. Average completion time depends on the size. (As a rough guide, small creatures take about 3 weeks to prepare while something as large as a grizzly bear may take a month and a half.)

Prerequisites: The character must possess the Skinning/Tanning proficiency, at least Novice mastery in the Carpentry skill and at least Advanced mastery in Leatherworking.



Talents

Martial Talents
Advanced Sighting 148
Attack Bonus 148
Blind-Fighting 148
Blind-Shooting 149
Combat Casting 149
Crack Shot 149
Damage Bonus 149
Deceptive Defender 149
Greased Lightning 149
Improved Reach 149
One-Upsmanship 150
Parry Bonus 151
Precision Aiming 151
Precision Combatant 151
Swiftblade 151

Miscellaneous Talents
Age Gracefully 151
Charm Resistant 151
Diminish Spell Fatigue 151
Dodge 151
Fast Healer 151
Forgettable Face 152
Hit Point Bonus 152
Illusion Resistant 152
Improved Awareness 152
Less Sleep 152
Long Distance Running 152
Mitigate Spell Fatigue 152
No Accent 152
Pain Tolerant 152
Physical Conditioning 153
Poison Resistant 153
Polyglot 153
Resolute 153
Stout 153
Supernatural Affinity 153
Tough as Nails 153
Tough Hide 153

TALENTS

The header for each talent gives its name and Building Point cost, while the description provides a general outline of what a character with that particular talent can do. Some descriptions include rules to cover specific uses or situations, or exact instructions on the talent's effects if used successfully.

Martial Talents

Advanced Sighting (35 BP)

Through a combination of keen eyesight and practical knowledge of trajectories, this character can mitigate the disparaging effects of distance on Accuracy with ranged weapons. All targets are treated as if only two-thirds their effective (i.e. size modified) distance. Thus, if shooting at an orc 60 feet away, the individual with this talent would use 40 feet as the target distance on the ranged attack charts.

TIP: The Ranged Attack charts are located in ***Chapter 13: Combat*** (p. 220).

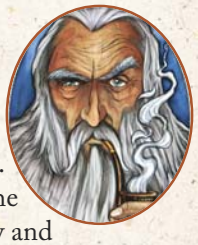
Attack Bonus (specify weapon) (10 BP)

This talent provides a +1 attack bonus with any one melee weapon of the player's choice. This talent may be taken multiple times but only once for a particular weapon.

Blind-Fighting (40 BP)

A character with a talent for blind-fighting is capable of fighting in conditions of poor or no light (but this tal-

What are Talents?



Talents are an indicator that the character possesses some extraordinary ability inherent to his makeup. Talents differ from skills in that the latter are acquired via an often slow and painstaking learning process and one's mastery of said is a direct correlation to the effort expended in doing so. Talents, on the other hand, require no such training. They are a natural gift.

No amount of study or practice will imbue a character with the capacity to function normally on a diminished sleep regimen or resist the powers of magical charms. Other talents, most notably those particular to combat, may be *emulated* through experience and training though this puissant skill at arms does not supersede any natural aptitude. An individual possessing a knack for swordplay, given comparable training, will always exceed his peers. Thus any bonuses derived from Talents are cumulative with those gained by advancement or specialization.

Talents need not be chosen exclusively during character creation. Those that are represent traits the character has been aware of for all his life, while others may lie dormant until they manifest themselves later on.

ent does not allow spell use). In total darkness, the character suffers only a -4 penalty to his attack roll (compared to a -8 penalty without this skill). Under conditions of extremely dim illumination, the character incurs only a -2 penalty. The character suffers no penalties to his Defense because of darkness or inability to see.

This talent is effective only against opponents or threats within melee distance of the character. Blindfighting does not grant any special protection from missile fire or anything outside the immediate range of the character's melee weapon.

While moving in darkness, the character may safely proceed at a walking pace much as with blind characters.

Furthermore, this talent aids the character when dealing with invisible creatures, reducing the attack penalty to -4. However, it does not enable the character to discover invisible creatures; he has only a general idea of their location and cannot target them exactly.

Blind-Shooting (40 BP)

With this talent, a character can fire at opponents he cannot actually see. These may be targets beyond his effective range of vision (such as goblins dimly backlit by a torch beyond the PC's torch or lamp light) or merely voices and/or noises in the dark.

Shots made at dimly lit targets suffer -2 accuracy while completely blind shots are made at -6. (The target may employ a shield for cover if held at the ready). The GM should secretly determine if the shot hits by comparing the archer's attack roll versus the true distance to the target (known only to the GM) and applying cover if applicable.

Combat Casting (30 BP)

A spellcaster with this talent can focus enough to defend fully against one opponent while preparing a spell. Additional enemies attack against the mage's standard d8p defense roll while casting. This talent may be purchased additional times for a discounted rate of 5 BPs off per previous purchase (i.e., 25 for the second purchase, 20 for the third, etc.). Each additional purchase allows the caster to defend against one additional opponent.

Crack Shot (specify weapon) (10 BP)

A crack shot has a good eye and intuitive feel for precisely targeting opponents with ranged weapons (such as bows, crossbows, javelins, etc.) and receives +1 to attack when firing or hurling said weapon. This talent may be taken multiple times but only once with regard to a particular missile weapon.

Damage Bonus (specify weapon) (10 BP)

Characters with this talent get a +1 bonus to damage with one melee weapon of the player's choice. This talent may be taken multiple times but only once for a particular weapon.

Talent Limitations



If yer like me, yer slaverin' over the chance to take about eight instances of Damage Bonus to really knock them owlbeasts fer a loop. Hold yer horses right there. Unless specifically stated otherwise, these are single serving portions. You can't take but one of each – though you can spread your natural gifts over several different weapons if'n ya have a mind fer that.

These talents also won't allow you to circumvent the natural laws of the universe such as minimum weapon speed.

Deceptive Defender (17 BP)

This combat style instructs pupils in the art of misdirection. Those proficient in these techniques are able to feign weakness in their defenses or otherwise delude an attacker into expending effort in fruitless and easily parried blows. This provides a +1 Defense bonus versus an opponent's initial attack. Subsequent attacks by the same opponent do not merit this defensive bonus.

Should an opponent declare a Called Shot, they will notice the change in tactics and can compensate accordingly. Proactively, they increase their opponent's delay to 4d4p seconds. When the blow arrives, they receive an additional +4 bonus to defense versus the called shot.

Prerequisite: Average Mastery in Acting

Greased Lightning (specify weapon) (10 BP)

This character is unnaturally quick at reloading missile weapons and bringing them to bear for a subsequent shot or readying another hurled weapon. This talent gives him a -1 Speed bonus for ranged weapons (subject to the weapon's minimum speed). This talent may be taken multiple times but only once with regard to a particular missile weapon.

Improved Reach (15 BP)

This aggressive combat maneuver involves a fair degree of footplay and is ill-advised for the clumsy or daft afoot. Once mastered, it permits one to increase the effective range of lethality of hand held weaponry by an additional foot. If, when coupled with the weapon's natural reach, this new distance exceeds that of one's opponent, those possessing this talent may strike the first blow.

TIPS:
Movement in complete darkness is covered in ***Chapter 17: Miscellaneous Rules*** (p. 281).

TIPS:
Minimum Weapon Speed is discussed in ***Chapter 9: Proficiencies*** (p. 143).

TIPS:
The Defense bonus provided by **Deceptive Defense** is cumulative with other defensive adjustments an individual may possess.

Should a **Deceptive Defender** and a **Precision Combatant** (see following page) meet in mortal combat, their specialist fighting styles effectively cancel each other out.

Should the result be a tie (such as if a thief armed with a short sword and possessing this talent meets up with a scimitar wielding orc), the inherently longer weapon trumps the advantage this talent provides.

This talent is only applicable to one type of weapon though may be taken again with a different implement.

Prerequisite: Dexterity 12+

One-Upsmanship (10 BP)

In ordinary circumstances, a tie between an Attacker and Defender results in a missed attack (or a shield hit as the case may be). However, there are certain intrepid characters possessing both honor as well as a bit of flair that can circumvent these restrictions that frustrate those of lesser aplomb.

This talent, one that may only be employed in melee combat, has a number of preconditions. First of all, it may only be utilized by an individual possessing at least Average Honor (note that those of lesser repute may purchase the talent – perhaps in anticipation of someday bettering their reputation!) Secondly, one's foe must be less honorable. This has less to do with honor points than honor category – thus a novice warrior in great honor may employ this maneuver against a more experienced foe that while possessing more honor points is in a lower category. (Should both combatants be in the same honor category, gross point totals dictate the individual of greater honor). Last, but certainly not least,



execution of One-Upsmanship must be accompanied by a catchy, snarky or otherwise distinctive catch phrase. Should all these conditions be met, the Attacker "one ups" his opponent gaining a situational +1 Attack bonus permitting him to land a blow where those of middling stature could not.

Parry Bonus (specify weapon) (10 BP)

A character with this talent gets a +1 defense bonus with any one melee weapon of the player's choice. This talent may be taken multiple times but only once for a particular weapon.

Precision Aiming (18 BP)

Through exacting training in accuracy with ranged weapons, this style teaches combatants to tighten their shot grouping. When simply aiming normally (i.e. center of mass) this provides no statistically significant bonus. However, if making a called shot, it shortens the delay time to 1-2 seconds and reduces by half the passive defense bonus ordinarily given to targets of such an attack.

Precision Combatant (12 BP)

A melee warrior possessing this talent has been rigorously trained to deliver blows to specific anatomical locations. As such, they are exceptionally skilled at delivering called shots. When declaring one's intent to target a specific location on an opponent, they incur a d4p second delay during which time they receive only a -2 penalty to defense.

An adversary is hard pressed to defend against these determined attacks as they are guised in skillful feints and deceptions meant to deceive him as to the true location the attacks wishes to strike. As such, he is granted only half the standard defense bonus normally awarded when a called shot is declared.

Swiftblade (specify weapon) (10 BP)

A character with this talent gets a -1 Speed bonus with any one melee weapon of the player's choice. This talent may be taken multiple times but only once for a particular weapon.

Micellaneous Talents

Age Gracefully (13 BP)

This talent manifests itself later in life. As they grow older, such individuals retain a youthful appearance belying their true age. They are seemingly immune to severe wrinkling and sagging skin that serves to compromise the looks of their similarly aged peers. While their hair will eventually gray, it does not substantively distract from their appearance.

Details on the adverse effect of aging are available to your GM in the GameMaster's Guide.

Charm Resistant (16 BP)

This talent provides exceptional resistance to magical charms (+12 bonus to saving throws).

Diminish Spell Fatigue (20 BP)

A mage with the Diminish Fatigue talent recovers from Spell Fatigue one second sooner than normal. This talent may be purchased up to three times, however each purchases costs twenty BPs times the improvement (40 BP for second purchase, 60 BP for third purchase – all three costs 120 total).

Dodge (25 BP)

This talent is a boon for lightly armored combatants, such as scouts or thieves. Other individuals whose delicate skin is laid bare to the depredations of blades, claws and teeth without a protective layer of bulky steel may also benefit.

In frontal melee combat (i.e., one in which the defender can see his opponent), an individual with this talent gains +1 to his Defense roll. The alternate (and perhaps more valuable) benefit occurs against missiles. Ordinarily, an active defender rolls an unmodified d20p versus the ranged attacker's die. Possessing this talent permits the defender to add the Defense modifier provided by his Dexterity (assuming he can see the approaching missile; e.g., someone isn't shooting at his back). Note that if a defender with the dodge talent and a shield opts to use the latter to deflect missiles, he has chosen not to employ his dodge talent and thus any benefits do not apply.

For instance, let's say that Relf, an elven thief, is accompanied by a group of fellow treasure seekers. While breaking and entering into the home of a band of goblins, the creatures naturally seek to drive the intruders off by firing crossbows at them. The fighters and cleric crouch behind their medium shields and advance under fire. Should the goblins score a hit (by exceeding the defender's d20 roll with a d20+3 roll of their own), the shielded party member may deflect the bolt by rolling 11+ on a d20. Relf is not so fortunate. However, he has the Dodge talent and, due to the +4 defense modifier granted by his 16/10 Dexterity, he rolls d20+4 versus the goblins' d20+3 to avoid being hit. The party mage has neither of these advantages and so rolls an unmodified d20 versus the goblins' d20+3 and if struck immediately suffers full damage.

Fast Healer (10 BP)

The fast healing individual is blessed with a physiology capable of enhanced recuperation. He thus regains Hit Points at a quicker pace than normal men. Each wound point heals, except the final point, one day faster

TIPS:
The benefits of **Long Distance Running** have no racial limitations. For example, a dwarf with this Talent may keep pace with human or elven companions.

than normal. The final point is restored in 12 hours instead of one day.

For example, a 3 hp wound normally takes six (3+2+1=6) days to heal: three days for the first point healed, two days for the next and one day for the last point. A character with Fast Healer would recover in just three and a half days (2+1+½ = 3½).

TIP: Increased recuperative abilities gained via *Fast Healer* are further augmented by care offered by a *First Aid* provider (see ***Chapter 11: Skills*** p. 172). Benefits from the *Fast Healer* Talent take precedence. Thus a 3 hp wound sustained by an individual with this Talent under the care of a *First Aid* provider would take 1+1+½=2½ days to recover (*First Aid* cannot reduce recovery time below 1 day per category and thus is not beneficial beyond the first day in this particular instance).

Forgettable Face (20 BP)

Something about this character's appearance simply prevents him from sticking in people's minds. Unless he engages in meaningful conversation with someone, NPCs only have a 10% chance to recall specific details about the character and/or positively identify him at a later date. If a character did have a meaningful conversation, his base chance to remember specific details about that forgettable face is 85%.

This chance can be modified by circumstances, as noted:

- Each previous encounter: +5%
- Each week since last encountering character: -1%

Hit Point Bonus (20 BP)

A character with this talent receives +1d4 to his Hit Points. This talent may be taken repeatedly.

Illusion Resistant (10 BP)

The character with this talent will gain a +6 bonus on any Saving Throws versus illusion-type magic (see saving throws in the combat chapter).

Improved Awareness (20 BP)

Characters possessing this talent have been trained to be more cognizant of their surroundings and better able to react quickly to danger. This permits them to roll a superior [e.g. lower] initiative die. Whatever die type is called for by the GM, the aware PC improves his die type by one. For example, if the GM calls for a d12, a PC with this talent would roll a d10. Die order is as follows: d12, d10, d8, d6, d4, d3. A d3 is the best die that can be rolled, ever.

This talent cannot compensate for poor aptitude [via ability scores] or substandard martial training [via one's class initiative table] and so does not modify the character's base initiative score.

This Talent replicates the same fundamentals that permit certain classes or races to gain a similar advantage. As such, Improved Awareness provides no additional benefit to those individuals.

Less Sleep (24 BP)

Characters with this Talent require only minimal sleep. Three hours is sufficient to allow normal mental functioning. These individuals are also highly resistant to spells that induce drowsiness or sleep and gain a +12 saving throw bonus against them.

TIP: Spell Fatigue is discussed in ***Chapter 19: Mage Spells*** (page 334).

Fighter/Mages may benefit greatly from the Mitigate Spell Fatigue Talent.

Long Distance Running (10 BP)

By mastering both the physical requirements and, more importantly, the requisite mental discipline, a long distance runner is able to cover far more distance overland than his peers. This skill provides maximal benefit in open country as it provides no benefit to the delaying effect of having to negotiate obstacles.

In open plains, characters can cover 40 miles in a day. Maintaining this pace for several days, though, taxes even the hardiest soul. At the end of each day's run, the character must make a Constitution check. If successful, he can continue his run the following day. If not, he may continue his trek but must do so at a relaxed pace (e.g. standard overland movement of 20 miles/day). Check again at the end of each day's travel – success permits the character to once again run at a fast pace.

If any Con check is a critical failure (e.g. a natural '1' is rolled), the character suffers some form of compromising injury, such as pulling a muscle, suffering a strain, or the like. 1d4p days of complete rest are required to recuperate. The character may opt to continue walking (at half normal pace – 10 miles/day) but will aggravate the injury preventing recovery as long as he fails to rest.

In impeded terrain, this skill only permits the character to cover 15 miles/day rather than the normal 10. In restricted terrain is provides no benefit at all. In either of these two situations, no Constitution check need be made at the end of a day's travel.

Prerequisite: Hiking/Road Marching Proficiency

Mitigate Spell Fatigue (20 BP)

The Mitigate Spell Fatigue talent allows a spellslinger to better defend himself while under the effects of Spell Fatigue; the mage in question suffers only a -3 penalty rather than a -6 penalty to defense while suffering from Spell Fatigue. He is also capable of moving at walking speed.

A mage may purchase Mitigate Fatigue a second time for 40 BP (60 total) to reduce the penalty to 0.

No Accent (10 BP)

A character with this talent can speak any language he knows without revealing his native accent, regardless of his mastery in the Language skill. (This talent does not provide additional mastery.)

Pain Tolerant (20 BP)

A character with this talent can withstand agonizing pain far better than others; he receives a +10% bonus when calculating his Threshold of Pain.

Physical Conditioning (25 BP)

With natural talent honed through callisthenic regimen the character succumbs to fatigue far slower than other characters. Such a conditioned character gains a -3 bonus to his Fatigue Factor. Fatigue is discussed in ***Chapter 13: Combat*** (pages 232-233).

Poison Resistant (4 BP)

This talent provides the character with a greater resistance to toxins and their baneful effects. In practice, this permits a +1 bonus to the contested die check (d20 + Constitution) when attempting to resist the effects of poison.

This talent may be taken multiple times to gain an ever greater capacity to resist toxins. Each subsequent purchase costs 4 BP more than the previous one (8, 12, 16...)

Polyglot (10 BP)

These individuals have a natural affinity for languages and even as adults readily grasp new vocabulary and grammar. They may purchase the Language skill for new tongues with but casual exposure. All such purchases require only a single Building Point and receive a +2 bonus to the Mastery Die.

Resolute (20 BP)

A character with this talent is able to muster his resolve and snatch victory from the jaws of defeat. Any time he suffers a blow that would knock him to 0 or fewer hit points (but not death), he may attempt a Constitution check that, if successful, restores him to d8 hit points (i.e. he temporarily gains the absolute value of his current hp total plus an extra d8). Unfortunately, the extra hit points only last 30 plus 5d12p seconds, so he'll need to obtain some sort of healing before then or collapse (or die if he suffers further injuries).

For example, Delray is a fighter possessing 13/22 Constitution. A troll bites him with such savagery as to knock him to -5 hit points. If he possessed the Resolute Talent, he would have the opportunity to roll a d20p and, should he roll 1-13 (the CON check), he would immediately revive. Upon reviving, he has d8 hit points. He rolls 7 thus temporarily gains 12 hit points (5 to bring him up to zero plus d8 additional hit points). At the end of 30+5d12p seconds, these extra hit points vanish leaving him again at -5 hit points.

If he sustained a wound for 6 hit points during the period in which the Resolute Talent was in effect, he would not be incapacitated but when the duration ran out, he would now be at -11 hit points and thus be dead.

Stout (20 BP)

The stout character is far more resistant to being knocked back by a powerful blow than similarly sized peers. As such, he is counted as one size category larger for determining the force of the blow required to knock him back. For example, an elf with this talent would need to sustain a 15 HP blow in order to be knocked back while an equally talented human would have to be hit with a 20 HP wallop.

Supernatural Affinity (25 BP)

Such individuals have a connection with the mystical world that lies beyond the senses. They are naturally imbued with 20 Spell Points that they may access per day. However, unless formally trained to harness and direct this magical energy, they cannot cast spells. If trained (e.g. having mage as a classs) they may add these to their SP total. Even if unable to cast spells, they may use items normally restricted to the Mage class and utilize their innate spell points to substitute for charges.

TIP: Individuals with **Supernatural Affinity** are not *trained* in the arts of magic thus do not have access to restricted abilities such as the **Magical Transcription** proficiency.

Tough As Nails (20 BP)

This character is a tough guy. He can shrug off pain far batter than his constitution affords. Consequently, he rolls a d12p for all Threshold of Pain checks (rather than a d20p). A character that successfully uses this talent is known as a 'tough guy'. (*N.B. a non-dwarven, size small character with this talent is referred to as 'tough little guy' rather than a 'tough guy'.*)

Tough Hide (40 BP)

A few rare characters are unusually stoic and can shake off wounds far easier than the norm. Such characters receive a +1 Damage Reduction bonus to any wound suffered (i.e. each wound is reduced in severity by 1 hit point). This bonus is cumulative with the damage reduction of any armor he may be wearing.

Chapter Eleven



Skills

Mastering Skills 154
Skill Definitions Chart 154
Mastery Die Modifier Chart 154
Utilizing Bonus Building Points 155
Skill Checks 155
Difficulty Modifier Chart 155
Universal Skills 155
Mastery and Difficulty 155
Time and Failed Checks 155
Opposed Checks 155
Summary Charts of all Skills with Relevant Abilities, BP cost, Universality, Prerequisites and Tool Requirements 156-157
Skill Descriptions 158-191

Skills have a wide array of uses and include such varied subjects as Botany, Forgery, Hiding, Literacy and so forth. Your character's class may provide some of these while others must be purchased. Many players focus on utilitarian skills with broad applicability while others focus on one specific skill until they're a renowned expert - even if it's only in raising beets. If it makes you feel kewl for your character to be the best at something, by all means spend the BPs and have at it.

Mastering Skills: The first purchase of a skill gains the PC a number of points equal to his relevant ability score (or the lowest relevant ability, if multiple are listed) plus one roll of the mastery die. The mastery die is based on your character's current mastery level and is the same for all skills. Skill mastery levels begin at 0 and may increase to 100.

Current Skill Level	Current Skill Mastery	Mastery Die Rolled When Purchasing Skill
0	Unskilled	d12p
01-25	Novice	d12p
26-50	Average	d8p
51-75	Advanced	d6p
76-87	Expert	d4p
88-100	Master	d3p

Second (and subsequent) purchases of a skill gains the PC a number of points equal to one roll of the mastery die. As you become more skilled, additional expertise in the skill is increasingly harder to come by - thus the lower mastery die. The same applies to free skills received during character creation.

For instance, a halfling thief receives his first purchase of Hiding for free (relevant ability plus mastery die roll) for being a halfling, plus his second free purchase (mastery die roll only) for being a thief.

(If a free skill received at character creation has a pre-requisite, you must have the pre-requisite in order to receive the free skill.)

Naturally, high relevant ability scores add to your character's skill mastery, while low ones hamper it. Thus, all mastery die rolls are further modified by the skill's lowest relevant ability, as seen on the following chart. (Such adjustments never reduce a mastery die roll below 1.)

Relevant Ability	Mastery Die Roll Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-22	+5

TIP: The **Mastery Die Roll Modifier** applies to every mastery die rolled including the one gained with initial purchase of the skill.

Utilizing Bonus Building Points (Advanced Rule)

Characters with high scores in Intelligence, Wisdom or Charisma may receive bonus Building Points which they may only apply towards purchasing skills relevant to said ability scores. For skills with a sole relevant ability modifier, this is a simple matter (e.g. a character with 6 bonus BPs gained from his 14 Intelligence score may purchase one iteration of Astrology and Geology).

However, a character may be desirous of obtaining a skill with multiple relevant abilities. For example, a character with 14 Charisma (and thus 6 bonus BPs applicable only to Charisma based skills) may be interested in allocating these towards Administration. This particular skill has Intelligence, Wisdom and Charisma as relevant abilities. The Charisma portion of this skill comprises 1⅔ points (rounded up to the next integer of 2). He may purchase the Administration skill by allocating 2 bonus Charisma-based BPs and adding in 3 BPs from his generalized pool of building points.

Skill Checks

To make a skill check, roll percentile dice and add any modifiers incurred by the circumstances. If the final result is less than or equal to your character's skill mastery, he succeeds.

Difficulty	Modifier to Skill Check Roll
Trivial	-90
Easy	-80
Average	-40
Difficult	0
Very Difficult	+10

Universal Skills

Universal skills are those that most folks have been exposed to during their life and can employ without any formal training. For universal skills the character has no mastery in, roll percentile dice against the skill's relevant ability. If two relevant ability scores are listed, use the character's weakest score. If a skill is not a universal skill, he doesn't even know where to begin and can't use the skill until he receives some training in it.

Mastery and Difficulty

Where some guidance might be needed, a skill description includes a mastery and/or a difficulty chart. Mastery charts define what a character can do with this skill (his limitations based on current level of mastery). The difficulty chart provides examples of what might make a skill more difficult (e.g. darkness, excessive noise, poor materials, makeshift tools, being fired at, hostile animals and so on). Note that the charts are not all-inclusive, only a guideline for skill uses and restrictions. In all cases your GM sets the difficulty as appropriate for the situation.

How difficult a task is affects what sort of bonuses or penalties (if any) apply to the check, as summarized on this chart.

Time and Failed Checks

Since the skill description cannot define how long it takes to perform every conceivable action, simply use your common sense. For example, a player can't compose an opera that will be relevant for generations in just one day, but he might be able to write a simple poem in 30 minutes. Other actions (such as using Animal Mimicry to imitate a specific bird call, as a secret signal to all allies within earshot) may be nearly instantaneous.

When creating an item, the PC must spend any time required before making the skill check to determine success. Use your common sense to determine whether or not a character may re-attempt the same skill check after a failed result.

For example, a PC knows when he fails a Carpentry (or similar) check, since the item is visibly botched or flawed and the resulting piece is worthless except as kindling. If he still wants to build the item, he may spend the time and try again with new materials.

Apply a cumulative 15% penalty to each repeated check to accomplish the same task (not when using the same skill for a different task). If this penalty accumulates to the point where the character cannot possibly succeed, he must improve his mastery level in this skill before attempting the task again.

TIP: Skill checks involve rolling a d100 (abbreviated d%). This roll does not 'penetrate' on a roll of 00 (e.g. 100).

Opposed Checks

Some skill checks only involve your character, such as when he needs to remember some Ancient History, use Blacksmithing to fabricate a metal part, attempt Survival in a wasteland and so on. These checks are pretty straightforward and only require a percentile roll (with any bonuses or penalties) equal to or less than the character's mastery of that skill, as described above.

However, when you need to make a skill check against another character (usually when trying to evade their notice or forcing them to take some action), you make an opposed skill check where you and your opponent each roll d100 and add the appropriate skill mastery. The winner is the character with the highest result. The GM determines whether either character (or both) receives any bonuses or penalties to the check.

Depending on the situation, the opposing characters may roll the same skill (e.g., two characters attempting to race up parallel hanging ropes would both roll Climbing checks) or different skills as appropriate.

For example, Redblade the fighter wants to sneak past an open arch, on the other side of which is a burly guard.

TIP: When acquiring additional mastery in a Universal skill (e.g. by allocating building points), your mastery only increases by the result of mastery die and any modifier. The relevant ability score(s) are not added a second time.

Skill	Relevant Abilities	Cost	Universal	Prerequisite	Materials/Tools
Acting	Looks & Charisma	4	✔		varies
Administration	Int, Wis & Charisma	5	✘		yes
Agriculture	Wisdom	2	✘		yes
Animal Empathy	Wisdom & Charisma	2	✘		
Animal Herding	Wisdom	1	✘		
Animal Husbandry	Wisdom	1	✔		yes
Animal Mimicry	Wisdom	2	✔		
Animal Training	Intelligence & Wisdom	6	✘	Animal Empathy ≥ 30	
Appraisal	Intelligence	3	✘		yes
Arcane Lore	Intelligence	10	✘		
Artistry	Wisdom & Dexterity	2	✘	Literacy ≥26 (for written works)	yes
Astrology	Intelligence	4	✘	see skill	possibly
Blacksmithing/Metalworking	Strength & Intelligence	2	✘		yes
Boating	Wisdom	2	✔		
Botany	Intelligence	1	✘		
Carpentry/Woodworking	Intelligence	2	✘		yes
Cartography	Intelligence	5	✔*		yes
Climbing/Rappelling	Strength & Dexterity	6	✔		
Cooking/Baking	Intelligence & Wisdom	1	✘		yes
Craft	Wisdom & Dexterity	1	✘		yes
Current Affairs	Wisdom	2	✔		
Diplomacy	Charisma	4	✔		
Direction Sense	Wisdom	2	✘		
Disarm Trap	Intelligence & Dexterity	16	✘		yes
Disguise	Intelligence & Charisma	4	✔		yes
Distraction	Charisma	1	✔		
Divine Lore	Wisdom	10	✘		
Escape Artist	Intelligence & Dexterity	4	✔		
Fast Talking	Charisma	2	✘		
Fire Building	Wisdom	2	✔		yes
First Aid	Wisdom	4	✘		yes
Forestry	Intelligence	3	✘		
Forgery	Intelligence & Dexterity	8	✘	Literacy ≥35	
Gambling	Wisdom & Charisma	1	✘		
Geology	Intelligence	2	✘		
Glean Information	Int., Wis & Charisma	3	✔		

** Universal for Literate Characters only*

Skill	*Relevant Abilities*	*Cost*	*Universal*	*Prerequisite*	*Materials/Tools*
Hiding	Intelligence & Dexterity	6	✔		
History, Ancient	Intelligence	1	✘	Literacy ≥20 to gain Advanced mastery	
Hunting	Wisdom	4	✘		
Identify Trap	Wisdom	16	✘		
Interrogation	Wisdom & Charisma	5	✔		
Intimidation	Strength & Charisma	2	✔		
Jumping	Strength	1	✔		
Language	Intelligence	2	✘		
Law	Intelligence	5	✔	Average Literacy to achieve Average mastery, Advanced Literacy to progress further	
Leatherworking	Intelligence & Dexterity	1	✘		yes
Listening	Wisdom	6	✔		
Literacy	Intelligence	4	✘		
Lock Picking	Intelligence & Dexterity	12	✘		yes
Mathematics	Intelligence	5	✘	Literacy ≥30	
Mining	Strength & Intelligence	2	✘		
Monster Lore	Intelligence	5	✘		
Musician	Wisdom	3	✘		yes
Observation	Wisdom	4	✔		
Oration	Charisma	1	✔		
Persuasion	Charisma	3	✔		
Pick Pocket	Dexterity	10	✔		
Pottery	Wisdom & Dexterity	1	✘		yes
Reading Lips	Intelligence	2	✔		
Recruiting	Charisma	3	✔		
Religion	Wisdom	2	✘		
Resist Persuasion	Wisdom	3	✔		
Riddling	Intelligence	4	✘		
Riding	Wisdom & Dexterity	4	✘		yes
Rope Use	Dexterity	2	✔		yes
Salesmanship	Int, Wis & Charisma	8	✔		
Scrutiny	Wisdom	4	✔		
Seduction, Art of	Looks & Charisma	4	✔		
Skilled Liar	Charisma	4	✔		
Sneaking	Dexterity	8	✔		
Survival	Wisdom & Constitution	5	✔		
Survival, Urban	Wisdom & Charisma	2	✘		
Swimming	Strength & Constitution	1	✘		
Torture	Intelligence	4	✔		
Tracking	Wisdom	7	✔		
Trap Design	Intelligence & Dexterity	20	✘	mastery cannot exceed Disarm Trap mastery	
Weather Sense	Wisdom	1	✘		

Redblade's player rolls d% and adds his Sneaking skill mastery for a total result of 36. Since the guard is an NPC, the GM rolls d% for him, adding the guard's Listening skill mastery (it being better than his Observation skill mastery) for a total 73. Since he exceeded Redblade's score, the guard hears Redblade moving about.

Opposed rolls may also come into play when using a skill on an item (such as when attempting to detect traps or pick a lock).

SKILL DESCRIPTIONS

Acting

Relevant Abilities: Looks and Charisma
Cost: 4 BP
Universal: Yes
Prerequisite: None
Materials/Tools: Varies

Acting enables a character to skillfully portray various roles. Acting is most often used as a form of entertainment, though it can also be useful in aiding a disguise or pulling a scam. A skilled actor knows how to research his role in order to provide a realistic portrayal to include mannerisms, speech patterns, dialect or jargon.

The Acting skill also confers a cumulative 5% bonus (per level above Unskilled) to Disguise skill check rolls.

Mastery Level	The character can...
Unskilled	Give a stereotyped performance
Novice	Pretend to be a person whose background is not too dissimilar from the character's own
Average	Play a role convincing to an audience not overly familiar with the part he's portraying
Advanced	By observing and interacting with a member of a class or profession, he can pass himself off as said
Expert	Can independently 'invent' a role such as a lord, member of a cult, wealthy merchant, etc., and can dress and act the part with such skill that he can pass as that person
Master	Can successfully imitate any person well enough to fool anyone not intimately familiar with the person (barring visual familiarity)

Administration

Relevant Abilities: Intelligence, Wisdom and Charisma
Cost: 5 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes (record keeping system, the complexity of which increases with growing responsibility)

This skill provides the ability to manage an organization, including knowing how it functions, its goals, and how to parcel out tasks to other relevant parties in order to accomplish objectives set upon the administrator himself.

The administrator must scrutinize all aspects of the organization and ensure that subordinates, peers and superiors are monitored and kept abreast of progress and difficulties.

No organization can operate successfully without an administrator. Failure to properly administer said organization results in the chief's orders not being carried out to various extents.

Examples are: guard routines haphazardly executed (and possibly neglected), hirelings losing morale as they fail to be paid on time, tax levies go uncollected or lost, inadequate provisioning of the lair or fortress, etc.

Mastery Level	The character can...
Novice	Manage a small band of hirelings or mercenaries
Average	Run a fair-sized private organization with many underlings (such as a castle established by a name-level character, or a thieves' guild)
Advanced	Administer a medium-sized town
Expert	Administer a large city or state
Master	Administer a kingdom or city-state

Agriculture

Relevant Ability: Wisdom
Cost: 2 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

This skill provides knowledge of domesticating, growing and identifying food crops. Greater skill levels allow farming in less favorable conditions or achieving greater yields through knowledge of irrigation, crop rotation and species hybridization.

Agricultural knowledge is far from universal, as evidenced by the continued existence of hunter-gatherer societies. Subsistence farming provides enough food for all individuals engaged in farming as a full-time occupation. Greater skill produces more food - supporting the farmers plus a larger population. Not all farm workers need a high skill level to produce this excess.

A master farmer in a favorable climate with a workforce of 200 people can produce food to feed a population of 1,600 individuals.

Mastery Level	The character can...
Novice	Subsistence farm in a favorable locale
Average	Subsistence farm in a marginal locale; supervise farm laborers
Advanced	Produce x3 excess crops in favorable climate, manage up to 20 other workers
Expert	Produce x5 excess crops in favorable climate, manage up to 50 other workers
Master	Produce x8 excess crops in favorable climate, manage up to 200 other workers

Animal Empathy

Relevant Abilities: Wisdom and Charisma
Cost: 2 BP
Universal: No
Prerequisite: None

A character with this skill has insight into an ordinary (*i.e.*, non-fantastic) animal's emotions - to determine if it is hungry, frightened, maddened, defensive and so on.

She can show it that she desires friendship or enmity, and even ascertain if it is under magical control (due to its unnatural reactions).

This skill can placate angry animals or taunt them into attacking her, as she sees fit. A successful skill check can move the animal's reaction one step positive resulting in it either not attacking or possibly allowing the character to approach.

Difficulty	The character can empathize with...
Trivial	Docile domestic beast
Easy	Domestic animal (dog, cow)
Average	Docile non-domestic animal (deer, etc.)
Difficult	Pit bull
Very Difficult	Wild, hostile beast (bear, panther, etc.)

Animal Herding (specify animal type)

Relevant Ability: Wisdom
Cost: 1 BP
Universal: No
Prerequisite: None

This skill enables a character to exercise a greater than normal degree of control over herds of cattle, sheep, horses or other herd animals (declared when the skill is chosen).

Each type of animal has different characteristics – cattle tend to stick together, while sheep scatter, and horses have a more independent nature that makes them harder to control. A character with this skill also knows other details about herding, regardless of the specific animal chosen.

For example, a herder might ride ahead to scout out the trail and then return to relay the information to the trail hands. This is often done from a distance, by using a system of hand signals to relay the information (sitting on a horse facing right or left while waving a stick means to turn the herd in that direction).

Mastery Level	The character can...
Novice	Manage a few head that provide some of his immediate family's need
Average	Manage a small herd such that the herder's immediate family can survive off it
Advanced	Manage a large herd in lush terrain such that the herder's extended family can survive off the herd
Expert	Manage a large herd in average terrain such that the herder's extended family can survive off the herd
Master	Manage a large herd in poor or arid terrain such that the herder's extended family can survive off the herd

Animal Husbandry (specify animal type)

Relevant Ability: Wisdom
Cost: 1 BP
Universal: Yes
Prerequisite: None
Materials/Tools: Yes

This character understands the care and breeding of one type of livestock (*e.g.*, cattle, chickens, goats, horses, mules, pigs, etc.) declared when the skill is chosen. A character can try to breed animals to produce the best

stock and work at improving production (*e.g.*, eggs and milk) where appropriate to the animal. The character must have appropriate tools (a bucket for milking cows, a shovel for cleaning out stables, etc.).

The character can also increase stock quantity through breeding (check every three months for poultry, annual check for other animals). If stock increases to a point greater than he can manage at his current mastery level, he must rid himself of any overstock (sell, slaughter, etc.) within 1d2 weeks or the overstock dwindles due to disease or predation.

On a failed check, the stock depletes by a percentage equal to the difference between the rolled result and your Animal Husbandry mastery.

Mastery Level	The character can...
Unskilled	Milk cows/goats, collect eggs from poultry
Novice	Manage (feed, house) up to two animals
Average	Manage (feed, house, breed) up to 12 animals; increase quantity of stock through breeding (poultry - quarterly check improves quantity x4; others - annual check adds +20% stock)
Advanced	Manage up to 100 animals with a serf or hired helper; increase quantity of stock through breeding (for poultry - quarterly check improves quantity by x6; for others - annual check adds +25% stock)
Expert	Manage up to 1,000 animals with a few serfs or hired hirelings; increase quantity of stock through breeding (for poultry - quarterly check improves quantity x8; for others - annual check adds +30% stock)
Master	Manage thousands of animals with several serfs or hirelings; increase quantity of stock through breeding (for poultry - quarterly check improves quantity x10; for others - annual check adds +40% stock)

Animal Mimicry

Relevant Ability: Wisdom
Cost: 2 BP
Universal: Yes
Prerequisite: None

This skill allows the user to imitate any animal and/or monster noises that he is familiar with. This may be for common birds and farm animals, but the howls, cries, grunts and bellows of monsters require the character to hear the noise at least twice before he can mimic it. Higher skill levels allow imitating louder and more complex sounds as well as ensuring a greater success rate.

A successful check mimics the noise precisely, but a failed check means that the sound is wrong in some way (pitch, resonance or volume). Creatures and persons familiar with the noise detect the fraud, but other creatures or characters in earshot require Wisdom checks to determine if they detect the fakery (assuming they know anything at all about the actual sounds). Those clueless to that particular beast are still duped.

Hunters often use Animal Mimicry to fool animals while scouts use this skill to send signals to their allies.

Mastery Level	The character can mimic...
Unskilled	Noises that sound a little like the real thing
Novice	Birdcalls
Average	Animal noises (wolf, bear, dogs)
Advanced	Cries of monsters up to size L
Expert	Cries of monsters up to size G
Master	Any massive beast

Animal Training (specify animal type)

Relevant Abilities: Intelligence and Wisdom
Cost: 6 BP
Universal: No
Prerequisite: Animal Empathy 30 or better

Characters with this skill know how to train one type of animal (horse, dog, etc.) but can purchase Animal Training multiple times to train other types. A trainer can work with only one animal at a time and teach it to follow general orders or perform specific feats. He can also eliminate vices, such as those in some horses. An animal can learn any simple order or simple trick, plus up to 2d4 general orders or specific tricks.

It takes 1+1d3 weeks of work to train the animal to follow a simple order or perform a simple feat, but training for a general order takes three months. Training for a specific trick requires 2+2d4 weeks. At the end of the training time, make a skill check. If successful, the animal learns the order or trick. If the check fails, the animal does not learn the order or trick.

Mastery Level	The character can...
Novice	Within 1+1d3 weeks: break horse of a stall vice (through daily exercise); train domestic pet (cat, dog) a simple order for indoor behavior (to scratch at the door when it needs to go outside, no jumping on furniture, etc.)
Average	Within 1+1d3 weeks: break animal of a flight vice; teach a simple feat (bear a yoke, sit, stay, fetch, speak, roll over, etc.) performed upon the trainer's nonverbal or verbal command
Advanced	Within 3 months: break animal of an aggressive vice; teach animal a general order (guard, attack, track, hunt, etc.) that it performs with verbal coaxing from trainer
Expert	Within 3 months: teach animal a general order (guard, attack, track, hunt, pull, etc.) that it performs for a third party (not the trainer)
Master	Within 2+2d4 weeks: train for specific feat (attack specific person, retrieve specific item)

Appraisal (specify subtype)

Relevant Ability: Intelligence
Cost: 3 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

Appraisal provides the ability to estimate the value of items in certain categories. Appraisers can estimate an item's inherent quality (compared to typical items) and current market price. An estimate's accuracy depends on skill level - the best appraisers know an item's every nuance as well as market fluctuations.

Appraisal Subtypes
Armor & Weaponry
Artwork (sculpture, paintings, etc.) *Includes the vast catch-all of gilded and bejeweled loot you might find in a dungeon.*
Books, Maps & Documents *Cannot identify/use spell books or scrolls.*
Furs & Pelts
Gems & Jewelry
Livestock
Spices & Perfumes
Sundries *Items common to a 'general store' (provisions, tools, etc.)*
Textiles (silks, clothing and rugs) *Tapestries or rugs with a market price bolstered by their value as a piece of art are treated as artwork.*

Appraisers cannot detect if an item is magical or the degree to which a superior piece of armor or weaponry may aid its user in combat (*i.e.*, its "+" to attack or defense). However, since most magical items and superior quality arms and armor are meticulously crafted, the appraiser can make eerily accurate guesses... A successful check can also reveal counterfeit and fake items.

Mastery Level	The character can estimate worth within...
Novice	identify item as potentially valuable
Average	d20+20% of its true value
Advanced	d20+10% of its true value
Expert	d20% of its true value
Master	d20-10% of its true value

Appraisers with practical knowledge of the skills needed to create the items they're appraising (*i.e.*, a blacksmith appraising an iron door) make easier Appraisal checks based on their mastery of the subject. Novice mastery provides 10%, Average gives 15% and Advanced or greater mastery yields a 20% bonus on Appraisal skill check rolls for such items.

Arcane Lore

Relevant Ability: Intelligence
Cost: 10 BP
Universal: No
Prerequisite: None

This discipline of study explores the theoretical constructs of magic, though it does not teach actual mechanics of spell casting. Mages gain insight in this subject when leveling up (bonus mastery points equal to their Intelligence Mastery Die modifier each time), but training is open to any student.

Spell casting and Arcane Lore are related to each other much like engineering and pure science. That is, spell casting is all about applying basic magical principals to demonstrable uses. A junior spell caster is much like an amateur tinkerer. He knows little (if any) theory, but has some measure of practical experience – sufficient to deal with the elementary challenges of low-level spells. As he progresses in experience, his additional theoretical training allows him to cast progressively more complex spells. As he reaches higher levels, even if he has not specifically undertaken to study Arcane Lore, he has sufficient training to comprehend and use relatively complex magical theory. However, if he wishes to ever be anything more than a spell lobber, additional training is recommended.

Some practical applications of Arcane Lore follow:

Identifying Spell Components: This is a fundamental of Arcane Lore and is thus an Easy check. One can

TIP: Combining an average mastery of botany with the cooking/baking skill may be sufficient to allow characters to be self-sufficient in the wild.

examine materials and determine the suitability and appropriate use of said for specific incantations.

Identifying Spells: Characters viewing the physical manifestation of a spell can identify the incantation with a Trivial skill check. Note that this does not allow you to tell if someone has been charmed nor does it allow one to see through illusions. One could tell that a Torchlight spell, even if cast upon an ordinary torch, was magical and not ordinary fire.

If one can observe a mage casting a spell (this requires a second of absolute focus), an Average check reveals what he's about to cast.

Identifying Magic Items: Identifying the magical properties of an item is always a Difficult skill check (made Very Difficult if precautions are taken to avoid exposing oneself to possible repercussions from a cursed item). A full day of study is required before attempting a skill check (exceedingly powerful items may require a week or more of study). If successful, one property of the item is unveiled.

Deciphering Mage Scrolls: The rapidity with which a Mage can comprehend the contents of a particular magical formula is highly dependant on his Arcane Lore mastery. As can be inferred from the table below, only the most skilled loricists are capable of rapidly assimilating such information as their profound mastery mitigates the onerous skill check. As such, the difficulty of the requisite skill check decreases as a function of the time spent deciphering the scroll.

Failing a skill check does not mean that the character cannot ever read the scroll, merely that he must spend additional time with the document before attempting another skill check (albeit at a cumulative 15% penalty to the roll representing cumulative frustration and misinterpretation). Those who have repeatedly failed to decipher a scroll are best advised to spend a good deal of time with said manuscript lest they reach a point where they may fail to ever adequately understand its contents.

Difficulty of Skill Check	Time spent with Document
Very Difficult	10 minutes
Difficult Check	2 hours
Average Check	1 day
Easy	Fortnight
Trivial	3 months

Once deciphered, a character is fully aware of what spell appears on the scroll and may verbalize it to enact the magic. If a mage wishes to transfer the spell to his spell book rather than using it as a one-shot casting, he must roll on the Mage Spell Cognition Table (see the mage class in ***Chapter 4: Character Classes***) to determine if he comprehends the enchantment well enough to replicate it. If successful, and provided the new spell does not exceed his level limit of spells known, he may utilize his Magical Transcription proficiency and copy the spell into his spell book.

After being read aloud or copied, a scroll disappears in a puff of smoke.

Artistry (specify type)

Relevant Ability: Dexterity and Wisdom
Cost: 2 BP
Universal: No
Prerequisite: Literacy 26 or better (poetry, musical composition or written story telling)
Materials/Tools: Yes; varies by type

This skill covers the arts; select one type (i.e., sculpting, painting, poetry, jesting, dancing, creative writing or music composition) in which the character is proficient.

Artists can attempt to create works of art by performing a skill check. Success determines the quality, while a failed check indicates that the artist cannot meet his artistic ideal, or otherwise becomes frustrated and throws his failed attempt in the trash. Characters must have tools and materials appropriate to their chosen art; a painter must have paint and brushes, a sculptor needs stone and chisel, and so forth.

Literacy is required for poetry and enhances story telling to encompass scripted works.

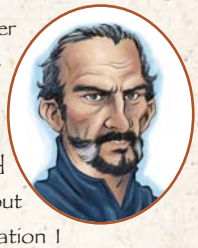
Note: Singing is a specialized form of musician utilizing the voice as an instrument and is covered under said skill. Music composition, covered here, is a different skill. It provides the music which the musician performs much as creative writing provides an actor with scripted lines to recite.

Astrology

Relevant Abilities: Intelligence
Cost: 4 BP
Universal: No
Prerequisite: See below
Materials/Tools: possibly

Astrology is a field of study that deals with celestial objects (such as the moons, stars, planets and comets). It encompasses astrometry (cataloging stars' positions, magnitudes and positions), the making of calendars and celestial navigation.

While charlatans may infer correlation of this information to earthly affairs or claim it has some predictive value based upon the season of one's birth, this is utter nonsense and serves to diminish the scholarly standing of the academic astrologer.



The coming of warm and pleasant weather coupled with long hours of sunlight certainly does much to facilitate travel. And it is these agreeable conditions that facilitated a visit from a friend many years and leagues removed. Indeed, I was startled out of my deep perusal of a vexing incantation I sought to more fully comprehend by a sharp rap upon the door to my tower.

I hastened to learn what inquisitive blaggard had deigned to interrupt my studiousness. From the relative safety behind the battlement atop my tower's roof I spied a road-worn traveler. The man was lean, nay gaunt, with deeply tanned skin making a stark contrast to his gray hair. He bore an ingenious contraption upon his back. To label it as a backpack would so flagrantly diminish its uniqueness as to be wholly duplicitous. No crude sack with straps, it was if anything an ordered company of pouches and satchels seamlessly integrated upon a wooden frame. Amazing a sight as this was, it was his saffron cape that left me agape.

I shouted that I would be down shortly to welcome him in and then rushed down the winding stairwell. You see, this was a former companion of mine from decades past. Relidar the Wanderer was our trusted clerical guide when we smacked down the slave lords of Miclenon those many years ago.

When I opened the door, I realized how many years ago those adventures took place. Reldar's face was deeply furrowed now and I scarce think how I must appear to him. But his hazel eyes were still bright with that wanderlust that so characterized his personality.

As we chatted about the old times, I related that one of my interests now was to document the body of knowledge we graybeards posses so that a new generation of heroes might benefit from our wisdom. One skill, taught even to the lowliest of the Journeymen, is Astrology. We engaged in a long discussion on the subject with my friend eventually producing a book the size of one of my own wizardly tomes in which he had charted the positions of nigh on a thousand objects in the night sky. Though impressed with this piece of scholarship, I questioned him as to its practical value. He strode confidently to my roof and produced a strange instrument (he called it an astrolabe) and jotted down a quick series of numbers. These he cross-referenced and within minutes announced that it was but half a torch's span to midnight. When I balked impertinently that this was mere hokum, he patiently explained the mathematical basis for his claim. This proof I could not refute.

I cannot relate the full contents of our discussion for matters upon which we swore oaths never to reveal were broached. However, the salient points do follow...

Mastery Level	The character can...
Novice	Identify all the constellations of Tellene, Know which direction is north
Average	Determine current fortnight (date +/- 7 days), determine time (+/- 30 minutes) during daylight
Advanced[2]	Determine precise date[1,3], create a calendar, determine location (on land or sea) to within 50 miles[1,3], accurately plot celestial objects[1,3]
Expert[2]	Determine location (on land or sea) to within 10 miles[1,4]
Master[2]	Determine precise time[1], determine location (on land or sea) to within two miles[1,4]

Difficulty*	Situation
Average	having an almanac detailing the coordinates of celestial objects, clear skies
Difficult	partly cloudy
Very Difficult	mostly cloudy

[1]requires use of an astrolabe
[2]requires Literacy ≥ Advanced Mastery
[3]requires Mathematics ≥ Average Mastery
[4]requires Mathematics ≥ Advanced Mastery
** if the sky is overcast, the skill cannot be used*

Blacksmithing/Metalworking

Relevant Abilities: Strength and Intelligence
Cost: 2 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

A character with the Blacksmithing skill can craft simple tools and other items from bronze or iron depending on the metal common to that region (working with steel is beyond his skill and reserved for armorers and weaponsmiths).

It takes at least three hours to create Novice items, six hours for Average items, nine hours for Advanced items and at least 12 hours of work for Expert and Master items. Only after this time does the smith make his skill check. With a successful skill check, the character crafts the item. A failed result indicates the work was botched or flawed in some way and the resulting piece is worth no more than the original materials.

A forge, bellows, tongs, anvil and hammer are common tools of the blacksmith.

TIP: Many skills may seem rudimentary to you because our modern society is so utterly time orientated. That you might not be keenly aware of the precise quantitative passage of time is never questioned. While this metagaming is perhaps necessary given that HackMaster is a game with quantifiable rules – many of which are time dependant – you should break yourself of this habit whenever possible. "Searching for 30 minutes" is a useful idiom for two moderns that share a common experience of what this means to them but is ridiculously precise in context (and by logical inference leads players to the presumption that they can accurately gauge when, for example, a spell of several hour's duration will terminate). Your GM is no fool. He will use this against you. By so arming yourself with skills like Astronomy and timekeeping tools, you can turn the tables on him.

Mastery Level	The character can...
Novice	Know how to operate blacksmithing tools and equipment; craft simple round or rectangular objects (wedge, piton, chisel, nails, etc.)
Average	Craft simple tools and horseshoes; supervise assistants
Advanced	Craft straight or curved bladed objects (scythes, plow blades). These are generally ineffective weapons as the sharp edges are not tempered and do not hold an edge well
Expert	Craft large and multiple-piece objects (portcullis, iron door, etc.)
Master	Fabricate complex or complicated multiple-piece objects (gears, traps, etc.)[1]

[1]The blacksmith cannot design traps. Rather, he is capable of fabricating a complex design presented to him and ensuring it functions as the designer intended.

Boating

Relevant Ability: Wisdom
Cost: 2 BP
Universal: Yes
Prerequisite: None

A character can use this skill to pilot canoes, kayaks and small boats, as well as try to prevent capsizing in rough waters. A successful check means that he guides the craft where desired, while failure indicates the craft capsizes, runs aground and so on. Note that this skill is used only for small craft such as those used on small lakes, large ponds and rivers.

Mastery Level	The character can...
Novice	Use a canoe, raft rowboat
Average	Use canoes or rowboats to transport trade goods (*e.g.*, stow casks & boxes in excess of personal equipment); supervise helpers
Advanced	Navigate a heavily laden barge (with livestock) on a large river
Expert	Pilot a small (1 mast) boat on lakes or rivers
Master	Pilot a small (1 mast) boat on the open ocean

Botany

Relevant Ability: Intelligence
Cost: 1 BP
Universal: No
Prerequisite: None

A successful Botany skill check provides knowledge of plants, while failure indicates the character does not know or cannot recall anything about that plant. This knowledge is broader than the Agriculture skill, as it extends to plants (including trees) without obvious food or textile uses.

Mastery Level	The character can...
Novice	Recognize various species of common plants
Average	Know under what conditions common plants grow best; recognize common poisonous plants from common non-poisonous plants
Advanced	Recognize various species of common plants from vague descriptions; cultivate a garden of indigenous plants
Expert	Recognize various species of rare or exotic plants; grow indigenous plants indoors or exotic plants in a garden
Master	Recognize rare or exotic plants from vague descriptions or pictures; discriminate poisonous rare or exotic plants from non-poisonous varieties; cultivate rare or exotic plants indoors

Difficulty	Examples
Trivial	Plant is in bloom
Easy	Plant is whole
Average	Identify plant fruit, leaves, tubers or seeds
Difficult	Parts of plant in a mixture or food
Very Difficult	Identify plant from charred remains

Carpentry/Woodworking

Relevant Ability: Intelligence
Cost: 2 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

A successful check indicates that the character succeeds at building an object, while a failed result indicates the work was botched or flawed in some way and the resulting piece is worthless except as kindling.

It takes at least 4+1d4p hours to create Easy items, 8+2d4p hours for Average items, 4+1d4p days for Difficult items and at least 2+1d4p weeks of work for Very Difficult items. Only after this time does the carpenter make his skill check. Common tools are a hammer, saw, nails and measuring device, though more specialized tools may be needed depending upon the job in question.

Mastery Level	The character can...
Novice	Craft broom or basket; build simple furniture
Average	Build a simple structure (shack); construct doors; supervise semi-skilled laborers
Advanced	Build a one-story house
Expert	Build a large multi-story house
Master	Build siege engines

Cartography

Relevant Ability: Intelligence
Cost: 5 BP
Universal: Yes* (subject to prerequisite)
Prerequisite: Literacy (Novice Mstery)
Materials/Tools: Yes

If a character has parchment, quills and ink, this skill allows him to create relatively accurate maps. If the PC fails to purchase these items, he cannot map the area. (Remember that parchment is flammable and yor PC could easily lose his map in a Fireball, so take precautions!)

Characters unskilled or with Novice mastery of Cartography may **not** use graph paper when mapping dungeons! Those of Average mastery will also not be allowed to pester the GM with repeated questions - they will be given the dimensions only once (if this seems unfair, you should improve your skill). Finally, if a PC can't see (*e.g.*, he's in total darkness), he can't map.

Mastery Level	The character can...
Unskilled	Draw a simple map of interconnected lines ("turned left here, went down a corridor for a while, room here")
Novice	Draw a rough, simple map
Average	Draw a fairly accurate map
Advanced	Draw a very accurate map
Expert	Create a topographical map while airborne
Master	Figure longitude, map continent-sized mass

Climbing/Rappelling

Relevant Abilities: Strength and Dexterity
Cost: 6 BP
Universal: Yes
Prerequisite: None

Characters use this skill to climb or descend trees, buildings and fences, as well as rock walls. With a successful Climbing/Rappelling skill check, the character succeeds in climbing the object. However, if the object changes significantly (such as a cliff face changing from sturdy rock to loose shale) or the character changes direction, he must make another Climbing/Rappelling skill check for this new task. On any failed skill check, the character can climb no further than one-fourth his intended distance. A second failed skill check (following a first failed check) means that the character loses his grip and falls.

Lesser skilled characters may find rope or climbing pitons to be extremely useful, depending on the obstacle climbed.

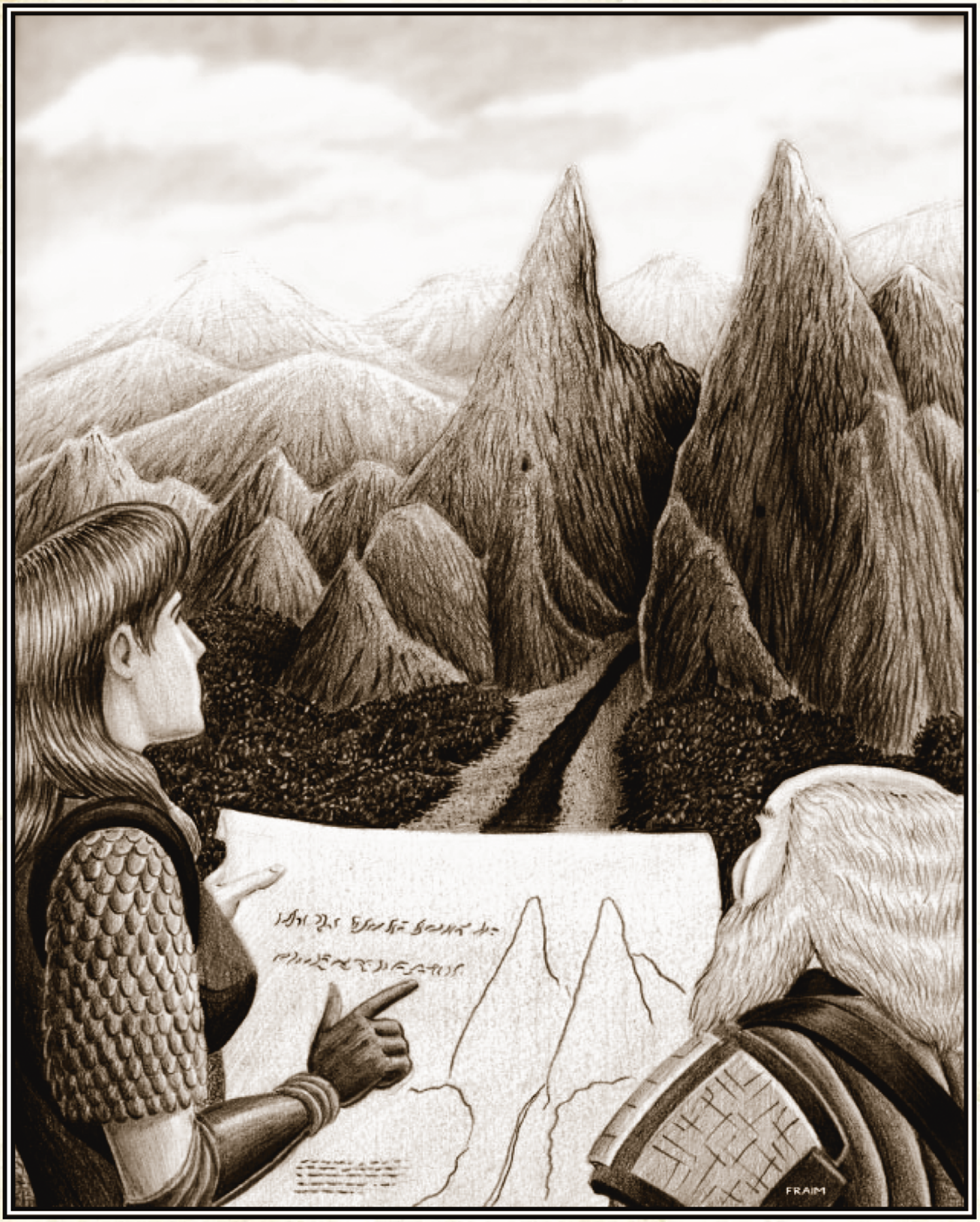
Mastery Level	The character can climb...
Unskilled	A ladder or trees with many branches
Novice	A standard building with many protrusions
Average	A rough rock wall
Advanced	A masonry wall
Expert	A sheer cliff without rope or pitons
Master	A smooth wall

DIfficulty	Examples
Trivial	Using a ladder
Easy	Using a knotted rope
Average	Using an unknotted rope, using pitons
Difficult	Without aid of rope/tools
Very Difficult	Without rope/tools on a slippery surface

Cooking/Baking

Relevant Abilities: Intelligence and Wisdom
Cost: 1 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

With a successful Cooking/Baking skill check, a cook can make nutritious meals out of just about any edible substance and can produce hot meals even in the wilderness. Failure means that the food is disgusting and inedible. Cooking a meal generally takes no more


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than an hour, although the preparation of ingredients and dishes may take several.

Why would anyone purchase this? Cost, my friend. Standard rations cost money and iron rations (ready-to-eat) are very expensive. Being able to take advantage of "found" sources of nutrition can also be invaluable when rations run low.

Contrary to the inherited wisdom of a freeze-dried, ready-made society, cooking is not opening a can of tuna and adding it to the noodles and flavor pack in a convenient cardboard box. A skilled cook can make a tasty rat stew from, well, those rats you just killed. Though hardly appetizing if you think about it, it's enough to fuel the body and keep the dungeon crawl progressing. Really, it is.

Mastery Level	The character can...
Novice	Perform basic frying, roasting and cooking
Average	Make cakes or pies; bake bread; properly preserve meats and fishes; supervise unskilled helpers
Advanced	Properly preserve fruit and vegetables
Expert	Prepare gourmet meals to impress ordinary folks
Master	Prepare gourmet meals fit for the highest royalty (kings, queens)

DIfficulty	Examples
Trivial	Preparing in a proper kitchen with a well stocked pantry
Easy	Preparing a meal on the trail with adequate food stores
Average	Preparing a meal from game and locally gathered roots and berries
Difficult	Preparing nutritious and tasty meals from unfamiliar wild sources
Very Difficult	Preparing nutritious and tasty meals from vermin (rats, insects)

Craft (Specify Trade)

Relevant Abilities: Wisdom and Dexterity
Cost: 1 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

This skill permits an individual to engage in a specific fabrication trade such as basket weaving, bookbinding , candle making, etc. Consult your GM should you require specific information relevant to a particular trade.

Current Affairs

Relevant Ability: Wisdom
Cost: 2 BP
Universal: Yes
Prerequisite: None

This skill helps a character know the goings-on in the world around him. He tries to keep informed of all the latest developments in any region. The information obtained is always publicly available knowledge and never secret or classified information. With a successful Current Affairs skill check, the character successfully asks questions and learns information about the local area. On a failed check, people either don't know or refuse to answer the character's nosey questions.

Unskilled characters have access to local rumors as would be expected. Those with Average mastery should receive twice the ordinary amount of rumors while those of Expert mastery know all local rumors if they seek them out. In addition, those with Advanced mastery or above may check the veracity of any rumors they encounter by having the GM roll a [secret] skill check. If successful, the PC identifies a single false rumor.

Mastery Level	The character can learn...
Unskilled	Major developments (wars, well-publicized events) occurring in his local area, local rumors
Novice	Names and faces of prominent local citizens, major local developments (i.e. 10 mile radius)
Average	With whom local citizens associate and how frequently; major developments over a large area (i.e. about a 50 mile radius)
Advanced	Political leanings/alliances of prominent local citizens; major developments over a great area (i.e. about a 200-mile radius)
Expert	Political leanings/alliances of prominent citizens of the kingdom; major developments over a huge area (*approx.* 600 mile radius)
Master	Political leanings/alliances of prominent citizens throughout the civilized world; major developments in the whole known world

Diplomacy

Relevant Ability: Charisma
Cost: 4 BP
Universal: Yes
Prerequisite: None

A character can use this skill to attempt negotiations ranging from something localized (such as convincing a small band of goblins that it's in their interest to allow the PCs to leave their territory no more harmed than they already are) to Byzantine secret treaties between rival warring kingdoms.

A diplomat knows when to compromise and when to take a hard line in order to get what he wants. A skill check is required if a character entreats any person or group.

A successful roll means the person being negotiated with reacts favorably to the character and his offer. Subsequent skill checks may be required for an evolving or extended duration relationship. A failed check, naturally, means that the character's diplomatic efforts were unsuccessful.

Note: There should be a 20% penalty to the skill roll if the diplomatic effort must proceed through a translator (increase the penalty up to 50% if the translator is very, very bad.)

Note 2: Succesfully negotiating to obtain a situation detrimental to the opposing side (be it economic or security) is only of temporary duration. The time interval before the pact is broken is directly related to the extent of inequity. Grossly unfair settlements are likely to be broken as soon as the aggreived party becomes fully cognizant of being shafted. Very successful diplomats are either honest brokers or extremely duplicitous and backed by armed force.

DIfficulty	Examples
Trivial	Negotiating for a very likely result
Easy	Negotiating for a plausible result
Average	Negotiating for a possible, if unlikely, result
Difficult	Negotiating for a very unlikely result
Very Difficult	Negotiating for a ludicrous/outlandish result

Direction Sense

Relevant Abilities: Wisdom
Cost: 2 BP
Universal: No
Prerequisite: None
Materials/Tools:

This skill is not some superhuman manifestation of an extraordinary sensitivity to the earth's magnetic field. Rather, via an understanding of topography, folk wisdom, terrain association and the discipline to maintain an accurate pace count, the individual skilled in direction sense is far less likely to become inexorably lost in the wilderness.

With greater experience, he learns to avoid or mitigate the effects of common terrain obstacles that frequently disorient inexperienced travelers. He also becomes well versed in asking relevant and probing questions when receiving directions such that he can often travel many leagues through rough terrain on nothing but verbal instructions.

This skill may only be successfully employed outdoors.

Mastery Level	The character can...
Novice	Determine which direction is North; reduced chance of becoming lost
Average	Accurately gauge distance traveled; reduced chance of becoming lost
Advanced	Locate an area up to 15 miles away on verbal instructions only, cannot become lost if in possession of an accurate map
Expert	Locate an area up to 50 miles away on verbal instructions only, with crudest of maps as reference may never become lost
Master	Locate a position up to 200 miles away on verbal instructions only, may never become lost

Difficulty	Situation
Easy	possesses accurate map
Average	possesses crude or semi-accurate map
Difficult	heavy rain, snowpack
Very Difficult	night

Disarm Trap

Relevant Abilities: Intelligence and Dexterity
Cost: 16 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

Disarming traps depends on the character's knowledge and exposure to mechanical traps. The greater his subject matter expertise, the more successful he'll be in disabling identified traps. Obviously, he must identify a trap before he can set about disarming it. 'False Positive' traps are handled in the same manner as 'real' traps except that since no trap actually exists, it won't go off.

Disarming is subject to the same uncertainty as identification, in that a thief may falsely believe he disarmed the device.

This skill is only effective in disarming mechanical traps. Those invoking a magical effect cannot be neutralized via this skill.

Skill Check	Result
Pass	Trap disarmed
Fail by less than 20	PC falsely believes trap to be disarmed
Fail by 20 or more	PC aware he has not disarmed the trap

Disguise

Relevant Abilities: Intelligence and Charisma
Cost: 4 BP
Universal: Yes
Prerequisite: None
Materials/Tools: Yes

While any character can use this skill, a character well versed in the art of disguise can alter his appearance to be totally unrecognizable. There are, of course, common sense limits to this skill. A balding, fat, middle-aged dwarven innkeeper is going to have one hell of a time disguising himself as an elven prostitute (sorry, 'dancing girl').

In general, the limitations listed on the following chart note how much a character may change his appearance.

Appearance	Disguise Potential
Height	+/-25% of actual height
Weight	+/-50% of actual weight
Sex	Male or female
Hair	Any color
Eyes	Any color
Complexion	Any color
Facial Features	Highly mutable

A success means the disguise is accurate, while a failure means the character believes it to be - when actually it is not. Looks cannot be improved with this skill (though a high Looks score may be concealed). Obviously, the ability to speak the language of the person you impersonate is not granted.

The character may need to purchase clothes or materials (stomach padding, false wigs, etc.) depending on his disguise.

Mastery Level	The character can...
Unskilled	Appear as a relative of the same race, sex, and age category
Novice	Appear as another individual of the same race, sex, and age category
Average	Alter one's apparent sex or apparent age
Advanced	Alter one's apparent race
Expert	Perform multiple combinations of above
Master	Impersonate a specific individual

DIfficulty	Examples
Trivial	Fooling someone ignorant of the race you are impersonating (*e.g.*, pretend to be an elf to peasants who've never seen an elf)
Easy	Fooling someone from 30 feet away
Average	Fooling someone with casual contact
Difficult	Fooling someone you interact with at length
Very Difficult	Fooling someone from the same race, social status and geographical background

Distraction

Relevant Ability: Charisma
Cost: 1 BP
Universal: Yes
Prerequisite: None

Successfully using this skill creates such a loud spectacle that everyone within 40 feet must look at the distracting character and suffer a delay to their current action. Characters that know about the distraction before it occurs may ignore it with a successful opposed Resist Persuasion check (with a 20% bonus to the roll). On a failed check, the character fails to distract his targets. If he fails his check by 50 points or more, he unfortunately distracts those who expected it in advance (if any).

A PC may not use this skill if engaged in a fight or chase.

Mastery Level	The character can...
Unskilled	Make others glance at him (suffer a 1 second penalty)
Novice	Make others look at him briefly (suffer a 1d2 second penalty)
Average	Make others look at him for a few moments (suffer a 1d4 second penalty)
Advanced	Make others stop their actions and look at him (suffer a 1d4+2 second penalty)
Expert	Make others focus only on him (suffer a 1d4+4 second penalty)
Master	Temporarily engage a person's undivided attention (suffer a 1d4+6 second penalty)

Divine Lore

Relevant Ability: Wisdom
Cost: 10 BP
Universal: No
Prerequisite: None

A person versed in Divine Lore received rudimentary training in faith-based magic. As such, he can peruse religious writings, scrolls and other items to learn their contents. Clerics gain sagacity (+3 skill points) in this subject when they level up, but any student may pursue this body of knowledge.

Identifying Religious Icons: One can determine an object's sacramental affiliation (if any) to a known religion. This is a fundamental of Divine Lore and thus of Easy difficulty.

Identifying Spells: Characters viewing the physical manifestation of a spell can identify the incantation with a Trivial skill check (*e.g.* one could immediately spot a Divine Servant and know what it was). Note that this does not allow you to ignore, for example, the restrictions imposed by an Indifference spell.

If one can observe a cleric casting a spell (this requires a second of absolute focus), an Average check reveals what he's about to cast.

Identifying Magic Items: Divine Lore can be used to identify the magical properties of an item restricted to clerics. This is always a Difficult skill check (Very Difficult if taking precautions to avoid exposure to and repercussions from cursed items).

A full day of study is required before attempting a skill check (exceedingly powerful items may require a week or more of study). If successful, one property of the item is unveiled.

Deciphering Clerical Scrolls: The rapidity with which a Cleric can comprehend the contents of a particular religious tract is very dependant on his Divine Lore mastery. As can be inferred from the table below, only the most skilled loricists are capable of rapidly assimilating such information. As such, the difficulty of the requisite skill check decreases as a function of the time spent deciphering the scroll.

Failing a skill check does not mean that the character cannot ever read the scroll, merely that he must spend additional time with the spiritual document before attempting another skill check (albeit at a cumulative 15% penalty to the roll representing cumulative frustration and misinterpretation). Those who have repeatedly failed to decipher a scroll are best advised to spend a good deal of time with said manuscript lest they reach a point where they may fail to ever adequately understand its contents.

Skill Check	Time spent with Document
Very Difficult	10 minutes
Difficult Check	2 hours
Average Check	1 day
Easy	Fortnight
Trivial	3 months

Once deciphered, a character knows what spell appears on the scroll and may verbalize it to enact the magic. After being read aloud, a clerical scroll disappears in a cloud of incense.

Escape Artist

Relevant Abilities: Dexterity and Intelligence
Cost: 4 BP
Universal: Yes
Prerequisite: None

This skill enables a character to escape from shackles, ropes, nasty tentacles, man-catchers, constrictor snakes or other immobilizing confinement. This is usually accomplished by using deep inhalations or muscle tensing when confined (so that the ropes or tentacles loosen when the body is relaxed), temporarily dislocating a joint or similar action. The escape artist requires a full 10 seconds to attempt this skill.

With a successful check, the character escapes his bonds. On a failure, the character remains trapped and may not reattempt an escape.

Fast Talking

Relevant Ability: Charisma
Cost: 2 BP
Universal: No
Prerequisite: None

Fast Talking permits someone to initiate or respond to inquiries with a confident, rapid-fire flurry of seemingly valid jargon and B.S. meant to confuse the target. This gains the fast talker a bit of time to take an action such as slipping past a checkpoint or running from the encounter. Attacking the subject of one's fast talking immediately dispels their confusion.

Mastery Level	The character can...
Novice	gain 1d4p seconds in which to act
Average	gain 2d4p seconds in which to act
Advanced	gain 3d6p seconds in which to act
Expert	gain 4d12p seconds in which to act
Master	So confuse the recipient that he simply cannot figure out what happened and goes back to his former duties thinking the incident was odd but legitimate

Fire-Building

Relevant Ability: Wisdom
Cost: 2 BP
Universal: Yes
Prerequisite: None

A character with the Fire-Building skill knows several ways to start a fire. This may be a vital skill because torches and lanterns are not equipped with an electronic ignition nor do they ignite when rubbed against a rough surface.

With something to set alight and a few sticks of dry wood, grass, straw, moss, tinder, fungus or pages torn out of someone's spell book (plus a successful skill check), he can start a fire in 2d12p minutes (3d12p minutes for Difficult or higher checks). A failed check indicates the character is unable to start a fire.

See *Lighting Torches under Duress* in ***Chapter 17: Miscellaneous Rules*** (p. 281) should you need to light a torch in a time-critical situation.



Mastery Level	The character can...
Unskilled	Ignite a very flammable object (i.e. a torch or lamp wick) with the use of flint and steel (when there is no wind)
Novice	Start a small fire with dry tinder and flint and steel, or above in windy conditions
Average	Rub dry sticks and tinder to start a small fire
Advanced	Use above methods with damp materials
Expert	Use above methods with wet materials
Master	Use above methods with wet materials in atrocious conditions (rainstorm, blizzard)

First Aid

Relevant Ability: Wisdom
Cost: 4 BP
Universal: No
Prerequisite: None

This skill allows the character to properly tend to the sick and injured. While some basic medical knowledge is inherent in this skill (to the extent such can be said to exist), the character's role is to provide an optimal environment to facilitate the patient's own recuperative abilities, by monitoring the patient and tending to his needs as required. The most basic need for any patient is food and drink. The nursing character ensures that the injured party is drinking sufficient fluids and provided with food that he can keep down (and in fact does so). Additional responsibilities include changing bandages, keeping watch for infections and excessive bleeding and applying cold compresses to relieve fever.

First Aid providers can also perform critical care (a.k.a. battlefield medicine). If they can tend to a wound within an hour of it being inflicted (and make a successful Average difficulty skill check), their palliation restores 1 hp of damage from that wound. Note that each individual wound may only be treated once - if the remedy is botched no subsequent aid is possible.

Injured characters under the care of a First Aid provider (of at least Novice mastery) heal their wounds significantly faster, reducing the number of rest days required by one per category (a full day cannot be reduced below 1).

A 4 Hit Point wound ordinarily takes 10 days (4+3+2+1 = 10) to heal. A First Aid provider can reduce this to 7 days (3+2+1+1 = 7).

When a caregiver becomes a Master of First Aid, he reduces the number of rest days required by two per category and can fractionalize days at the end of the healing process.

A Master of First Aid can reduce a 4 Hit Point wound from 10 days to only 3¾ days (3 days and 18 hours (2+1+½+¼ = 3¾ days).

Mastery Level	The character can...
Novice	Tend to injured characters such that their wounds heal at a faster rate; critical care requires 10 minutes/wound; can distinguish whether an individual is dead or merely unconscious
Average	Stabilize a character knocked unconscious from trauma; critical care requires 6 minutes/wound; with a successful Average skill check provides +1 bonus to a dying character's Con check
Advanced	Function as a midwife to deliver children; diagnose injuries; critical care requires 4 minutes/wound; with a successful Average skill check provides +2 bonus to a dying character's Con check
Expert	Properly set broken bones; amputate limbs; critical care requires 3 minutes/wound; with a successful Average skill check provides +3 bonus to a dying character's Con check
Master	Utilize herbal remedies to heal wounds at a fast rate; critical care needs 2 min. per wound; with a successful Average skill check provides +4 bonus to a dying character's Con check

Forestry (specify type)

Relevant Ability: Intelligence
Cost: 3 BP
Universal: No
Prerequisite: None

Forestry encompasses a knowledge base specific to the active management of woodlands as a sustainable economic resource. Contrary to certain presuppositions, foresters do not advocate preservation of the status quo nor do they view logging as a causus belli. Forests represent an invaluable source of building materials both for terrestrial and naval construction, a fuel source for domestic heating and use in metalworking trades and habitat for game and important plant species. Woodlands also provide ancillary benefits by preventing erosion and mitigating extreme watershed events.

Foresters may come into conflict with groups that threaten the viability of a weald by aggressive exploitation. Forests do possess substantial regenerative capabilities but this may require decades of time. Overharvesting and particularly block cutting without replanting may have dire consequences. A forester's ini-

tial tactic, if of a benevolent disposition, is to attempt to educate the immediate populace as to the harmful consequences their activities and to train them in sustainable practices.

Mastery Level	The character can...
Novice	Safely fell trees, rate quality of timber and appropriate useage (cutting timber into beams or planks requires the Carpentry/Woodworking skill)
Average	Identify tree species (including nature and qualities), May create localized fire breaks
Advanced	Utilize silviculture as human-assisted natural arboreal regeneration technique
Expert	Assess health of forest and determine diseases or insect species responsible for degeneration
Master	Utilize his working knowledge of dendrochronology

It needs be said that the practice of forestry need not be unequivocally for the greater good. Baneful leaders may desire to husband this resource for their own exploitation and may also employ foresters as stewards that operate exclusively in the interests of the crown harassing any others that may seek to make use of this resource.

Foresters must choose a forest type of specialization (typically that native to their place of abode). Choices are: Boreal Needleleaf forest, Temperate broadleaf forest or Tropical forest. Skill checks made in unfamiliar forest types will be correspondingly more difficult.

Forgery

Relevant Abilities: Dexterity and Intelligence
Cost: 8 BP
Universal: No
Prerequisite: Literacy 35 or better
Materials/Tools: Yes

This skill enables a character to create or detect forgeries and duplicate documents/handwriting. On a successful check, a forgery passes as genuine except by other characters who are intimately familiar with the genuine article or by other persons with the Forgery skill. On a failed check, the forger's work is so shoddy that it cannot pass examination by anyone.

Forging a signature demands 1d4p hours of practice, while forging a long document requires 4+4d6p hours. Forging a document with one or more stamps and seals takes 4+4d6p hours plus another 3d4p hours for each new stamp or seal that needs to be crafted. Each stamp or seal also requires its own Forgery skill check.

Persons with the Forgery skill may examine a document to learn if it is a forgery. This check depends upon the skill check with which the forgery was made, as noted on this chart:

Item is a...	Discovered by a...
Novice forgery	Trivial check
Average forgery	Easy check
Advanced forgery	Average check
Expert forgery	Difficult check
Master forgery	Very Difficult check

Mastery Level	The character can...
Novice	Ascertain the authenticity of any document; forge a signature
Average	Forge a short document (*e.g.*, military orders) with handwriting not specific to one person
Advanced	Forge a short document where the handwriting is specific to one person; forge a simple seal or stamp
Expert	Forge a long document where the handwriting isn't specific to one person; forge a complex seal or stamp
Master	Forge a long document where the handwriting is specific to one person; forge a highly detailed seal or stamp

Gambling

Relevant Abilities: Wisdom and Charisma
Cost: 1 BP
Universal: No
Prerequisite: None

This skill allows a character to win games of chance far more often than the odds should allow. When engaged in a game of chance where skill and strategy contribute to the chance of success (*i.e.*, card games), each participant should roll d% and add his Gambling skill mastery to the tally. The highest number is the winner.

Games that require some measure of physical adroitness (like darts) do not benefit from this skill.

Geology

Relevant Ability: Intelligence
Cost: 2 BP
Universal: No
Prerequisite: None

A geologist is a specialist in the composition of the earth. He can put his skills to work in identifying likely locations of precious metals, gems, metal ores and coal.

Mastery Level	The character can...
Novice	Identify minerals (*e.g.*, he can correctly identify garnets or tourmaline on sight and know that these are used as ornamental stones but could not begin to estimate a value)
Average	Examine mined ore to determine if precious metal is present; identify natural or man-made geological hazards (possible rockslides, avalanches, unstable caves, etc.)
Advanced	Examine rock strata in-situ (i.e. in a subterranean tunnel) to determine if veins of precious metal or likely gem-bearing rock are present; locate groundwater to facilitate well drilling
Expert	Examine surface rock strata to determine if veins of precious metal are likely to be present
Master	Character has generalized knowledge that can identify likely areas to discover any mineral or metal

Glean Information

Relevant Abilities: Intelligence, Wisdom and Charisma
Cost: 3 BP
Universal: Yes
Prerequisite: None

This skill permits the character to gather information he desires. Casual intelligence (to include rumors) can be gathered by eavesdropping or by engaging in seemingly innocuous conversations with civilians. Acquiring specific knowledge (such as a guard patrol schedule or general location of a thieves' guild) requires seeking out individuals possessing this information. A skill check is required whenever the character wishes to learn anything not known to the general populace.

Since this skill depends on a network of informants and contacts, the character is at a disadvantage when in a territory not his own. ("Territory" refers to his regular base of operation – a village, one neighborhood of a city or even a small fiefdom.)

Any time a character desires to make a Glean Information skill check, he must invest a small sum of coin for drinks, bribes and so forth, or suffer an additional +15% penalty to the check. A typical effort lasts 1d4p hours and costs 1d10p silver pieces; this money must be spent whether or not the desired information is found. Ferreting out very sensitive information could take far longer and involve a far greater expenditure (your GameMaster will determine this).

If you come up dry in your investigation, you certainly can continue your search the next day, spending more money and making another check.

Mastery Level	The character can...
Unskilled	Glean facts well-known to most locals
Novice	Glean vague rumors
Average	Gather general rumors
Advanced	Gather more specific information of limited scope
Expert	Piece together various seemingly unrelated rumors and snatches of conversation to gain a sketchy answer to a particular line of inquiry the PC is pursuing
Master	Piece together various seemingly unrelated rumors and snatches of conversation to gain a clear answer to a particular line of inquiry the PC is pursuing

DIfficulty	Examples
Trivial	Gleaning information from a family member
Easy	Gleaning information from a friend or ally
Average	Gleaning information from a stranger/guard
Difficult	Gleaning information from a member of a hostile race, tribe or kingdom
Very Difficult	Gleaning information from a sworn personal enemy; gleaning information from someone who speaks an unintelligible foreign language



Hiding

Relevant Abilities: Dexterity and Intelligence
Cost: 6 BP
Universal: Yes
Prerequisite: None

An individual or creature uses this skill to hide from a casual observer using available concealment and/or cover. In essence, he tries to remain motionless and crouched down or prone, so as not to draw attention. Unless he hides behind total concealment, however, he may still be visible to the careful observer.

DIfficulty	Examples
Trivial	Hiding in complete darkness; 100% cover
Easy	90% cover; very poor lighting and some cover
Average	Very poor lighting and no cover
Difficult	Torchlight and some cover
Very Difficult	Torchlight and some shadows

History, Ancient (specify type)

Relevant Ability: Intelligence
Cost: 1 BP
Universal: No
Prerequisite: None, but cannot advance past Average mastery without Literacy 20 or better

The character knows certain specific legends, lore and history of a particular time and place. Just as a modern historian might specialize in the Late Roman Empire, the Akkadians or the European High Middle Ages, so a HackMaster historian might specialize in the human migration from Svimohzia, Kalamar's Age of Great Anguish or the rise and fall of early eastern Brandobia.

As a simple guide, choose a 300 to 500 year period (e.g. the last 300 years, 500 to 1,000 years ago, 1,000 to 1,500 years ago, etc.) and one particular nation/region (*e.g.*, Brandobia, the Kalamaran Empire, the dwarven Kingdom of Karasta, Reanaaria Bay, the Svimohzish Isle, the Wild Lands, the Young Kingdoms, etc).

This skill gives the character familiarity with the principal historical events, legends, personalities, conflicts, places, battles, developments (scientific, cultural and magical), unsolved mysteries, crafts and oddities of the time period chosen. The character can recognize things he encounters from that age with a successful skill check.

Hunting

Relevant Ability: Wisdom
Cost: 4 BP
Universal: No
Prerequisite: None

This skill equips the character with the techniques and knowledge to hunt game. This includes identifying local game animals by sight and markings, awareness of their preferred nesting and foraging sites and tell-tale clues to search for when tracking the animal. The principal technique learned is how to stealthily approach potential game so as to slink within range for a bow or javelin shot. While this superficially resembles the Sneaking skill, it is limited to specific local game animals since it focuses on concealing only those sensory cues by which these animals readily become spooked.

The skill also provides the ability to track local quarry. It does not, however, confer a generalized tracking skill. Much of the tracking component is highly correlated to knowledge of the game's habits. As such, the tracker is aided by knowing which secondary markings to look for and where to logically concentrate his search given the tendencies of the animal. While invaluable for following, for example, a deer, it provides no useful benefit to tracking humanoids.

This skill is limited to a specific climate of the user's choice: arctic/sub-arctic, temperate, tropical and savanna or desert/arid. The fauna between these admittedly large climate groupings is so diverse as to preclude skill transfer (an accomplished hunter of reindeer and caribou is likely no better at hunting jungle cats than a lay person).

Climate	Native Fauna
Arctic or Sub-Arctic	caribou, moose, polar bear, reindeer, tigers, wolves
Temperate	bears (all save polar), beaver, boar, coyote, deer, goats, mountain lions, sheep, tigers, weasels, wild cattle, wild dogs, wild horses, wolves, wooly cheetahs
Tropical or Savanna	apes, crocodiles, hyena, lions, mountain lions, tigers, snakes
Desert, Arid	camels, goats, snakes

Approaching Game

A hunter's primary skill is to stealthfully approach his prey in order to get within sufficient range to shoot a missile weapon. Depending on the hunter's mastery, he may automatically close to within the distance indicated on the chart below without spooking the animal.

Mastery Level	The character can...
Unskilled	Approach within 9d20p+180 feet of prey
Novice	Approach within 9d20p+150 feet of prey
Average	Approach within 9d20p+100 feet of prey
Advanced	Approach within 9d20p+50 feet of prey
Expert	Approach within 9d20p feet of prey
Master	Approach within 10d12p feet of prey

Approaching any closer requires a skill check for each 30 foot increment the hunter wishes to creep closer (at crawling speed). If successful, the game does not notice this movement. Any failed check means the game becomes aware of the hunter's presence. Herbivores will bolt (sprinting to safety) while predators may react unpredictably (your GM will gauge their reaction).

It is possible to approach to within melee weapon distance (any distance ≤ the hunter's weapon reach indicates this). In this circumstance, the creature is surprised and the hunter's initial Attack is met with a d8p Defense).

Naturally, this skill does not permit the hunter to effortlessly traverse obstacles (such as a body of water). He must find a way to cross the obstacles himself.

DIfficulty	Examples
Trivial	Walking over soft prairie grass at night and upwind of the animal
Easy	Advancing over soft prairie grass in daytime and upwind of the animal
Average	Walking on dry ground in daytime with changing winds
Difficult	Moving across a twig-strewn forest floor while downwind of the animal
Very Difficult	Walking across dry crunching leaves at high noon while downwind of the animal

Identify Trap

Relevant Ability: Wisdom
Cost: 16 BP
Universal: No
Prerequisite: None

There's one sure way to find a trap and that's to set it off. For all but the most benign and comically oriented traps, this is a situation best to be avoided.

Identifying traps involves a minute examination of the subject article (be it a chest, door or section of floor). The thief looks for incongruities or oddities in the item, especially near hinges or moving parts. Great care must be taken lest the investigator unexpectedly discover a trap by setting it off. This can be painstakingly slow (figure d4p – d12p minutes per 5'x5' area depending on the density of possibly trapped objects in the area.

With increasing skill, the thief gains exposure to a broader variety of trap mechanisms and thus can detect their presence more easily.

Identifying traps is never a sure thing. Instead of a simple yes/no skill check, there are four potential outcomes: 1) successfully identify if a trap is present; 2) mistakenly identify a trap where there is none (*false positive*); 3) mistakenly identify that no trap is present when one exists (*false negative*); and 4) activate the trap.

Skill Check	Result
Pass	Successfully identify if a trap is present
Fail by less than 30	Either fail to identify trap if present (while not setting it off) or falsely believe that a trap exists where there is none
Fail by 30 or more	Activate a trap if one is present

Interrogation

Relevant Abilities: Wisdom and Charisma
Cost: 5 BP
Universal: Yes
Prerequisite: None

A character uses this skill to persuade uncooperative people to reveal information against their will. This generally involves the use of threats, coercion or other such methods (though not physical torture). A successful opposed skill check is necessary (the subject of the interrogation uses his Resist Persuasion skill to counter).

If the roll is successful, the person tells what the character wants to know, that is, if he actually knows. A failed check indicates that the target refuses to tell the character what he knows. Only one attempt may be made per target, per day.

Mastery Level	The character can...
Unskilled	Determine that the target knows something and refuses to tell
Novice	Convince target to tell a secret that has no consequences for himself
Average	Convince target to tell a secret with almost no consequences for himself
Advanced	Convince target to tell a secret with inconvenience for himself

Mastery Level (continued)	The character can...
Expert	Convince target to tell a secret with major inconvenience (death and torture) for self
Master	Convince target to tell a secret with major inconvenience for himself and family/friends

Intimidation

Relevant Abilities: Strength and Charisma
Cost: 2 BP
Universal: Yes
Prerequisite: None

Characters use this skill to cause others to back down in a contest of wills, to make others afraid to fight or to help with Interrogation checks. A successful opposed skill check is necessary (the subject of the intimidation uses his Resist Persuasion skill to counter). If the Intimidation skill check is successful, the character gains a 10% bonus to a subsequent Interrogation skill check against the intimidated individual.

Mastery Level	The character can...
Unskilled	Convince target to temporarily back down when there are no consequences for himself
Novice	Convince target to back down when there are no consequences for himself
Average	Convince target to back down when there are almost no consequences for himself
Advanced	Convince target to back down even though it means inconvenience for himself
Expert	Convince target to back down even though it means major inconvenience (such as death and torture) for himself
Master	Convince target to back down even though it means major inconvenience for himself and his family/friends

Jumping

Relevant Ability: Strength
Cost: 1 BP*
Universal: Yes
Prerequisite: None

There are numerous times when characters may wish to leap over an obstacle. Often the consequences of failure amount to little more than personal embarrassment. However, "coming up short" may have much greater implications when the object in question is a deep pit or chasm.

For the purposes of this discussion, let us define 'leaping' as the act of getting a running start prior to attempting to clear a fissure while 'jumping' consists of substantively the same act sans the running start (i.e running broad jump versus standing broad jump).

As a universal skill, these rules may be used to adjudicate instances when characters attempt to leap or jump over pits and such (each character possessing some mastery of the skill).

Characters certainly may improve their chances of success when attempting death-defying leaps by receiving additional training and coaching in jumping. However, the primary focus of this skill is as a tool to gauge jumping ability.

Leaping

An unencumbered human in good condition (that is, without any debilitating flaws) should be able to leap about 15 feet with the benefit of a jogging start. This is all well and good but unrepresentative of actual conditions in that your average dungeon delver has equipped himself with more than a track suit and a pair of Nikes. As such, the figures below are scaled to reflect the relative difficulty a character wearing a modest amount of gear faces when attempting to leap a specified distance.

Intuitively, a warrior in plate mail will face a far greater challenge when leaping a pit than will a lightly armored thief. Accordingly, the following adjustments must be made to the difficulty level depending on the weight and constrictiveness of the character's equipment.

Modifiers (each is cumulative)	
Minimal Clothing (tunic, sandals) and no gear:	-1 Difficulty Level
Encumbered	+1 Difficulty level
Holding two-handed weapon	+1 Difficulty Level
Thick robes, leather or padded armor	+1 Difficulty level
Wearing Shield	+1 Difficulty Level
Medium Armor	+2 Difficulty Levels
Heavily Encumbered	+2 Difficulty Levels
Heavy Armor	+3 Difficulty Levels

Because of the wide disparity possible between possible leapers, what may be a trivial leap to a thief clad in leather armor may prove very difficult for a fighter in chainmail and shield. Let me illustrate this phenomenon with an example.

A group of explorers encounters a 10' wide (and 50' deep) pit bisecting a corridor. Not wanting to incur the time of

	Leaping Ability		Jumping Ability	
Skill Check Required	Elf, Grel, Half-Elf, Half-Orc, Half-Hobgoblin, Human	Dwarf, Gnome, Gnome Titan, Halfling	Elf, Grel, Half-Elf, Half-Orc, Half-Hobgoblin, Human	Dwarf, Gnome, Gnome Titan, Halfling
Very Difficult	17′	9′	8′	4′
Difficult	16′	8′	7′	3′6″
Average	15′	7′	6′	3′
Easy	13′	6′6″	5′6″	2′9″
Trivial	11′	5′5″	5′	2′6″
Trivial -1	10′	5′	4′6″	2′3″
Trivial -2	8′	4′	4′	2′
Trivial -3	7′	3′6″	3′6″	1′9″
Trivial -4	6′	3′	3′	1′6″

hammering in spikes to secure ropes with which to climb in and out of the pit, the characters decide to leap across.

A 10' leap is beyond trivial (rated Trivial -1) meaning that success is a certainty when attempting this feat - provided one is not laden down with gear…

The first character to attempt the leap is a thief. He's wearing leather armor that adds +1 to the difficulty level. The 10' leap is now rated as 'Trivial' which means that he can still leap the 10' pit with great assurity of success.

The next character to attempt the leap is the fighter. Clad in ringmail and carrying a large shield, the leap is +3 Difficulty levels – meaning that instead of 'Trivial -1' it has become an Average Difficulty skill check. His 15 Strength ability gives him a mastery of 15 at Jumping. An average check gives him a -40 bonus which means he must roll d100–40 and score ≤15 (his Mastery) to clear the pit. His compatriots watch nervously as he ambles forward and… (the player controlling the character rolls 62 on the d100 roll) fails to clear the pit. He slams against the far side of the pit and falls to his death.



If you need to know exactly how far any individual leap attempt was, start from the lowest level which was successful and roll randomly between the increments. In the case of the fighter above, the roll of 62 would have succeeded if it was an easy check. Thus the fighter cleared 8' but not 10'. His actual distance traveled is 8' + 1-24" (roll a d6 & a d12 to determine a value between 1 and 24). Just to be meticulous, the fighter's player rolled these dice getting 4 on the d6 and 7 on the d12 meaning his leap was 9'7" – just shy of the mark.

Jumping

Jumping is handled using the exact same method – only the distances involved are shorter. Jumping should be used whenever the character cannot achieve jogging speed before attempting to clear the impediment.

Language (specify language)

Relevant Ability: Intelligence
Cost: 2 BP*
Universal: No (yes for native language)
Prerequisite: None

The character with this skill has learned to speak a particular language. A successful skill check indicates that the character is able to speak and understand the language, while a failed skill check means that he has forgotten the correct words – or cannot understand the words. For convenience's sake, you can use the chart below to judge the level of communication possible by the character.

This skill is universal for the character's native language (such as Dwarven or Kalamaran). All characters receive skill mastery equal to [37+(INT score x2)+d20p], in this native language. Naturally, they may improve this further.

Typical language choices include: Dwarven, Elven and racial/regional human languages (Brandobian, Dejy, Fhokki, Kalamaran, Reanaarese and Svimohzish),

as well as an international trader's language known as Merchant's Tongue. Consult your GameMaster should you wish to gain proficiency in another language. Note that proficiency must be learned from a person fluent in the language. As such, it may be nigh impossible to learn certain languages.

* This skill cost is only 1 BP for any language skills purchased during character creation (the presumption being that these language skills were developed prior to adulthood when learning other tongues is much easier.)

Mastery Level	The character can...
Novice	Speak a few common words correctly and understanding what they mean, ability to communicate is limited and must be augmented by pantomime
Average	Communicate in the language, vocabulary is limited and idioms are difficult to decipher, pronunciation is frequently non-standard and may require many repetitions to comprehend
Advanced	Speak and understand most normal topics of conversation, non-native speakers retain a pronounced accent while native speakers utilize non-standard pronunciation, grammar and/or inordinate use of epithets
Expert	Speak and understand conversations, non-native speakers have only a slight accent, natives use standard pronunciation and grammar
Master	True fluency, speech pattern corresponds to that of the high, elite or noble classes

Law

Relevant Ability: Intelligence
Cost: 5 BP
Universal: Yes
Prerequisite: Average Literacy required to achieve Average mastery, Advanced Literacy required for Advanced mastery

This skill provides the character with knowledge of the codes of law be they formal statutes or informal rules. However, these statues vary greatly from country to country (and may be dissimilar within regions of a nation). Equally problematic is the degree to which these codes are enforced or what liberal interpretation a local magistrate or ruler may make of the law.

As such, one must never presume that operating within the strict letter of the law offers guaranteed immunity from prosecution. Established individuals of wealth and prestige will invariably receive more favorable treatment while outsiders and enemies of the state are often subject to discrimination. The degree to which established law is upheld is largely a function of the pervasiveness of corruption within the ruling hierarchy.

Mastery Level	The character can...
Novice	Character possesses familiarity with the laws of his place of origin or permanent residence as they are customarily practiced
Average	Character possesses knowledge of the actual written laws of his place of origin or permanent residence
Advanced	Character is familiar with the entire legal code of his place of origin or permanent residence; May be granted standing as barrister in legal disputes
Expert	Character gains basic familiarity with legal codes practiced throughout the known world as well as maritime law; within jurisdiction of permanent residence character is intimately familiar with case law
Master	Given a month of study may gain fluency in any jurisdiction's law code provided he has advanced literacy in the local language

Leatherworking

Relevant Abilities: Intelligence and Dexterity
Cost: 1 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

The character with this skill can treat leather to craft clothing and other items (*e.g.*, backpacks, reins, saddles, saddlebags). Of course, the character must have leatherworking tools (*e.g.*, awl, hammer, knife, needle, thread, measuring tape) and materials (leather) to do so with proficiency.

It requires up to 1d4 hours to create Easy items, 4+1d4 hours for Average items, one day for Difficult items and 4+1d4 days of work for Very Difficult items. Only after this time does the leatherworker make his skill check.

On a successful skill check, the character manages to repair, craft or otherwise use his Leatherworking skill to full effect. A failed result indicates the work was botched or flawed in some way and the resulting piece is worthless.

Mastery Level	The character can...
Novice	Operate leatherworking tools and equipment; repair leather items
Average	Craft simple leather objects (straps, bands, bags); supervise apprentices or helpers
Advanced	Craft standard leather objects (bags, saddlebags, backpacks, etc.); craft small pieces of clothing (hats, etc.); tan and treat leather
Expert	Craft complicated leather objects (leather armor, harnesses, saddles, etc.)
Master	Craft any leather object with intricate embossing so that it is both functional and decorative

Listening

Relevant Ability: Wisdom
Cost: 6 BP
Universal: Yes
Prerequisite: None

Characters use this skill to focus their sense of hearing. Any time a character stops to carefully listen in order to "hear something," he may attempt a skill check to do so.

For example, a character might hear an approaching enemy, whispers in the darkness or the hissing of a snake locked in a chest as a guardian.

The GM may also roll this skill check any time there is some subtle noise that a character might hear (even if the character did not specifically state that he is using this skill). If the character succeeds at his skill check, he hears the noise. A failed check within 20 points of his mastery level leaves the character with the false impression that he 'heard something' (as does a successful check when there's nothing unusual for him to hear). If he fails by 20 points or more, he hears nothing.

Literacy (specify language)

Relevant Ability: Intelligence
Cost: 4 BP
Universal: No
Prerequisite: None

The character can read and write a single language. There must be someone available to teach the character for him to earn his first purchase.

Mastery Level	The character can...
Novice	Read and generally comprehend documents meant for a general audience, writing is rife with spelling and grammatical errors
Average	Read and comprehend documents meant for a general audience, write documents with occasional spelling and grammatical errors
Advanced	Read and comprehend difficult technical and academic works or documents written in an ancient form of the language, write documents free of spelling and grammatical errors
Expert	Know the complete lexicography of the chosen language
Master	Have a full philological comprehension of the language with understanding of its origins, history and literary traditions

Lock Picking

Relevant Abilities: Intelligence and Dexterity
Cost: 12 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

Lock Picking is the deft use of tiny picks and levers to simulate the action of the designated key and thereby open the lock. Susceptibility to such manipulation is an inherent weakness of all locks owing to the fact that, to serve their intended purpose, they must open when the mated key is turned. Better quality locks employ more and higher precision tumblers but this comes at rapidly increasing cost. Such locks do, however, provide a greater challenge to the would-be intruder. The GameMaster determines the quality of the lock.

The time required to pick a lock varies wildly being both a function of the lockpicker's skill and the intricacy of the lock. A novice burglar may spend d4p-1 minutes fiddling with a shoddy lock while a master may open it in a second. Your GameMaster will provide details when your perform this skill. Note that on a failed check, the lock is simply too hard to open and the character can't pick this particular lock again until he improves this skill.

Mastery Level	The character can...
Novice	Pick a Shoddy quality lock
Average	Pick a Good quality lock
Advanced	Pick a Very Good quality lock
Expert	Pick an Excellent quality lock
Master	Pick a Superior quality lock

Mathematics

Relevant Ability: Intelligence
Cost: 5 BP
Universal: No
Prerequisite: Literacy 30 or better

A character with this skill has studied mathematics. Depending on his skill mastery, the character may also be familiar with difficult mathematics such as geometry and trigonometry or integral calculus, and be able to calculate complex equations. The Mathematics skill also confers a 5% bonus per mastery level to Carpentry and Cartography skill checks.

Mastery Level	The character can perform...
Novice	General math (addition, subtraction, division, multiplication)
Average	Geometry
Advanced	Trigonometry, can perform complex geometric estimations (accurately estimate dimensions or volume of an object)
Expert	Algebra*, statistical analysis
Master	Calculus** (differential equations)

**Readers may question the positioning of algebra as a more advanced form of mathematics than geometry and trigonometry when the contemporary high school mathematics syllabus customarily places algebra first. These same readers, however, neglect to recall that this is only an introductory course and that algebra II follows courses in geometry and trigonometry. Historically, this arithmetical system was developed later than geometry and provided a means of precisely solving equations previously estimated by geometric approximation.*

***No, it's not an anachronism. Although Leibniz is credited with its discovery in the 17th century, Archimedes developed a heuristic form almost two millennia earlier. And geeze louise, if your character has an actual use for integral calculus in the game – your GM better let him do the math!*

Mining

Relevant Abilities: Strength and Intelligence
Cost: 2 BP
Universal: No
Prerequisite: None

Miners are skilled at tunneling beneath the earth. Novice miners do little more than the backbreaking job of excavation and attacking stone with picks and chisels. With greater experience, a miner can act as a foreman and direct the labor of other miners. He learns how to shore up tunnels for greater stability and to plan for drainage. Even greater mastery permits the miner to excavate increasingly larger and grander subterranean areas and ensure their integrity by proper design.

Hard rock mining is slow and grueling work. Miners can only work an eight-hour shift before becoming ineffective. During this shift, a miner can excavate 2 tons of rock (about 25 cubic feet). Soft rock mining (through loam, clay, coal or salt) allows a miner to be doubly effective.

Mastery Level	The character can...
Novice	Excavate 25 cubic feet day; Detect a grade or slope in a passage
Average	Act as foreman; Implement rudimentry structual improvements (shoring up tunnels with beams); Detect new tunnel/passage construction
Advanced	Implement drainage within mines or other subterranean works; Route tunnels and passageways through stable rock; Determine approximate depth underground
Expert	Design subterranean chambers up to 30,000 cubic feet; Detect sliding or shifting walls or rooms
Master	Design vaulted caverns and underground construction of any size; Detect stonework traps, pits and deadfalls

Monster Lore

Relevant Ability: Intelligence
Cost: 5 BP
Universal: No
Prerequisite: None

Players with this skill have accumulated a great deal of knowledge regarding the myriad of foul creatures that prowl the lands of Tellene. Whether acquired from the 'fairy tales' of youth, 'tall tales' related in various ale houses, weird stories told by travelers or knowledge gained from books, the character has devoured any information he could regarding monsters and their habits, strengths and weaknesses.

A character with this skill should be allowed to ask one or more questions regarding any monster they encounter. These should take the form of "Is it vulnerable to certain spells?" or "Does it fear fire?" Naturally, such questions are far easier to answer if the character has access to a library. As such, any skill check where the character cannot consult his books is Difficult.

If a character makes his skill check, the GM should reveal the information to the player. This roll should be made secretly for if the character fails by less than 20,

the GM should relate false (and preferably dangerously misleading) information. If the PC fails by 20 or more, he cannot recall anything about the subject.

Musician (specify instrument)

Relevant Ability: Wisdom
Cost: 3 BP
Universal: No
Prerequisite: Literacy 30 or better (transcription only)
Materials/Tools: Yes

Characters with this skill can play a specific musical instrument (often fiddles, flutes, dulcimers, lutes and recorders). Naturally the musician must have the instrument in order to utilize this skill.

This skill also encompasses singing (to wit, the use of the voice as an instrument).

Reading musical notation requires Novice mastery of the Literacy skill.

Mastery Level	The character can...
Novice	Can play/perform simple melodies
Average	Can play/perform accompanied by other musicians
Advanced	Can play/perform nearly any musical piece; tailor music to capabilities of instrument
Expert	Capable of interpreting music to any popular style; May freely insert ostinato patterns (e.g. "riffs" or short melodic phrases) to music creating a unique performance
Master	Virtuoso level skill with instrument

Difficulty	Examples
Trivial	Accurately playing a piece of music practiced a great many times
Easy	Accurately playing a piece of music practiced several times
Average	Accurately playing a piece of music practiced a few times; playing a very similar instrument (*e.g.*, a flute and a recorder)
Difficult	Accurately play a piece of music practiced once; playing a damaged or ad-hoc instrument
Very Difficult	Accurately play an unknown piece of music with no practicing

Observation

Relevant Ability: Wisdom
Cost: 4 BP
Universal: Yes
Prerequisite: None

This skill focuses certain powers of observation - sight, smell and touch (hearing has its own skill). A failed check indicates that the character is oblivious until the thing is pointed out to him. This skill is important for ferreting out advancing enemies or ambushes, generally real-time events and actions occurring, versus scrutiny, which covers static objects or areas. A GM may roll an Observation skill check for the PC any time there is an NPC, monster, event or happening that a character might notice, even if he did not specifically state that he is monitoring his surroundings. Characters are capable of noticing any event within their perception; this skill will typically be used as a competing check against another's attempt to avoid detection (sneak, hide, etc). Observation reveals only facts, not motivation.



Oration

Relevant Ability: Charisma
Cost: 1 BP
Universal: Yes
Prerequisite: None

At its core, Oration is the art of public speaking. A great orator is able to command the rapt attention of a crowd and sway their emotions with the power of his words. Such individuals know how best to present a message simply and succinctly as to maintain their audience's interest and attention.

Mastery Level	The character can...
Novice	Character possesses only rudimentary public speaking skills and finds it difficult to adequately convey message
Average	Speaker has learned to speak from diaphragm permitting him to speak loudly without becoming hoarse (vital in an era without mechanical amplification)
Advanced	Can control a crowd to ensure that he is permitted to speak his peace without interruption. Knows several methods of wittily denigrating would-be hecklers. Can logically present arguments.
Expert	(as Above) Can strengthen polemic by anticipating and employing straw man arguments to belittle alternatives.
Master	Orator can read crowd and make on the fly adjustments to presentation style to best appeal to audience. Can use dynamic vocal tone with visual histrionics to enrapture audience. Speaker resonates on a raw emotional level rather than purely intellectual.

Difficulty	Examples
Trivial	addressing very small (≤10) group that already knows the speaker at least casually
Easy	addressing a small group of strangers
Average	addressing a large group of strangers who are inclined to listen to the speaker (i.e. they do not have other pressing business to attend to or more engaging distractions – bear in mind that most people are starved for entertainment and public oratory easily fits that bill)
Difficult	addressing a crowd disposed against the orator's message
Very Difficult	speaking before large and irrationally hostile crowd with racial, ethnic, moral or class prejudices vis-à-vis the orator

A successful skill check will permit the orator to sway the crowd in favor of his argument. However, the duration of this influence is entirely dependant on future events. Those originally opposed to the argument may be easily convinced to return to their former beliefs by successive interaction with likeminded peers. Strong oratory is most effective at reinforcing preconceived notions and secondarily to sway those who are undecided with respect to the content of the speaker's arguments.

Persuasion

Relevant Ability: Charisma
Cost: 3 BP
Universal: Yes
Prerequisite: None

TIP:
Persuasion may not be used to compel actions on the part of another player character.

Persuasion is the ability to convince another person or persons to engage in an activity they might otherwise avoid for a myriad of reasons. As a general rule, the degree to which the person is inconvenienced by or appalled by the task sets the mastery level necessary to have any chance of persuading him to do it while the probability of negative repercussions sets the difficulty level.

Mastery Level	The character can...
Novice	Convince a person to do something they are already inclined to do anyways
Average	Convince a person to perform a task that results in some minor degree of inconvenience
Advanced	Persuade an individual to do something not in keeping with his normal personality
Expert	Convince a person to perform a task that results in great inconvenience
Master	Persuade a person to perform an act that he finds morally or ethically reprehensible

Difficulty	Examples
Trivial	sloth is only impediment from subject performing desired action
Easy	Desired action avoided for reasons of minor social embarrassment
Average	Action may result in social stigmatization
Difficult	Action has very real possibility of resulting in injury or has legal or financial repercussions
Very Difficult	Action has very real possibility of resulting in death, severe injury or has significant legal repercussions or obvious risk of great monetary loss

Pick Pocket

Relevant Ability: Dexterity
Cost: 10 BP
Universal: Yes
Prerequisite: None

A character can use the Pick Pocket skill to steal small and accessible items from another person. Typical scenarios include the infamous 'cutpurse' where a small pouch is shorn from a belt or a 'bump and grab' where innocuous contact with a stranger in a crowd allows the thief to quickly filch an item while the mark is temporarily distracted. It should be noted that this skill might also be used to place an item into a pocket or pouch.

Because picking pockets involves close personal contact with the victim, it is not without potentially grave risks and is subject to limitations. First, the target must be unaware of the thief. This does not necessarily mean that he does not actually see the thief, since it could (most likely) be that he is simply not aware of the hazard posed by the cutpurse. Rather, the thief must be seen to be an innocuous "face in the crowd." It is this that allows close approach. An infamous and well-known pickpocket (surely a career-ending curse) would cause anyone he met to be on heightened alert and unwilling to allow him the close contact necessary to perform his trade. Likewise, an orc in a dungeon (or any foe with hostile intent) aware of the thief's presence is not going to allow him to approach.

Similarly, only small items carried in a pouch (to include the pouch itself) or within pockets of a garment may be lifted. The key is to prevent the 'mark' from noticing the theft. Items with considerable weight (such as a sword or a pouch concealed under several layers of clothing) are beyond even the best pickpocket's ability to surreptitiously liberate.

As alluded to earlier, there are two measures to success. The first, obviously, is to gain possession of an item. The second and perhaps more important to the thief's survival, is for the victim to remain unaware of the attempt. A Pick Pocket attempt is a competitive d100 roll with the thief adding his Pick Pocket skill mastery and the victim adding his Observation skill mastery. (Situational modifiers may also apply.)

Skill Check	Result
Pass	Successful Pickpocketing
Fail by less than 15	Failed attempt but victim is unaware of attempt
Fail by 15 or more	Failed attempt and victim is aware of attempt (response dictated by your GM)

Difficulty	Examples
Trivial	Victim is asleep
Easy	Victim is drunk
Average	Victim is awake but distracted; victim is in a large and bustling crowd
Difficult	Victim is awake; victim is in a small and open gathering; victim knows character is there
Very Difficult	Victim is alert and expecting trouble; victim can see character

Pottery

Relevant Abilities: Wisdom and Dexterity
Cost: 1 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

A character uses this skill to create containers or decorative objects. It requires four hours to create an item less than 3 feet tall, six hours to create one 3-4 feet tall and twelve hours to create a larger item. Each piece must then be fired in the kiln for about one day before it is usable. Making pottery requires that the character have a kiln and a pottery wheel, as well as materials (usually clay and ample water plus any minerals for glazing). A failed check indicates the work was botched or flawed in some way and the piece is ruined.

Reading Lips

Relevant Ability: Intelligence
Cost: 2 BP
Universal: Yes
Prerequisite: None

The character can tell what other characters are saying, even if he cannot hear them. Of course, he must be fluent in the language of the observed speaker. On a successful skill check, the character discerns part of the conversation (because some sounds are much like others, lip readers never understand a full 100%). The speaker must be mostly facing the lip reader (at least a three-quarter view). If the skill check fails, nothing is learned.

Mastery Level	The character can understand...
Unskilled	A word or two
Novice	About 10% of the conversation
Average	About 20% of the conversation
Advanced	About 50% of the conversation
Expert	About 70% of the conversation
Master	About 90% of the conversation

Recruiting

Relevant Ability: Charisma
Cost: 3 BP
Universal: Yes
Prerequisite: None

Characters use this skill to recruit henchmen, hirelings and mercenaries or to raise a mob to action. Of course, henchmen, hirelings and mercenaries must be paid, so it does not depend solely on the character's skill. However, if the pay is good and terms are fair, this character is able to recruit the best men for his mercenary band and convince them to swear an oath of loyalty to him. Mobs are temporary and need not swear an oath of loyalty. A skill check is required (a competing check with the recruit employing his Resist Persuasion mastery as a counter).

If successful, the character convinces a particular person to sign on with him. A failed check means that particular person refuses. This skill check may only be performed once per week on a particular target.

Religion (specify faith)

Relevant Ability: Wisdom
Cost: 2 BP
Universal: No
Prerequisite: None

This skill allows one to learn about a particular religious faith. Basic knowledge is the tenants of the religion. Further study provides a greater knowledge of the inner workings of the church and the ability to quote scripture and prayers. A great knowledge effectively makes the character a religious scholar with the ability to debate almost any issue of importance to the church. Of course, knowledge does not presume belief.

With regard to clerics, this is considered a universal skill in so far as their own deity is concerned. Beginning clerics receive a mastery score in this skill equal to their Wisdom attribute. In addition, clerics receive +5 skill points in this skill (for their chosen religion only) every time they advance in level.

Mastery Level	The character has...
Novice	Basic knowledge of church's teachings
Average	Full knowledge of 'open' church doctrine including ceremonies, days of observance, raiment, holy books (with the ability to quote selected passages) and local church leaders
Advanced	Partial knowledge of splinter groups and heretics and reasons for said, knowledge of regional extent of church and leadership, can quote extended doctrine
Expert	Thorough understanding of religion's teachings, knowledge of heresies and internal strife, full knowledge of church hierarchy (if possible), can quote and recognize doctrine
Master	Great knowledge of the religion to include internal politics, schisms, academic comprehension of current doctrine and historical influences/personalities, can quote and cross-reference doctrine at will



Resist Persuasion

Relevant Ability: Wisdom
Cost: 3 BP
Universal: Yes
Prerequisite: None

Mastery level in this skill is indicative of a character's ability to resist various persuasive efforts of another person. Any time such persuasion would compel the character to either perform actions or reveal information undesired by the character's player, he can attempt to resist by making a competitive skill check versus the form of persuasion being attempted.

Riddling

Relevant Ability: Intelligence
Cost: 4 BP
Universal: No
Prerequisite: None

Characters with this skill are proficient at word games and verbal puzzles. When given a riddle, they receive a check to automatically solve it (even if the player cannot do so himself). The GM sets the difficulty based upon the brainteaser's complexity or on the opposing riddler's mastery of Riddling. All capabilities provided by this skill are cumulative.

Mastery Level	The character can...
Novice	Remember d3 riddles* (Trivial to solve)
Average	Recall 2-8 riddles* (Easy to solve)
Advanced	Recall 3-12 riddles* (Average to solve)
Expert	Recall 2-8 riddles* (Difficult to solve); usually solve most riddles and puzzles
Master	Proffer difficult riddles until the questioner tires of the game
** or solve same quantity*	

Riding (specify mount species)

Relevant Abilities: Wisdom and Dexterity
Cost: 4 BP
Universal: No
Prerequisite: None

Characters use the Riding skill both for riding and for handling equines and other mounts. It requires greater skill to fight from the saddle - more so to shoot accurately.

Mastery Level	The character can...
Novice	Utilize a riding horse
Average	Fight mounted with -2 melee penalty; -6 penalty to mounted archery attacks
Advanced	Fight mounted with no melee penalty; -4 penalty to mounted archery attacks; may vault into saddle; attempt a special slide-stop maneuver to stop and/or turn a galloping horse faster than normal
Expert	Fight mounted with no melee penalty; -2 penalty to mounted archery attacks
Master	Fight mounted with no penalty

TIPS:
Advanced Mastery in Riding is a prerequisite for Knighthood.

Greater skill in Riding permits you to potentially maneuver your horse in a superior fashion. See *Mounted Movement* in ***Chapter 13: Combat*** (pages 233-235).

Rope Use

Relevant Ability: Dexterity
Cost: 2 BP
Universal: Yes
Prerequisite: None

With this skill, the character becomes progressively more adept at the usage of rope. Initially this involves simple care and maintenance (such as identifying compromised strength and 'whipping' rope ends) as well as a broad knowledge of knots and their appropriate employment.

Mastery Level	The character can...
Novice	Tie basic knots, including hitches, bends, loop knots, and friction hitches
Average	Securely bind prisoners; evaluate quality of rope (especially with regard to compromised load bearing ability); +3% bonus to Escape Artist skill*
Advanced	Tie knots that appear to less skilled individuals to be secure but can easily be loosened; +6% bonus to Escape Artist skill*
Expert	Weave strong rope from scrounged natural plant fibers; +9% bonus to Escape Artist skill*
Master	Design and supervise the construction of a rope suspension bridge; +15% bonus to Escape Artist skill*
** applicable if character is bound by a rope*	

Salesmanship

Relevant Abilities: Intelligence, Wisdom and Charisma
Cost: 8 BP
Universal: Yes
Prerequisite: None

Salesmanship is the art of the deal. While some may dismissively castigate adroit salesmen as disreputable snakes who desire nothing but the fleecing of their victim's pockets, this is a myopic assessment. While an easy mark is seldom turned away, the skilled operator is keenly aware that successfully brokering transactions is his bread and butter. The profit garnered from a series of deals, none of which on its own yields a stellar margin, can easily overwhelm a singular shady deal.

As such, the salesman's interest lies in gauging what his customer is willing to pay for an item and, provided it adequately covers his costs, closing the deal. While maximizing his profit is always the ideal result, a sale lost by alienating a customer not only results in lost revenue today, but also the loss of opportunity for repeat business.

The successful salesman can ingratiate himself, putting his customer at ease and hence lowering his defenses. He extols the virtues of his product while cleverly brushing aside or concealing any inadequacies through his superior knowledge of the item while evaluating his target's responses before beginning negotiations.

This skill covers the basics of haggling and bartering but can be extended to handle any sort of negotiations in which items or services of value are exchanged.

Mastery Level	The character can...
Unskilled	Engage in haggling at his own fiscal peril
Novice	Recognize a skilled salesman and opt to avoid negotiating with him
Average	Be relatively assured of the gross parameters of an offer (such as whether it's a complete rip-off, relatively fair offer or total steal)
Advanced	Generally obtain favorable terms from a buyer or seller
Expert	Obtain best possible terms a buyer or seller is willing to offer
Master	Obtain items at or below the seller's costs

Scrutiny

Relevant Ability: Wisdom
Cost: 4 BP
Universal: Yes
Prerequisite: None explicitly (*though supplemental knowledge of the object being scrutinized may prove very useful)*

Unlike Observation, which is more applicable to real-time situations involving movement, the scrutiny skill permits an individual to notice small details that a less careful person may not have noticed or considered relevant. This is not to be confused with Eidetic memory in that the latter involves astounding powers of recalling information not the ability to discover said. In its most common application, close scrutiny, an individual carefully and methodically examines an object. If successful, he is able to ferret out minute details – most generally inconsistencies.

This skill can be used to greatest efficacy when coupled with supplemental knowledge for, in truth, it provides no contextual data. Simply put, without knowing why and to what frequency irregularities may occur, details may simply overwhelm a master scrutinizer such that he may be unable to make sense of the information. For example, an individual without any knowledge of weaponry may examine a sword and note imperfections in surface finish, edge wear or a myriad of other perceived flaws without knowing that these are inherent to the manufacturing process and not indicative of a blade that will fail its wielder in combat. In so doing, he cannot distinguish between irrelevant flaws and those that have a true bearing on the quality of the weapon.

Of course, many situations exits where scrutiny can be used to great effect with only common knowledge. Noticing concealed and secret doors, for example, fall under the purview of this skill. A GM may roll a Scrutiny skill check for the PC any time there is something subtly askew that a character might notice, even if he did not specifically state that he is scrutinizing his surroundings. Any sleuth looking for clues will need to be well versed in scrutiny, should he hope to prove successful in the least. A failed check indicates that the character is oblivious until the thing is pointed out to him. Scrutiny reveals only facts, not deductions or conclusions.

Mastery Level	The character can...
Novice	Notice obvious details (curtain flapping in the breeze, bright contrasts, object weighing a great deal less or more than expected, an ajar door, footprints in mud, etc.)
Average	Notice details (picture frame askew, footprints in dust, loose floorboard, small temperature change, etc.)
Advanced	Notice minor details (tiny splash of mud on robes, mild smell, object weighing barely more or less than expected, absence of dust, etc.)
Expert	Notice minute details (smooth surface on expectedly rough texture, absence of dust in a particular shape, etc.)
Master	Notice miniscule or obscure details (such as objects arranged in a non-customary way but not askew or otherwise unusual)

Seduction, Art of

Relevant Abilities: Looks and Charisma
Cost: 4 BP
Universal: Yes
Prerequisite: None

Seduction is employed to influence the actions of another person. It may be innocently used to attract attention and garner more favorable reactions through flirting or brazenly utilized as a quid pro quo with the implied promise or actual exchange of sexual congress. In either case, it involves stoking another's prurient in-

terest in the character performing the seduction.

Obtaining more than incidental advantage from this skill requires active involvement with and manipulation of the target. This may take the form of a prolonged courtship or intimate relationship with the individual being seduced.

A skilled seductress (or Courtesan) is no mere street whore. While ribald promiscuity is quite often a feature of the relationship, it alone is insufficient. The seductress must integrate herself into the victim's social sphere so as to patiently but deliberately poison his mind against his intimates and advisors leaving her alone as his confidant. Only then can she manipulate his actions so that they favor her own interests and not his own or those of his associates, partners, family or subjects as the case may be.

TIP:
Art of Seduction may not be used to compel actions on the part of another player character.

Mastery Level	The character can...
Novice	Seduce an individual with no allegiances
Average	Seduce an individual with weak ties to either a partner or organization
Advanced	Seduce an individual with strong ties to either a marriage partner or an organization
Expert	Seduce an individual with high social standing or leadership role in an organization
Master	Seduce an individual of great wealth, prestige and social status

DIfficulty	Examples
Trivial	Encourage a favorable reaction
Easy	Requesting individual perform actions that result in minor inconvenience
Average	Requesting individual perform actions that result in significant inconvenience
Difficult	Goading individual into actions that have very real chance of resulting in injury or have legal or financial repercussions
Very Difficult	Inducing target into actions that have significant possibility of resulting in death, severe injury or that have significant legal repercussions or risk of great monetary loss or loss of status and prestige

Skilled Liar

Relevant Abilities: Charisma
Cost: 4 BP
Universal: Yes
Prerequisite: None

While anyone can tell a lie, a skilled liar differentiates himself from the disingenuous rabble with the care he takes to make the deception as believable as possible.

Mastery Level	The character is...
Novice	Able to credibly lie about events that are inconsequential or that are difficult to disprove given the immediacy of circumstances (i.e. "Run for it! The city watch is heading down the street.")
Average	Able to tell lies without revealing any physical cues that the tale is suspect
Advanced	Able to deftly create intricate backstories and details to legitimize any untruths told
Expert	Capable of perpetuating a great untruth told to a group of people (a group or organization numbering up to a dozen or so principals) by employing trusted third parties to facilitate believability
Master	Capable of constructing an intricate web of lies with great level of detail to convince swaths of people of a great untruth, fabricates false evidence and dupes unwitting third parties to corroborate the lie

DIfficulty	Examples
Trivial	Lie is minor stretching of the truth and difficult to disprove
Easy	Lie contains some elements of truth
Average	Individual hearing lie not given to believe it but cannot readily dispute it
Difficult	Credible evidence available to disprove lie
Very Difficult	Multiple independent sources of very credible evidence available to disprove lie

Sneaking

Relevant Ability: Dexterity
Cost: 8 BP
Universal: Yes
Prerequisite: None

This skill allows a character to move without being heard. Although he can easily be seen (unless employing some form of concealment), a successful check avoids drawing the attention of observers and thus he can sneak past them if not in their line of sight.

Failure by up to 25 points means the character believes he moved silently when, in fact, he made some noise that draws attention. Failure by more than 25 points means the sound was so obvious that even the sneak is aware of his failed attempt.

Survival

Relevant Abilities: Wisdom and Constitution
Cost: 5 BP
Universal: Yes
Prerequisite: None

This skill gives a character a better chance of survival in hostile environments. He knows the dangers each environment presents, particularly the weather. He also knows the proper steps to lessen the risk of exposure and the methods to locate and gather potable water and how to find basic food (whether it is appetizing is not guaranteed). Furthermore, a character with this skill can instruct and aid others in the same situation.

When using this skill to forage for food or water, a success means that the character gathered enough to survive on. If he fails, he can make no more Survival checks that day.

Survival, Urban

Relevant Abilities: Wisdom and Charisma
Cost: 2 BP
Universal: No
Prerequisite: None

This skill is akin to the standard Survival skill, but utilizes a different knowledge base. Through a combination of panhandling, dumpster diving, petty theft and other quasi-criminal activity an individual can survive on the mean streets without spending a copper.

This lifestyle draws scorn from most citizens who are quick to call you 'vagrant' and 'bum'. Every successful Urban Survival check results in -1 point of Honor (though successful Hiding or Disguise checks beforehand can mitigate this).

Mastery Level	The character can...
Novice	Forage sufficient food for one character/day
Average	Find shelter in foul weather
Advanced	Forage food and water for 2 characters/day
Expert	Live modestly without a profession, forage food and water for 3 to 5 characters/day
Master	Live comfortably without a profession, Honor penalty does not apply to Urban Survival checks

Difficulty	Examples
Trivial	Massive city without oppressive regime
Easy	Massive city with oppressive regime
Average	Small town
Difficult	Small village
Very Difficult	Tiny community



Swimming

Relevant Abilities: Strength and Constitution
Cost: 1 BP
Universal: No
Prerequisite: None

This skill provides the character with knowledge of how to swim. With a successful skill check, the character succeeds in his attempt. On a failed check, the character makes a bad dive, cannot retrieve an object or otherwise must immediately stop any directional movement.

If, after a failed check, the character is unable to immediately walk out of the water, he must attempt another Swimming check to float or tread water. If the character fails this second check or had already failed a check for floating/treading, he begins to drown; suffering 1d3p points of damage for every 10 seconds he remains underwater.

Note: Drowning damage is restored fully in 5 minutes if the character survives.

Mastery Level	The character can...
Novice	Tread water (1 min); back float; use floatation device (log, etc.) to swim 25 ft on stomach
Average	Tread water (5 min); front/back crawl or breast stroke 100 ft at crawling speed; swim underwater 25 ft at crawling speed
Advanced	Tread water (20 min); front/back crawl or breaststroke 500 yds at crawling speed; breaststroke for 50 yds at walking speed; swim underwater 75 ft at crawling speed; can't drown in Average difficulty conditions
Expert	Tread water (1 hr); front/back crawl or breaststroke 1650 yds at crawling speed; breaststroke 100 yds at walking speed; underwater swimming 200 ft at crawling speed; cannot drown unless two or more Difficult/Very Difficult conditions exist
Master	Tread water (4 hrs); front/back crawl or breaststroke 6,000 yds (1 nautical mile) at crawling speed; breaststroke 250 yds at walking speed; underwater swimming 500 ft at crawling speed; cannot drown unless two or more Very Difficult conditions exist

DIfficulty	Examples
Trivial	Swim in a shallow pond
Easy	Swim in a calm lake
Average	Swim in a slow-moving river
Difficult	Swim in choppy water; in street clothing
Very Difficult	Swim in frigid water; in crashing waves; against strong current; with moderate encumbrance or wearing light armor

Torture

Relevant Ability: Intelligence
Cost: 4 BP
Universal: Yes
Prerequisite: None

A character with this skill can cause extreme pain while minimizing physical injury. Torture is usually conducted to retrieve information, though there may be other reasons for the use of such force. Information retrieved under torture may be of dubious value, since most victims will say anything to stop the agony.

No skill check is needed unless the tormentor wishes to learn some specific information. In such a case, the character must make a successful opposed skill check (the subject using his Resist Persuasion skill) to learn anything the victim knows. The victim's roll should be made secretly because failed attempts may procure false information. Also bear in mind that the subject may not have any information regarding the subject the torturer wants to know about. In this case, the victim will relate false information whether the torturer succeeded in his skill check or not.

Skill Check	Result
Pass	Individual being tortured reveals desired information
Fail by less than 25	Torture victim gives false information in response to queries
Fail by 25 or more	Subject of Torture stoically resists

No tools are necessary to perform this skill, but without such a character cannot utilize his mastery beyond Average (truly devious torturing requires implements finer than a fist). Good-aligned characters are not allowed to purchase this skill, as even knowing how to use it violates their alignment.

Note that this skill is only effective against a captive subject. Only one attempt may be made per target each day.

Tracking

Relevant Ability: Wisdom
Cost: 7 BP
Universal: Yes
Prerequisite: None

Characters use this skill to follow the trail of animals and other persons. Simply put, a successful Tracking check means the character found a trail, while failure means he did not. If the character fails this initial skill check, he can attempt another Tracking check - provided that he spends at least 30 minutes attempting to pick up the trail again. If he fails this second check, he simply can't find that particular trail.

After finding a trail, further checks may be necessary depending on the situation. Darkness, falling rain/snow, a dust storm, moving from one terrain to another (such as from sand to rock), one trail splitting into two or crossing water are examples why a character might need another Tracking check.

Mastery Level	The character can...
Novice	Determine if an area is heavily trafficked; roughly identify the number of creatures being followed or passed
Average	Determine the approximate height of the creatures leaving tracks (based on the length of their stride); determine age of tracks
Advanced	Determine certain attributes of creature(s) leaving tracks (approx. weight, recent injuries, etc.); recognize tracks or prints of a species the tracker is familiar with
Expert	Exactly identify the number of creatures being followed or passed; recognize tracks or prints of a species the tracker is unfamiliar with
Master	Recognize tracks, footprints or boot prints of a specific individual or creature

DIfficulty	Examples
Trivial	Tracking a large group through snow
Easy	Tracking through thick brush, vines or reeds; tracking on soft ground
Average	Tracking occasional signs (on dust, dirt, etc.)
Difficult	Tracking on hard ground or wood floor; with poor lighting (moonlight, starlight or torchlight); over 12 hours since the trail was made
Very Difficult	Tracking a single person over rocky ground; tracked party attempts to hide trail, over 24 hrs since trail was made

Trap Design

Relevant Abilities: Dexterity and Intelligence
Cost: 20 BP
Universal: No
Prerequisite: Disarm Trap (Trap Design mastery cannot exceed Disarm Trap mastery)
Materials/Tools: Yes

This skill allows the character to construct mechanical traps. It builds upon his knowledge of traps with the mechanical know-how to implement them. As such, his Trap Design skill mastery cannot exceed his Disarm Trap skill mastery. The complexity of traps designed depends on his mastery level.

Mastery Level	The character can design...
Novice	Concealed pit trap
Average	Static needle trap, trap triggered by motion of innocuous device (opening door causes bricks to fall on opener)
Advanced	One-use mechanical device (e.g. scything blade, loaded crossbow trap) that must be set each time
Expert	Complex device that resets itself
Master	Intricate apparatus that performs a simple task in a complex way, usually using a chain reaction (i.e. a "Rube Goldberg" machine)

Weather Sense

Relevant Abilities: Wisdom
Cost: 1 BP
Universal: No
Prerequisite: None
Materials/Tools: No

This skill enables the character to observe both atmospheric phenomenon and, with greater skill, subtle changes in flora or animal behavior, in order to deduce upcoming weather conditions. Note that a failed skill check cannot be re-rolled as the character will be convinced of his prediction and dogged in his misinterpretation.

Mastery Level	The character can...
Novice	Make a prediction for the next few hours- will the current weather remain steady or change for the better or worse?
Average	Make a prediction for the next day- will it be warmer or cooler with any precipitation?
Advanced	Make a prediction for the next few days (what is the extended forecast?)
Expert	Make a prediction for next 10 days (what will be the general weather trend?)
Master	Make a prediction for the next season- will the season be unusually wet/dry/warm/cool?

Difficulty	Situation
Average	character is outdoors in natural surroundings
Difficult	character is in a settled area
Very Difficult	character is in a large town or city

Chapter Twelve



Goods, Services and Equipment

Character Outfitting 192
Equipment Descriptions 193
Outfitting Bundles.....195
Equipment Breaking 197
Armor Degradation.....197
Armor.....204
Shields.....205
Weapons.....206
Melee Weapons 208
Ranged Weapons.....208
Weapons: Pole Arms 209

Price & Availability Lists
Alcohol/Beverages 199
Armor & Shields.....205
Clothing 194
Containers.....196
Daily Food & Lodging 196
Expedition Gear.....194
Illumination 194
Livestock 200
Load Bearing Equipment....195
Miscellany.....198
Musical Instruments 198
Provisions: Rations 196
Religious Items 196
Scribe Materials 198
Services 198
Spices & Herbs 198
Tack & Harness 200
Tools 195
Transport 203
Weaponry 207

CHARACTER OUTFITTING

Let's cut to the quick. As good as you might think your character is, the truth is he has a very tough haul ahead of him. After the character creation process, your character will be plunged into the campaign world where he must quickly learn to sink or swim — do or die. The only asset he has at this critical juncture in his career is a coin pouch filled with a few hard coins and the clothes on his back. His background may better prepare him, to be sure, but we're still talking some meager assets at best. Perhaps he has a basic weapon, a horse, or if he's lucky, he may enter the game with the deed or title to a small piece of property.

TIP: Characters do not begin with any equipment, rather they begin play with a grubstake of 35+2d12p silver pieces with which to purchase gear. If you find this process tedious, you may wish to consider purchasing an outfitting bundle that comes complete with a selection of goods suitable for a novice explorer.

Everything else must be purchased (or acquired by other means) through game play. Before your character can be an effective hero and make his mark on the world he's going to need a little more in the way of equipment. He must to be outfitted.

Outfitting requires very careful consideration – you should not take this process lightly. Spend your starting money wisely. Your character will need equipment and provisions to properly prepare for his life of adventuring. The most basic things you will need are weapons, armor, clothing and outfitting gear. You should also keep enough money to buy meals and lodging until you've managed to find some source of income. Otherwise, your GM will really screw you over when you try to pawn off some of his stuff to buy a decent meal or room for the night.

As you will soon discover, there are never sufficient funds to purchase everything you desired, so choices must be made. If you haven't figured it out yet, HackMaster is a game of hard choices. Try to make intelligent ones; your character will have a difficult enough time surviving in the world of HackMaster without you screwing up his finances. Also, keep in mind that a sword-for-hire, especially in the lower experience levels, must travel light. If he can't carry what he owns on his back or strapped across the swayback of a cheap pack mule, he may very well find such property to be more of a hindrance than a benefit.

Every item you buy has its own inherent weight (these are listed in the item tabulations) and will contribute to weighing your character down. Encumbered characters will be at a disadvantage with respect to combat and movement (see discussion under Strength in ***Chapter 2: Ability Scores***).

Equipment Lists

The following lists are mere samplings of the goods, services and equipment, that you should be able to find in Tellene (or your GM's home-brewed, inferior campaign world). Your GM will likely add or delete from these lists. He may also have modifiers for the availability of some items that will make them easier (or harder) to find.

Every market place will have its own mix of goods and products from which to choose. Every bazaar has its own gathering of merchants and middlemen with

goods imported from far away lands. Some items will be in much higher demand than others (and thus be harder to find and more expensive). What you want might not be available or, if your GM has set his game in a specific time period, might not have even been discovered or invented yet!

Many of the uncommon items in these lists are explained in the descriptions that follow at the end of the section. The price given for each item in the lists is its average price, the amount you can expect the item to cost in a normal economy. However, large cities, barren wildernesses, and places with brave treasure-seekers carrying bags full of silver are not normal economies. In these places you might find yourself paying more (very rarely less) than the amount listed. The desert merchants of the Elos have a popular saying, "The price of goods shifts like the sands. Sometimes it is more. Sometimes it is less. But one thing is for sure — the price is always RIGHT!"

Short on money? Not to worry. Pretty much every merchant has an array of various quality items. If you can't afford the good or average stuff, you can always purchase something of more modest quality.

Further, most merchants are happy to barter and haggle over prices. For the sake of game play, however, it's not a good idea to haggle over the price of EVERY purchase. It slows down the game. Save your haggling for the important big-ticket purchases. Haggling over every bowl of soup and every tankard of ale will only result in others forming a low opinion of you (both players and NPCs). No one likes a penny-pincher.

Your GM has full set of rules on the process of haggling and bartering, which he can explain to you. There are also corresponding skills that you can learn to help you gain the upper hand in such dealings. One last thing. As in most dealings, the buyer should always beware. Things might not always be as they appear.

EQUIPMENT DESCRIPTIONS

Not every piece of equipment is described here. That would be monumentally stupid. The vast majority of things found on the equipment lists need no description, as their functions, forms, and purposes should be obvious even to HackMaster beginners. Only those items whose use is obscure or appearance is unusual are described below. Specific game effects of equipment items are given in the charts and other appropriate sections of these rules.

Explanation of Equipment List Headings

Base Availability: Even after completing your list of items you wish to purchase and scraping up the needed monies, you might find that some items are extremely hard to find. There are no supermarkets or strip malls in HackMaster. Nor will you find friendly merchants with well-stocked shelves brimming with every imaginable item waiting for you to come fill your shopping cart. Can a fighter expect to walk into an armorer's shop and find a suit of field plate armor exactly his size on the spot? Not likely. Can the thief walk into the corner outfitting shop and plop down his silver and buy a set of shiny new lock picks? Think again.

It is often necessary for characters to shop in a number of places in order to obtain everything they desire. Each item on the following lists has three Base Availability Indexes (High, Medium and Low). Base availability is an indication of how readily available an item is for purchase. The High index is used when the character is shopping in a large metropolitan area or in a large established market place/bazaar. Medium is used for medium sized towns and population centers. Low is used for villages, roadside vendors, etc.

To purchase the desired item from the list you must roll 1d100 (adding any modifiers your GM may wish to add, based on your location, timing and other market conditions). If you roll equal to or less than the appropriate Availability Index, the item is available. Note that you must roll for EACH purchase even if you are buying two of the same item. (The merchant may only have ONE two-handed sword, after all.) The exception is when buying animals, which tend to be traded or sold in groups (see the descriptive text on Livestock later in this section for more details).

If you fail to find a desired item, you might want to visit another shop or town and try again. Or… you might try to contract an artisan or craftsman to make the item for you to order (though this will certainly take hours, if not days or weeks, to complete). You may also try making it known that you are in the market for an item which is unavailable and are willing to pay more than the going rate. Often a merchant will have items that are in high demand held back for his best customers. Surely, he'll find it hard to resist making a huge profit at your expense.

Cost: The price listed for each item on the equipment list is the average going price. Depending on the merchant, the region, etc. you may expect the actual price to be much higher (or rarely, much lower). This is where haggling comes into play.

Weight: Most items have their weight listed in pounds. It is your responsibility to record the weight of everything you are carrying and total it. GMs frequently conduct encumbrance audits. Players caught carrying more than they should are often penalized Honor points.

TIP: Your GameMaster will decide whether or nor item availability is an issue for your initial purchases during character creation. Some GMs prefer to roleplay this process as it provides a means of introducing the players to his initial setting while other may opt to forgo this process and being the adventure immediately.

Be courteous and ask first. Do not presume the latter.

TIP: Currency used in HackMaster is detailed in *Chapter 14: Money & Treasure*. A brief overview is that silver coins (denoted **sp** for silver piece) are the standard currency. Other coins are minted in copper (1/10 sp), gold (10 sp) and platinum (100 sp). Local governments also stamp "trade coins" (small brass tokens denoted as **tc**) to facilitate commerce and change making. These have value only within that land.

Standard coins come in a variety of shapes but contain similar quantities of precious metal. 80 coins weigh a pound with the exception of trade coins. 200 of the latter weigh a pound.

Clothing

Item	Cost	Weight	Base Availability Hi	Med	Low
Belt					
Leather	5 tc	½ lb.	95	85	75
Rope	1 tc	½ lb.	100	95	90
Boots					
Leather	3 cp	2 lbs.	95	85	75
Riding	3 sp	2½ lbs.	90	85	75
Soft	1 sp	2 lbs.	95	85	75
Snakeskin	25 sp	2 lbs.	65	45	5
Cap, Hat					
Fine, Formal	3 sp	¼ lb.	90	80	70
Common, Utilitarian	1 cp	¼ lb.	95	85	75
Beret, Upper Class	6 sp	½ lb.	75	60	15
Cloak					
Fine fur	50 sp	6 lbs.	60	40	20
Woolen	4 cp	3 lbs.	95	85	75
Eyepatch	1 cp	—	95	85	65
Garments (matching outfit)					
Fine, Leather (w/ fur trim)	20 sp	5 lbs.	70	30	10
Fine, Silk	50 sp	2 lbs.	55	20	5
Fine, Linen, Embroidered	75 sp	3 lbs.	75	35	15
Gloves, leather (work)	1 cp	½ lb.	95	85	75
Gown, common	2 cp	2 lbs.	95	85	75
Gown, formal	100+ sp	2 lbs.	65	15	0
Hose	2 sp	½ lb.	90	80	70
Jerkin, Laced	1 sp	½ lb.	90	80	70
Knife sheath	3 tc	½ lb.	95	85	75
Mittens, Winter	3 tc	½ lb.	95	85	75
Pin/Brooch, brass/iron	5 cp	—	95	85	75
Robe					
Mages, Hvy & Embroidered	45 sp	4 lbs.	75	60	15
Woolen (heavy)	5 cp	5 lbs.	100	85	70
Sandals	1 cp	1 lb.	95	85	75
Sash	2 cp	½ lb.	95	85	75
Shirt, wool	5 tc	½ lb.	90	80	70
Shoes (commoner's)	2 cp	2 lbs.	95	85	75
Shoes (stylish gentry)	2 sp	2 lbs.	80	60	15
Silk jacket	80 sp	1 lb.	60	25	10
Surcoat	6 cp	4 lbs.	95	85	75
Sword scabbard, hanger, baldric	4 sp	½ lbs.	95	85	75
Tabard	6 cp	3 lbs.	95	85	75
Toga, coarse	8 tc	3 lbs.	90	80	70
Trousers (wool)	3 cp	2 lbs.	95	90	85
Tunic (linen, embroidered)	35 cp	1 lb.	80	50	5
Tunic (wool)	2 cp	1 lb.	95	85	75
Undershirt (linen)	4 cp	½ lb.	95	90	85
Vest (linen)	6 cp	½ lb.	95	85	75

Illumination[1]

Item	Cost	Weight	Base Availability* Hi	Med	Low
Candle (dozen)	1 tc	*	95	90	85
Lamp Oil (per flask)	6 tc	1 lb.	90	85	80
Lantern, Miner's	10 sp	3 lbs.	85	75	60
Tinderbox	1 cp	1 lb.	95	75	60
Torch (6)	1 cp	5 lbs.	95	90	85

[1] see ***Chapter 17: Miscellaneous Rules*** for details on illumination
* These items weigh little individually. Ten of these items weigh one pound.

Expedition Gear

Item	Cost	Weight	Base Availability Hi	Med	Low
Chain (per ft.)					
Heavy	4 sp	3 lbs.	95	85	70
Light	3 sp	1 lb.	95	85	70
Chalk	1 tc	¼ lb	95	85	70
Firewood (per day)	1 tc	200 lbs.	95	90	85
Fishhook	1 cp	**	95	90	85
Fishing net, hand, 10 ft. sq.	4 sp	5 lbs.	90	85	80
Ladder, wooden, 10 ft.	6 cp	20 lbs.	95	90	85
Lock					
Good	100 sp	1 lb.	90	85	80
Poor	20 sp	1 lb.	90	85	80
Mess Kit	1 sp	6 lbs.	85	60	50
Mirror, brass signal	1 sp	*	90	85	80
Pole, 10 foot, wooden	1 cp	8 lbs.	90	85	80
Rope (per 50 ft.)					
Hemp	4 cp	10 lbs.	90	85	80
Silk	4 sp	5 lbs.	70	60	50
Signal whistle	8 cp	*	90	85	80
Spike, Iron (set of 3)	1 cp	½ lb.	90	85	80
Soap (per lb.)	5 cp	1 lb.	90	85	80
Tent					
Large	25 sp	20 lbs.	80	75	70
Pavilion	100 sp	50 lbs.	80	75	70
Small	5 sp	10 lbs.	80	75	70
Wool blanket	2 cp	3 lbs.	90	85	80

* These items weigh little individually. Ten of these items weigh one pound.
** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Illumination

Lamp Oil: This is a relatively inexpensive vegetable oil (typically olive), not kerosene. It does not burn at room temperature and is only (mildly) flammable when heated as occurs when drawn up a wick toward an open flame. Dousing an opponent with lamp oil will not subsequently allow them to be set aflame, nor is it possible to use lamp oil as a "Molotov cocktail" or "petrol bomb".

Lantern, Miner's: This lantern provides a spherical globe of illumination similar to that of a candle. In addition, it emits a 45 foot long cone of light in a 45° arc from the lantern's face.

This particular design is so well suited to a variety of conditions such as eponymous subterranean usage or as a camping light that it has essentially displaced all others from the market.

Torch: Torches are a readily available and inexpensive means of providing illumination. The wide sphere of light they shed is unfortunately balanced by their short lifespan. However, if you don't plan on extensive subterranean exploring, they are more than adequate. In extremis, they may be used as makeshift weapons capable of keeping enemies at bay. More detail is provided in ***Chapter 17: Miscellaneous Rules***.

Expedition Gear

Locks: Locks are typically primitive affairs (except for those complicated by the use of magic or a master locksmith). All are worked with a skeleton-type key (more than one for very complex locks). Combination locks, nine-pin tumblers, security alarm systems, wireless/keyless entry sytems and kryptonite locks do not exist in the HackMaster TerraVerse. As with most things, there are good, very complex locks as well as bad, easily opened locks.

Mess Kit: A mess kit contains a small pot, skillet, plate, mug and utensils. It is an essential tool for preparation of standard rations or for preparing wild game or foraged plant matter.

Tools

Ax-hammer: This utility tool has a small hatchet blade on one side and a carpenter's hammerhead on the other. It's a useful implement for sundry tasks you don't wish to risk notching your combat weapons on.

Load Bearing Equipment

Item	Cost	Weight	Capacity	Base Availability Hi	Med	Low
Backpack	18 cp	3½ lbs.	50 lbs.	80	70	50
Belt pouch (leather)						
Large	3 cp	1 lb.	8 lbs.	95	90	85
Small	1 cp	½ lb.	4 lbs.	95	90	85
Knapsack	7½ cp	2 lbs.	30 lbs.	95	85	75
Quarrel case, hunting	5 cp	1 lb.	*20 bolts*	90	85	80
Quarrel case, war	8 cp	2 lbs.	*32 bolts*	80	75	70
Quiver						
Arrows, hunting	3 cp	1 lb.	*12 arrows*	90	85	80
Arrows, war	6 cp	2 lbs.	*20 arrows*	80	75	70
Javelins	6 cp	2 lbs.	*4 javelins*	85	80	75
Sack (canvas)						
Large	1 cp	½ lb.	30 lbs.	95	90	85
Small	5 tc	*	15 lbs.	95	90	85
Map or scroll case						
Bone	15 cp	½ lb.	*2 documents*	85	80	75
Leather	8 cp	½ lb.	*5 documents*	90	85	80
Metal	20 cp	½ lb.	*3 documents*	80	75	70
Wineskin	4 cp	1 lb.	2 quarts	95	90	85

Tools

Item	Cost	Weight	Base Availability Hi	Med	Low
Anvil	25 cp	125 lbs.	40	25	0
Ax-hammer	7 cp	1 lb.	95	85	75
Bellows	3 sp	8 lbs.	40	25	0
Block and tackle	5 sp	5 lbs.	90	85	80
Carpentry Tools	62 cp	60 lbs.	90	85	80
Chisel	3 cp	½ lb.	95	90	80
Crampons	4 cp	2 lbs.	90	85	80
Crowbar/Pry bar	6 cp	10 lbs.	90	85	80
Flint and steel	2 cp	½ lb.	90	85	80
Grappling hook	15 cp	4 lbs.	90	85	80
Hacksaw (hardened)	5 cp	3 lbs.	85	75	70
Hoe	6 cp	3 lbs.	100	95	85
Miner's Tools	55 cp	30 lbs.	90	85	80
Pick, Miner's	25 cp	9 lbs.	95	80	45
Pitchfork	8 cp	3 lbs.	100	90	60
Plow, iron	72 cp	12 lbs.	90	70	20
Repair Kit, Sail/Nautical	50 sp	50 lbs.	90	85	80
Shovel	7 cp	4 lbs.	100	95	75
Sickle	4 cp	3 lbs.	100	90	60
Sledgehammer	18 cp	6 lbs.	95	85	70
Surgeon's Kit	10 gp	20 lbs.	85	75	70
Thieves' Tools**					
Face Black	1 cp	—	95	95	95
Key Making set	2 gp	2 lbs.	80	60	25
Lockpick set	6 sp	½ lb.	45	10	0
Salimic Acid, Vial	15 gp	¼ lb.	30	5	0
Sharpened Coin	2 cp	—	80	60	40
Wheelbarrow	3 sp	20 lbs.	100	85	20
Whetstone	5 tc	1 lb.	95	90	85

** Thieves and assassins may add +20 to the base availability chance when searching for thieves' tools due to their connections with the thieves' guild and underground.

Carpenter's Tools: This kit provides the basic tools required to perform carpentry work (iron hammer, mallet, auger, crosscut saw, chisel, plane and broad hatchet).

Hacksaw: This is more accurately a coarse file. It can be used to [slowly] saw through metal bars and padlocks.

Miner's Tools: These iron tools are necessary for any excavation work and include a gad, pick, sledgehammer and several chisels and wedges.

Thieves' Tools

This is a small collection of tools useful to burglars. The kit includes one or more skeleton keys, long metal picks, a long-nosed clamp, a small hand saw, and a small wedge and hammer. These combined with some common tools (such as a crowbar) make up most of the special equipment a thief needs to perform his trade. As any smart thief knows, it is not wise to simply arrive in a town and announce that you're looking for a good set of thieves' picks. To obtain these items requires finesse. In many municipalities it is illegal to own thieves' tools, let alone sell them. Of course, in most large cities, enforcing this is next to impossible.

Face Black: This is special paste made of soot (lamp black), talc and bacon grease. It adds a +3% bonus to an individual's Hiding skill checks in appropriate situations.

Keymaking Set: This item allows an individual to make duplicates of keys he holds in his possession. The keymaking set includes a number of key blanks and fine metal files. An (easy) Lock Picking skill check results in a functional duplicate.

Lockpick Set: These are essential for anyone to use the Lock Picking skill. They are usually short lengths of rigid wire and flat, narrow plates of iron or steel, specially designed for dealing with locks, and a set holds a dozen or so. They are supplied either on a ring (like keys) or in a cloth or leather wallet that unrolls.

Salimic Acid: This powerful extract from the posion vine, salimenza is a corrosive acid used by thieves to thwart complicated locks that are stubborn to pick. Beeswax is used to shape a cone/funnel on the keyhole into which the thief pours the acid. It takes 10-60 minutes for the acid to do its work and even then there's only a base 20% chance it will eat away the lock's inner workings to the point that the lock is mechanically compromised.

Sharpened Coin: This is a simply a coin that has had its edges honed to a sharp edge -- a covert tool that can be used to cut purse strings without being detected.

Outfitting Bundles

For travelers that do not enjoy spending hours shopping around and haggling with numerous vendors simply to obtain a basic accoutrement of gear sufficient to equip them for their journey, some enterprising merchants offer "outfitting bundles". These kits provide essential clothing and equipment all conveniently backed in a canvas sack or knapsack. One-stop shopping at its finest!

Outfitting Bundle Type	Cost
Pauper/Pilgrim	*1 sp*
Sandals (1 pair), Tunic, wool (patched), Belt (rope)	
Sack, large canvas, Wineskin (2 quart capacity)	
Rations, standard (3 day supply)	
Merchant/Traveler	*6 sp*
Boots, leather (1 pair), Trousers and tunic (wool)	
Undershirt (linen), Cloak (wool), Belt (leather)	
2 Belt pouches (small leather), Knapsack,	
Wineskin (2 quart capacity), Rations, trail (3 day supply)	

Provisions: Rations

Item	Cost	Weight	Base Availability Hi	Med	Low
Rations, Standard (1 week supply)	5 cp	50 lbs.	85	80	75
Rations, Trail (1 week supply)	5 sp	25 lbs.	90	85	80
Barrel of pickled fish	3 sp	500 lbs.	90	85	80
Butter (per lb.)	2 cp	1 lb.	85	80	75
Coarse sugar (per lb.)	5 sp	1 lb.	70	60	50
Corn dodgers (2 weeks rations)	5 sp	75 lbs.	90	85	80
Eggs (per 100)	8 cp	15 lbs.	90	85	80
Eggs (per two dozen)	2 cp	3 lbs.	90	85	80
Figs (per lb.)	3 cp	1 lb.	85	80	75
Fish, Salted (1 day's rations)	5 tc	3 lbs.	85	80	75
Mead, Dwarven (keg)	300 sp	130 lbs.	30	20	10
Nuts (per lb.)	1 sp	1 lb.	90	85	80
Preserves, Fruit (1 day's rations)	5 tc	1 lb.	85	80	75
Raisins (per lb.)	2 cp	1 lb.	90	85	80
Rice (per lb.)	2 cp	1 lb.	90	85	80
Sausage, Blood (1 meal)	1 cp	2 lb.	90	85	80
Sausage, Peppered (1 meal)	2 cp	1 lb.	85	80	75
Sausage, Sailor's (1 week's rations)	2 sp	15 lbs.	90	85	80
Venison, Smoked (1 meal)	1 sp	2 lb.	90	85	80
Tun of cider (250 gal.)	8 sp	2100 lbs.	45	25	8
Tun of good wine (250 gal.)	20 sp	2100 lbs.	50	30	10

Daily Food and Lodging

Item	Cost	Base Availability Hi	Med	Low
Banquet (per person)	10 sp	70	35	0
Bath	3 tc	95	85	75
Bear Fat Dumplings	6 tc	70	60	50
Bread	5 tc	95	85	75
Cheese	4 cp	95	85	75
Cheese, Rank (hard)	1 sp	80	75	60
City rooms (per month)				
Opulent	100 sp	85	45	0
Common	20 sp	90	85	75
Poor	6 cp	100	90	85
Egg or fresh vegetables	1 sp	95	90	85
Grain and stabling for horse (daily)	5 cp	95	90	85
Grouse Onion Stew	3 tc	95	90	85
Honey	5 cp	95	90	85
Inn lodging (per day/week)				
Opulent Lodging	50 sp/299 sp	60	25	0
Common	5 cp/3 sp	95	90	85
Poor	5 tc/2 cp	95	90	85
Meat for one meal	1 cp	95	90	85
Meals (per day)				
Gourmet	5 sp	70	25	0
Good	5 cp	95	90	85
Common	3 cp	95	90	85
Poor	1 cp	100	95	95
Scratch-Root Stew	1 cp	95	90	85
Separate latrine for rooms (per month)	2 sp	85	75	60
Soup	5 tc	95	90	85

Religious Items and Accoutrements

Item	Cost	Weight	Base Availability Hi	Med	Low
Beads, Prayer	1 sp	—	95	85	80
Divine Icon, Formal	50 sp	—	70	45	0
Divine Icon, Common	1 sp	—	100	75	0
Holy Water	50 sp	1 lb.	75	40	0
Incense, Burner	1 sp	—	95	85	80
Incense, Stick (per dozen)	5 sp	—	95	85	80
Robes, Clerical	25 to 500 sp	—	60	30	0

Containers

Item	Cost	Weight	Base Availability Hi	Med	Low
Barrel (30 gal cap.)	15 cp	35 lbs.	95	90	25
Barrel, Hogshead (60 gal cap.)	40 cp	120 lbs.	90	80	15
Basket					
Large	1 cp	1 lb.	95	85	75
Small	2 tc	*	95	90	85
Bottle, glass (1 qt)	6 cp	2 lbs.	85	80	75
Box, iron (large)	35 cp	40 lbs.	75	60	30
Box, iron (small)	25 cp	15 lbs.	80	65	35
Bucket (5 gal cap.)	3 cp	3 lbs.	95	90	85
Cage, iron (small)*	5 sp	10 lbs.	50	30	0
Cage, wooden (small)*	15 cp	7 lbs.	65	35	0
Chest (wooden)					
Large (100 lbs. cap)	2 sp	25 lbs.	95	90	85
Small (40 lbs. capacity)	1 sp	10 lbs.	95	90	85
Flask, crystal (8 oz.)	6 sp	¼ lb.	75	70	65
Flask, glass (8 oz.)	5 cp	¼ lb.	85	80	75
Flask, metal (16 oz.)	2 sp	¼ lb.	90	80	70
Iron pot/kettle (1 gallon)	5 cp	3 lbs.	95	90	85
Jar, glass (1 gallon)	9 cp	2 lbs.	85	70	50
Jar, pottery, large (5 gal)	9 cp	5 lbs.	100	95	90
Jar, pottery, small (1 gal)	8 cp	2 lbs.	100	95	95
Keg (15 gal cap.)	6 cp	15 lbs.	95	90	30
Tankard, pewter	5 cp	1 lb.	85	60	25
Tankard, wooden	3 tc	½ lb.	100	95	92

* A small cage can secure an animal about the size of a housecat.



Rations

If you're not a good hunter, you'd better stock up on provisions before leaving town.

Rations, Standard: This peasant gruel consists of a roasted and/or dried mix of cereals and pulses. Though extremely bland, they provide adequate nutrition and travel well. This food must be prepared (an Easy difficulty Cooking/Baking skill check) in order to be edible.

Rations, Trail: This is a relatively compact source of nourishment favored by travelers. They have the advantage of remaining wholesome for weeks or months, can be eaten directly with no preparation and aren't ruined by exposure to dampness. Trail rations typically consist of jerked meat, dried and salted fish, tree nuts, hard cheeses and dried fruits.

Religious Items

Divine icons, also known as holy symbols, are physical objects that represent a deity. Typically they depict an aspect of said deity's sphere of influence. Other religious items are those employed when engaging in various rites (be it prayer, meditation or attendance of a formal service). The exact nature of these varies by the order but incense is a near universal element.

Common holy symbols are made from inexpensive materials while formal holy symbols exhibit greater craftsmanship and are constructed with precious metals and possibly small gemstones. Neither is better per se but obtaining a formal icon can be seen as a display of one's zealousness.

With the exception of holy water, none of these religious items has any inherent power. Rather, they are conduits for the god's divine influences and are powered by the believer's faith.

EQUIPMENT BREAKING

As an intrepid HackMaster player, you'll also need to understand that your character must overcome threats of all types and sizes. The GM will ruthlessly use every tool in his toolbox to test you to your limits and challenge your precious PC. You should stay on your toes and concern yourself with the details, for he will try your character not simply with overt threats like that vicious-looking orkin axe his monster's wielding, but he'll also attempt to disarm your poor hero, so he's got nothing with which he can block the axe. My advice here is to stay diligent in repair and maintenance of your gear and also buy the best you can afford. Proper equipment could very well decide your fate one way or another. A proper campaign will test your character to the limit. If you have a slight edge, your PC will survive and thrive. But a slight disadvantage will tip the scales in favor of the GM and you'll be grabbing 3d6 and a clean sheet of paper before the GMG can mockingly sing out '*another one bites the dust!*'

One way to gain that edge is with proper gear. The better the quality, the less likely it'll fail just when you need it…and vice versa. Gear varies from worthless (think costume equipment, like fake swords) junk that looks like the real McCoy but doesn't perform to poor quality, to shoddy craftsmanship, average and then the various types of extraordinary quality goods. And for the extremely lucky, even magical arms can be discovered.

Poor quality goods break more often than higher quality goods. The list below shows when goods might have an opportunity of failing you (where applicable):

Worthless: every use
Poor: shield hits, crits, fumbles, full parry
Shoddy: crits, fumbles, full parry
Average or better: fumbles

Extraordinary quality weapons gain a save when fumble results indicate a broken weapon, with a bonus equal to the weapons' bonus. Items do not generally degrade from perfect condition to broken and useless. *Rather, upon failure of a requisite competing save, the item reduces in quality level as follows:*

Difference in Failed Save	*Amount of Reduction*
1-6	*one quality level*
7-12	*two quality levels*
13-18	*three quality levels*
19-24	*four quality levels*

So for example, a fumble result indicates that the strap on your exceptional quality (+3) backpack broke. You make a competing save versus the GM (adding your +3 for the quality of the item, but you roll a two (for a total of 5) and the GM rolls an 18 for a difference of 13 – your superior backback just became average. Later it has to make a Save due to another Fumble and again it fails by 15 points and becomes worthless.

Astute players will recognize at this point that all equipment will eventually wear out. What once was an exceptional dagger may be reduced to shoddy condition through extensive use and misuse.

The maintenance/upkeep proficiency provides a +2 bonus to all competing rolls when determining breakage.

Note that weapons of +6 or higher are truly magical and can only be broken in a specific way as determined by the weapon itself (your GM will generally not share this information with you). Shields break per the shield rules, while armor degrades per the armor rules.

ARMOR DEGRADATION RULES

Your armor, no matter how solid and what quality (apart from magical armor) will eventually degrade if not cared for properly. We keep track of this by armor hit points – each type of armor has 10 hit points. Every damage penetration roll (once per penetration, double penetration does not double the armor damage) by an enemy against your PC in combat, critical hits suffered to an area covered by the armor, certain fumble results and even some spells will cause your armor to lose one hit point per occurrence. Once an armor loses all 10 of its hit points, it loses one DR. If it loses its hit points a second time, it loses another DR and so-on. The armor's encumbrance, defense penalties, speed penalties and so-on remain, despite the lower DR. It is in fact possible for an armor to be reduced to zero DR, but the worthless junk is still attached to and hindering the poor schlep trying to wear it.

Luckily, damaged armor can be repaired. Such repairs take time and carry expense, but far less time and expense than having new armor made. One caveat, however, is that armor can only be repaired within its majority DR range. If you let your armor degrade so far that it drops to less than half its starting DR value, that armor can never economically be repaired to its full DR. In other words, it's totaled. For example, Myrtle the Fighter has Chainmail with DR 5. His armor suffers eighteen damage (thus carries DR 4). He can get it repaired when he reaches town and finds an appropriately skilled smith. But if on the way to town, he's ambushed and suffers eight more damage to his armor, his armor now has a DR of 3. He can still get the armor repaired, but such extensive work costs more than a new suit of armor and probably almost as much time.

Your GameMaster has more rules for armor hit points and armor repair.

TIP: To clarify, a successful attack for which the damage die or dice *penetrate* damages armor. Whether this penetration is one die or all of them, the blow inflicts 1 point of armor damage. Thus rolling a greater number of dice is *more likely to damage armor* but does not result in more damage.

Scribe Materials

Item	Cost	Weight	Base Availability Hi	Med	Low
Ink (per ounce)	5 cp	*	95	85	80
Journal, Blank 48 pages	50 sp	5 lbs.	80	75	70
Papyrus (per sheet)	4 cp	**	80	75	70
Parchment (per sheet)	1 sp	**	90	85	80
Pen, Bone/Ivory/Wood	8 cp	¼ lb.	95	85	80
Pen, Quill	2 tc	¼ lb.	95	85	80
Sealing/candle wax (per lb.)	1 sp	1 lb.	90	85	80
Signet ring or personal seal	5 sp	¼ lb.	95	85	80
Stylus, Wood	5 tc	¼ lb.	95	85	80
Tablet, Silted Clay	1 sp	1 lb.	95	85	80
Tablet, Wax	10 cp	1 lb.	95	85	80
Vellum, (per sheet)	2 sp	**	80	75	70

*These items weigh little individually. Ten of these items weigh one pound.
**These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Miscellany

Item	Cost	Weight	Base Availability Hi	Med	Low
Astrolabe	300 sp	2 lbs.	15	0	0
Cloth (per 10 sq. yds.)					
Common (wool)	3 sp	10 lbs.	95	85	80
Silk	35 sp	10 lbs.	75	40	5
Samite	50 sp	10 lbs.	45	10	0
Canvas (per sq. yard)	4 cp	1 lb.	95	85	80
Hourglass	25 cp	1 lbs.	85	75	65
Magnifying glass	100 sp	½ lb.	85	75	70
Merchant's scale	2 sp	1 lb.	90	85	80
Perfume (per vial)	5+ cp	*	90	50	25
Ring, Poison Container	1 sp	—	15	5	0
Spyglass	500 sp	1 lb.	80	65	50

Miscellany

Magnifying Glass: This simple lens is useful for examining fine detail. Use of a magnifying glass adds +5% to Scrutiny skill checks.

Merchant's Scale: This is a set that includes a small balance and pans along with a suitable assortment of weights. Its main use is to weigh coins—a common method of settling a transaction. Merchants are well aware that coins can be undersized, shaved, or plated. The only sound protection is to check the coins against a set of established weights. It is also needed when using foreign coins to make a purchase or exchange. Of course, merchants are no more noble than anyone else and may use sets of false weights—one set heavier than normal for selling an item (causing the customer to pay more) and another set lighter than usual for buying items (letting the merchant pay less). In well-regulated areas, officials verify the accuracy of weights and measures, but this in itself is no protection. Players might wish to have a scale and weights for their own protection.



Spyglass: Like the magnifying glass, the spyglass is more of an oddity than a useful item. The spyglass gives from two to three times magnification.

Musical Instruments

Item	Cost	Weight	Base Availability Hi	Med	Low
Bagpipes	47 sp	20 lbs.	70	60	50
Bandore	24 sp	10 lbs.	75	65	55
Chimes	5 sp	3 lbs.	90	85	80
Drum	6 sp	8 lbs.	90	85	80
Fife	5 sp	1 lb.	90	85	80
Flute	7 sp	2 lbs.	85	80	75
Gong	10 sp	10 lbs.	90	85	80
Harp	80 sp	25 lbs.	95	90	85
Horn	6 sp	4 lbs.	80	75	70
Lute	27 sp	1 lb.	90	85	80
Lyre	10 sp	5 lbs.	90	85	80
Mandolin	30 sp	10 lbs.	90	85	80
Pipes	5 sp	1lb.	95	90	85
Rebec and Bow	38 sp	5 lbs.	90	85	80
Recorder	6 sp	1 lb.	95	90	85
Whistle	1 sp	¼ lb.	95	90	85

Spices & Herbs

Item	Cost	Weight	Base Availability Hi	Med	Low
Camphor	85 sp	1 lb.	25	20	5
Cinnamon	70 sp	1 lb.	25	25	5
Cloves	20 sp	1 lb.	60	50	40
Frankincense	125 sp	1 lb.	25	18	4
Ginger	50 sp	1 lb.	30	15	0
Ginseng	275 sp	1 lb.	15	5	0
Mace	100 sp	1 lb.	30	20	5
Mustard	100 sp	1 lb.	25	20	5
Myrrh	250 sp	1 lb.	20	10	0
Nutmeg	85 sp	1 lb.	25	20	5
Paprika	60 sp	1 lb.	50	40	25
Pepper	90 sp	1 lb.	50	35	20
Rock Salt	17 cp	1 lb.	99	90	85
Saffron	45 sp	1 lb.	40	35	10
Spikenard Oil	165 sp	1 lb.	15	10	0
Vanilla	300 sp	1 lb.	10	5	0
Herbs (per lb.)	5 tc	1 lb.	90	85	80
Belladonna, sprig	4 cp	1 lb.	90	85	80
Garlic, bud	5 tc	1 lb.	90	85	80
Wolvesbane, sprig	1 sp	1 lb.	90	85	80

Services

Item	Cost	Weight	Base Availability Hi	Med	Low
Bath	3 tc	—	95	85	80
Doctor, Leech, or Bleeding	3 sp	—	90	85	80
Doctor, Sew Wounds	10 sp	—	90	85	80
Guide, in city (per day)	2 cp	—	90	85	80
Lantern or torchbearer (per night)	1 cp	—	90	85	80
Laundry (by load)	1 tc	—	85	80	70
Massage	1 sp	—	90	85	80
Messenger, 10 to 50 miles	1 sp	—	95	85	80
Messenger, 51 to 100 miles	5 sp	—	90	85	80
Messenger, in city (per message)	10 tc	—	85	80	75
Messenger, per 100 miles	5 sp	—	80	75	70
Minstrel (per performance)	3 sp	—	90	85	80
Mourner (per funeral)	2 cp	—	90	85	80
Scout, Wilderness (per day)	1 sp	—	90	85	80
Scribe, Legal document/contract	1 sp	—	90	85	80
Scribe, Letter	2 cp	—	90	85	80
Tattoo (per design)	1 sp	—	95	85	80
Teamster w/wagon	1 cp/mile	—	90	85	80

Alcohol/Beverages

The reader will notice there are a wide variety of beverages on the price list, most of which are alcoholic. Why so many? One might conclude that the world of HackMaster is populated by nothing more than drunkards and barflies. That's not the case. Remember you are adventuring in a world that lacks sewage plants and water treatment facilities. Unless the water you are drinking comes from a clean well or a spring-fed pool there is a high risk of contracting sickness and disease.

For this reason, the drink of choice for most adventurers is a good stiff one — especially when drinking in public establishments that are not bound by the tethers of any local health codes. Take note of the fact that any GM worth his salt is quick to take advantage of the situation when a player fills his canteen from a stagnant standing pool of water or orders a glass of water at the inn (if lucky, the character will suffer little more than a bad case of the runs).

Many of the alcoholic concoctions on the price list have other benefits besides simply quenching one's thirst. Liver Squeezings for example (a drink made from the liver of a female Owlbeast) is reputed to speed up the healing process (it can also render a character permanently blind if he drinks too much of it at once). The Gut Bruiser is actually a mild poison often used to test the mettle of newcomers who wish to belly up to the bar with the regulars. Stout Brown Grevan is said to increase strength and stamina. Orluian mead makes one braver – or so it is said. As with all rumors and wives' tales you should take the above with a grain of salt. The properties of such drinks may or may not be true.

Alcohol/Beverages (à la carte)

Item	Cost	Base Availability Hi	Med	Low
Ale, Dead Berserker (pint)	1 cp	95	95	95
Ale, Kromian (pint)	1 sp	85	70	60
Ale (pint)	5 tc	95	85	75
Beer, Cut, (pint)	5 tc	90	85	75
Beer, Heavy (pint)	1 cp	95	85	75
Bitter Broth (pint)	5 cp	65	70	80
Brandy, Orluian (jigger)	5 sp	70	50	35
Grog (pint)	3 cp	95	85	75
Gut Bruiser (pint)	1 sp	75	65	55
Finch-Yager (Amber Brew)	7 sp	70	60	50
Honey Brew (pint) (medicinal)	1 sp	80	70	60
Liver Squeezings (jigger)	2 sp	85	70	60
Mead, Baker's Thicke (pint)	10 cp	95	90	85
Mead, Common (pint)	5 cp	95	85	80
Mead, Nordlar (pint)	1 sp	75	60	45
Mead, Orluian (pint)	10 sp	65	50	40
Rum (half pint)	5 cp	75	65	55
Stout Brown Grevan (pint)	7 cp	90	85	80
Whiskey, Bitter-Korn (jigger)	2 sp	90	80	70
Wine, Blackberry (pint)	1 sp	85	70	60
Wine, Good (pint)	1 sp	75	65	55
Wine, Gutberry (pint)	4 sp	85	70	60
Wine, Watered (glass)	1 tc	95	85	75
Wine, Watered (carafe)	2 cp	95	85	75
Wine, Elderberry (glass)	5 sp	60	40	20

Note that each type of alcohol has its own inherent effects on the imbiber. Your GM knows this information and will share it when or if appropriate.



Livestock (Including Mounts and Beasts of Burden)

Item	Cost	Base Availability Hi	Med	Low
Boar	10 sp	90	85	80
Bull	20 sp	85	75	60
Camel	50 sp	90	85	80
Capon	3 tc	90	85	80
Cat, Big, Hunting (jaguar…)	1,500 sp	40	30	20
Cat, Domestic	1 cp	95	90	85
Chicken, Hen, Laying	5 tc	95	90	85
Chicken, Hen, Roasting Kind	2 tc	95	90	85
Cow (calf)	4 sp	90	85	80
Cow, Milk	10 sp	90	85	80
Dog				
Guard (per skill)	50 sp	80	70	60
Hunting (game specific)	25 sp	85	75	65
War	100 sp	75	65	55
Elephant				
Labor	200 sp	75	65	50
War	500 sp	50	40	20
Falcon, Trained	1,000 sp	80	60	40
Ferret, Trained	70 sp	60	40	20
Goat, Common	1 sp	90	85	80
Goat, Unblemished	8 sp	70	50	40
Goat, Pack, Trained	10 sp	70	50	40
Goose	5 tc	90	85	80
Guinea Hen	2 tc	90	85	80
Hawk, Trained	800 sp	80	60	40
Horse				
Draft	100 sp	90	85	80
Destrier	400 sp	70	50	40
Rounsey	150 sp	70	50	40
Courser	225 sp	70	50	40
Riding	75 sp	90	85	80
Monkey, Trained (per skill)	500 sp	60	40	20
Mule (mining)	40 sp	90	65	35
Otter	70 sp	60	40	20
Ox	15 sp	95	90	85
Oxen, Matched Pair	50 sp	85	75	65
Pack Ape	1500 sp	50	20	0
Partridge	5 tc	90	85	80
Peacock	5 cp	90	85	80
Pig, Suckling	1 sp	95	90	85
Pig, Sow	3 sp	95	90	85
Pigeon	1 tc	95	90	85
Pigeon, Homing	100 sp	70	50	40
Pigeon, Carrier	150 sp	60	40	30
Pony	30 sp	95	90	85
Ram	4 sp	70	50	40
Rooster	8 tc	95	90	85
Sheep	2 sp	95	90	85
Songbird	10 cp	95	90	85
Swan	5 cp	80	75	70
Weasel, Trained	75 sp	65	45	25

Tack and Harness

Item	Cost	Weight	Base Availability Hi	Med	Low
Barding Horse	—	—			
Chain	350 sp	60 lbs.	60	25	0
Full plate	900 sp	90 lbs.	45	20	0
Full scale	225 sp	105 lbs.	70	35	0
Half padded	20 sp	25 lbs.	100	65	20
Half scale	150 sp	50 lbs.	80	45	0
Leather or padded	40 sp	40 lbs.	95	55	10
Bit and bridle	15 cp	3 lbs.	95	85	80
Blinders, Horse	5 cp	3 lbs.	95	85	80
Cart harness	2 sp	10 lbs.	95	85	80
Fort, Elephant	400 sp	300 lbs.	55	50	45
Halter	5 tc	*	95	85	80
Horseshoes & shoeing	1 sp	10 lbs.	95	85	80
Saddle					
Pack	5 sp	15 lbs.	95	85	80
Riding	10 sp	35 lbs.	95	85	80
Saddle bags					
Large	4 sp	8 lbs.	95	85	80
Small	3 sp	5 lbs.	95	85	80
Saddle blanket	3 cp	4 lbs.	95	85	80
Yoke					
Horse	5 sp	15 lbs.	95	85	65
Ox	3 sp	20 lbs.	95	85	60

* These items weigh little individually. Ten of these items weigh one pound.

Bonding with a new mount takes 1d20 days. Until bonding period is complete any new mount is likely to be skittish and have lower morale.

Livestock

Trained Animals: Any 'trained' animal can shrug off its training and bolt if mistreated. Overloading such animals, not feeding them and pushing them for long periods without rest is sure to make even the most loyal of beasts turn on a character.

When buying a trained animal you are typically paying the base price for each 'skill' the animal has been taught. Your GM has the full list of available skills a particular animal can learn.

Bonding Period: There is a six week 'bonding period' between master and animal (except for mounts, which take 1d20p days) before a character fully earns an animal's trust, loyalty and sometimes respect. This will be modified, of course, by how well (or poorly) the animal is treated.

Animals who are bonded with their masters get modifiers for their morale and vs. fear when their master is present.

Pecking Order: Special care must be taken with animals that have a pack mentality, such as dogs and apes. Even trained pack animals will respond to the 'call of the wild' and feel the need to establish a pecking order to determine the alpha male and female. Generally, such establishment/re-establishment of the pecking order will result in 5 to 10 percent casualties (rounded up).

Mounts and Pack Animals

Horses (or ponies for dwarves and halflings) are desirable purchases in that they permit much speedier overland movement particularly in open country or along roads.

Riding horses are typified by the hobby breed, a lightweight horse of about 13 to 14 hands (i.e., 52 to 56 inches). They are quick and agile beasts capable of traversing long distances. Like all horses, they exhibit a wide array of coat colors and distinctive markings. Horses must be trained to accept a saddle and rider by a trainer (e.g., an individual with the Animal Training: Equine skill possessing at least average mastery).

Horses may only be ridden by elf, grel, half-elf, half-hobgoblin, half-orc or human characters with the Riding: Equine skill although a halfling may accompany such a rider.

Compared to horses, **ponies** have thicker manes, tails and overall coat, as well as proportionally shorter legs, wider barrels, heavier bone, thicker necks, and shorter heads with broader foreheads. Their temperaments are typically calmer than horses. Dwarves, gnomes, gnome titans and halflings with the Riding: Equine skill may use ponies as mounts.

Mules are sturdy beasts of burden. The particular breed presented here, the mining mule, has been trained in collier work and is thus temperamentally suited to enter dark caves and caverns (horses will refuse to do so). These animals are less likely to panic than standard horses when faced with danger (gaining a +2 bonus on Tenacity).

These admirable qualities are balanced by the creature's ornery temperament. All skill checks made with respect to mules are one difficulty category greater. Though typically not employed as mounts, dwarves may often resort to this usage as their weight is frequently overly burdensome for a pony. Mule riders must possess average or better mastery in the Riding: Equine skill.

Mounted Combat: Riding horses, ponies and mules possess neither the temperament nor training to serve as war steeds. Thus while outfitting these animals with barding and charging down opponents with a lance is beyond the capability of these mounts, the possibility of engaging in mounted combat is nonetheless real.

These mounts are flighty animals and their natural reaction to danger is to flee. As such, whenever they encounter a hostile creature they will attempt to run in the opposite direction – regardless of the wishes of their rider. An average Riding skill check is required to rein in the mount.

Intelligent opponents will usually target the rider with their attacks as he is the greater threat. Predatory animals or unintelligent monsters are, however, equally likely to attack the mount or the rider. A mount struck for damage will make a determined effort to flee – necessitating a Riding check (Very Difficult) to prevent this. The rider must attempt the check every time the animal is wounded.

Warhorses: Horses employed as weapons platforms are bred for temperament first and thereafter for size and strength. To the untrained eye, little visually differentiates a light riding horse from a light warhorse.

Light Riding Horse

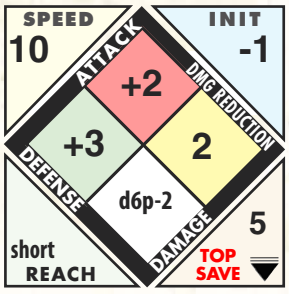
Hit Points:	20+4d8
Size/Weight:	H/800 lbs.
Tenacity:	Cowardly
Intelligence:	Animal, High
Fatigue Factor:	-4

MOVEMENT

Crawl:	5
Walk:	25
Trot:	30
Canter:	35
Gallop:	40

SAVES

Physical:	+2
Mental:	+2
Dodge:	+2



Attack:

Special:

Rounsey (light warhorse)

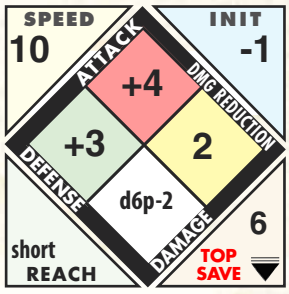
Hit Points:	24+4d8
Size/Weight:	H/900 lbs.
Tenacity:	Steady
Intelligence:	Animal, High
Fatigue Factor:	-4

MOVEMENT

Crawl:	5
Walk:	25
Trot:	30
Canter:	35
Gallop:	40

SAVES

Physical:	+4
Mental:	+4
Dodge:	+4



Attack:

Special:

Courser (medium warhorse)

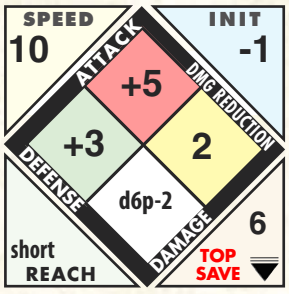
Hit Points:	30+4d8
Size/Weight:	H/1200 lbs.
Tenacity:	Steady
Intelligence:	Animal, High
Fatigue Factor:	-5

MOVEMENT

Crawl:	5
Walk:	25
Trot:	30
Canter:	35
Gallop:	40

SAVES

Physical:	+5
Mental:	+5
Dodge:	+5



Attack:

Special: +1 damage die bonus for rider when Courser is moving at ≥ Trotting speed

Destrier (heavy warhorse)

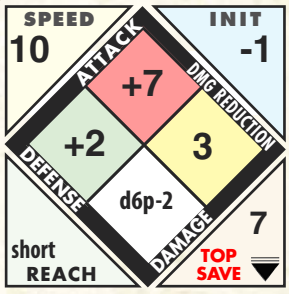
Hit Points:	35+5d8
Size/Weight:	H/1600 lbs.
Tenacity:	Steady
Intelligence:	Animal, High
Fatigue Factor:	-6

MOVEMENT

Crawl:	5
Walk:	20
Trot:	25
Canter:	30
Gallop:	35

SAVES

Physical:	+7
Mental:	+7
Dodge:	+7



Attack:

Special: +2 damage die bonus for rider when Destrier is moving at ≥ Trotting speed

Warhorses need to check tenacity whenever injured in combat (ordinary beasts of burden automatically bolt requiring a [very difficult] Riding skill check to restrain them). The momentum Coursers and Destriers provide to the rider when moving at a trot or faster affords them an extra die or two of damage respectively when successfully striking an opponent.

Warhorses do not attack independently of their rider. Rearing or kicking jeopardizes the ability of the rider to remain in the saddle and interferes with his ability to fight.

Tack and Harness

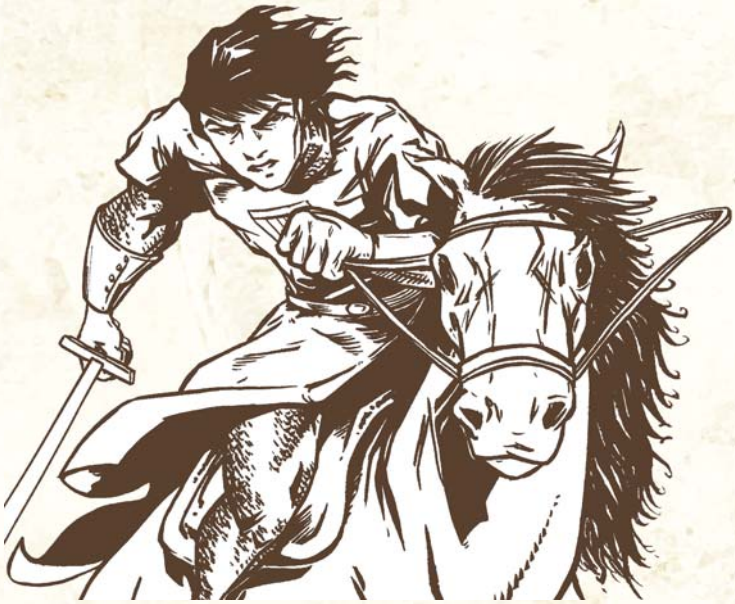
Barding: A warhorse, or any animal trained for combat, is a considerable investment for the average fighter. Therefore, it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best nonmagical protection is horse armor or barding. Barding is simply some type of armor fitted to be worn by a mount. It works the same way as the corresponding personal armor described later in this chapter in terms of DR.

Full barding covers the head, neck, chest, and body of the beast, while half barding covers the head, neck, chest, and front quarters. Half barding provides the same DR protection as full barding but only to front and front flank attacks. Barding can be made from many different materials; stouter types provide increasing protection according to the armor of the construction. All of this, however, is at the expense of increased weight and lowered maneuverability of the mount. Plate barding, for example, is the equivalent of a fighter's field plate and is made of carefully interlocked plates and joints. It provides a DR of 7 to the mount. It weighs at least 80 to 100 pounds at the lightest and thus, a fully equipped warhorse with this armor can manage little more than a steady trot at top speed.

Barded animals also require special attention. Care must be taken to prevent chafing and sores. The mount cannot wear the armor indefinitely. It must be removed at night and ideally should not be worn except in preparation for a battle or tournament. Removing a horse's barding requires 15 minutes for leather and 30 minutes for metal armors. Fitting it takes twice as long.

The weight of barding is carefully distributed to account for the weight of the armor and the rider, so barded animals cannot be used as pack animals! It is normal practice to have a second mount for carrying gear and supplies. Note that most mounts have a natural DR that is cumulative with that of the barding.

Saddles: There are two basic saddles—riding and pack. Riding saddles take many forms, but their basic purpose is to carry a person. Pack saddles are special frames designed to carry supplies and equipment. The only practical limit to how much a well-stowed pack saddle can carry is the carrying ability of the animal.



Pony

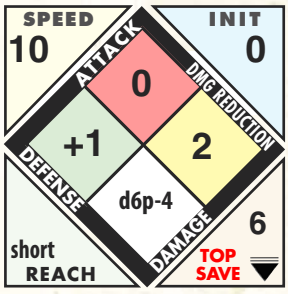
Hit Points:	18+3d8
Size/Weight:	L/600 lbs.
Tenacity:	Nervous
Intelligence:	Animal, High
Fatigue Factor:	-4

MOVEMENT

Crawl:	5
Walk:	15
Trot:	20
Canter:	25
Gallop:	30

SAVES

Physical:	+1
Mental:	+1
Dodge:	+1



Attack:

Special:

Mule (mining)

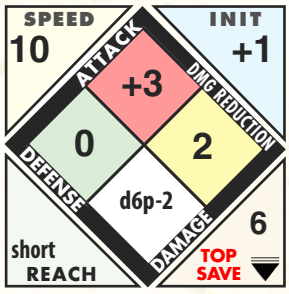
Hit Points:	20+3d8
Size/Weight:	L/700 lbs.
Tenacity:	Nervous
Intelligence:	Animal, High
Fatigue Factor:	-6

MOVEMENT

Crawl:	5
Walk:	15
Trot:	20
Canter:	25
Gallop:	30

SAVES

Physical:	+2
Mental:	+3
Dodge:	+1



Attack:

Special: +2 tenacity bonus

Animal	Carry (lbs.) no encumbrance	Carry (lbs.) light encumbrance	Carry (lbs.) medium encumbrance	Carry (lbs.) heavy encumbrance	Drag (lbs.)
Riding Horse	65	130	260	390	2000
Pony	50	100	200	300	1600
Mule	75	150	300	450	2400
Rounsey	87	175	350	525	2800
Courser	120	240	480	720	3840
Destrier	180	360	720	1100	5750

Speeds for Encumbered Mounts	Gallop speed	Canter speed	Trot speed	Walk speed	Crawl speed
None	std.	std.	std.	std.	std.
Light	std.	std.	std.	std.	std.
Medium	no	no	-5	std.	std.
Heavy	no	no	no	std.	std.

Load Bearing: The charts to the left list the weights each of these animals may bear. When riding an animal, the rider's body weight, his gear, riding gear and any ancillary stowage much be taken into account. Animals laden to the point of heavy encumbrance must make a tenacity check every hour or they lay down and refuse to move.

Transport, Land*

Item	Cost	Weight	Base Availability Hi	Med	Low
Cart, Small	5 sp	—	90	85	80
Carriage					
Common	15 gp	—	90	85	80
Coach, ornamented	700 gp	—	75	70	65
Chariot					
Riding	20 gp	—	80	75	70
War	50 gp	—	75	70	65
Sedan chair	10 gp	—	90	85	80
Wagon, Two-Wheeled	60 sp	—	90	85	80
Wagon, Four Wheeled	125 sp	—	85	80	75
Wheel, Replacement (spoked)	5 sp	65 lbs.	90	85	80
Wheel, Replacement (planked)	1 sp	125 lbs.	90	85	80

*Movement rates for this equipment are given in the GMG

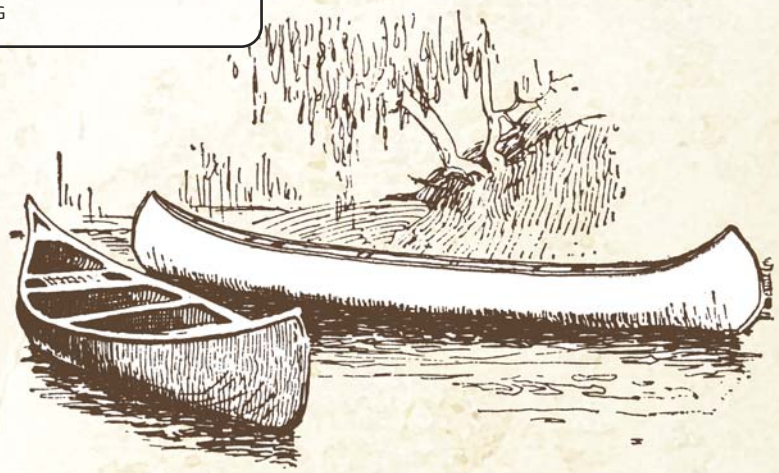
Transport, Water*

Item	Cost	Weight	Base Availability Hi	Med	Low
Barge, River	50 gp	—-	90	85	80
Boat, Collapsable	30 gp	35 lbs.	75	50	0
Canoe	—				
Small	3 gp	50 lbs.	90	85	80
War	5 gp	150 lbs.	90	85	80
Oar	2 sp	5lbs.	90	85	80
Raft or small keelboat	10 gp	—	90	85	80

*Movement rates for this equipment are given in the GMG

Transport, Water

Boat, Collapsible: This is a small leather shell which can be stretched into shape by means of several bowed poles. Once stretched out to it's full size it makes a small raft-like boat that can hold two light people (or 300 lbs total in encumbrance). The raft has a low draft and is difficult to paddle but it can get a character across small bodies of water. The boat can remain waterborne for periods up to six hours at a time. After that the leather softens and the stitching begins to leak. (Stretching the boat out and letting it dry in the sun restores its waterproofing however. The boat has another useful feature. It can be used as a one man tent by simply flipping it over.



Armor

You are probably going to want your character to buy armor, as this is the easiest and cheapest way to increase his chance of surviving the more violent dangers of the mercenary life. Clearly, the better the armor the character possesses, the less likely he is to be hurt. Armor protection is measured by damage reduction (DR), a number rating measuring how many hit points per attack the armor absorbs; the higher the DR number, the better the protection. Certain classes have restrictions on the type of armor they can wear. For other classes, armor reduces the effectiveness or success chance of their skills (e.g., try moving silently in a suit of Chain Mail).

Banded Mail: This armor is made of overlapping strips of metal sewn to a backing of leather and light chain mail. Generally the strips cover only the more vulnerable areas, while the chain and leather protect the joints where freedom of movement must be ensured. Through straps and buckles, the weight is very evenly distributed.

Chain Mail: This armor is made of interlocking metal rings. It is always worn with a layer of quilted fabric padding underneath to prevent painful chafing and to cushion the impact of blows. Several layers of mail are normally hung over vital areas. The links yield easily to blows, absorbing some of the shock. Most of the weight of this armor is carried on the shoulders and it is uncomfortable to wear for long periods of time.

Leather Armor: This armor is made of leather hardened in boiling oil and then shaped into breastplate and shoulder protectors. The remainder of the suit is fashioned from more flexible, somewhat softer materials.

Padded: This is the simplest type of armor, fashioned from quilted layers of cloth and batting. It tends to get hot and after a time becomes foul with sweat, grime, lice and fleas.

Plate Mail: This armor is a combination of chainmail with metal plates (cuirass, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas. The weight is distributed over the whole body and the whole thing is held together by buckles and straps.

Ring Mail: This armor is a design precursor to chain mail in which metal rings are sewn directly to a leather backing instead of being interlaced. While not as effective as the latter in mitigating blows, the protection it affords is accomplished with less restriction on the wearer's flexibility.

Scale Mail: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. While providing protection on par with Chain Mail, it does so with a greater mass of metal and reduced flexibility – particularly in the joints.

Splint Mail: This armor is made of narrow vertical strips riveted to a backing of leather and cloth padding. Since this carapace is inflexible, the joints are protected by chain mail.

Studded Leather: This armor is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets.

Armor Sizes

The equipment list reflects the price of a suit of armor (including an appropriate helmet) made for any normal player character race. The cost of armor is a reflection of the labor hours required to produce it, the raw cost of materials being only small portion of the whole. Thus, the armor for all races is as expensive as that for a human.

Nonstandard sizes and shapes of armor are going to cost significantly more and must be custom-made. This is not the kind of thing one can pick up at the local store! When armor is found during the course of an adventure, the players should note the characteristics of the creature that wore the armor previously. While a human-sized character might be able to wear the armor of a gnole, it will do little good for a gnome titan. Likewise, the armor of a giant is of little use to anyone (other than another giant).

Even armors of the same size/race as a PC will need to be fitted, tailored and modified for the character before it can be effectively worn. Of course, this carries an expense, typically 20% of the item's value and requiring time, sometimes weeks, to remake.

Getting Into and Out of Armor

There are times when it is important to know how quickly a character can get into or out of his armor. Accidents and unforeseen events happen all the time. The party is attacked at night. Those sleeping around the campfire in their skivvies may want to don their armor before rushing into battle against a tetzelwyrm. A character slips and falls into the river where his heavy armor pulls him down like a stone. He greatly desires to get it off before he drowns face down in the muck at the bottom of the sewage-filled river downstream of the city. Just how long does it take him?

The time required to don armor depends on its make. Those armors that are a single piece—leather tunics, robes, chain mail— require 2d8p seconds (4d8p for metal items) to don with slight assistance. Without aid, the time is doubled. Armor that is made of separate pieces requires 12d12p seconds, again with assistance. Without help, the time required is tripled.

In all cases, the times given assume that the proper undergarments and padding are also worn (add 2d8p

Armor	Cost	Damage Reduction	Defense Adjustment	Initiative Modifier	Speed Modifier	Movement Rate Reduction	Type	Weight (pounds)
None	-	0	0	-1	0	none	none	
Thick Robes	5 cp	1	-1	0	0	none	none	5
Leather	6 sp	2	-2	0	0	none	Light	15
Padded	4 sp	2	-3	+1	0	none	Light	15
Studded Leather	40 sp	3	-3	+1	0	none	Medium	20
Ring Mail	65 sp	4	-4	+1	+1	75% of max for jog, run and sprint	Medium	30
Chain Mail	200 sp	5	-5	+2	+2	75% of max for jog, run and sprint	Heavy	45
Scale Mail	120 sp	5	-6	+3	+2	50% of max for jog, run and sprint	Heavy	60
Splint Mail	300 sp	6	-5	+2	+2	50% of max for jog, run and sprint	Heavy	55
Banded Mail	400 sp	6	-4	+2	+1	75% of max for jog, run and sprint	Heavy	50
Plate Mail	500 sp	7	-5	+2	+2	50% of max for jog, run and sprint	Heavy	55

seconds if these must be donned as well).

Sometimes characters need to get into armor in a hurry and thus, they dress hastily. This assumes that some buckles aren't fastened, seating adjusted, etc. Single suits can be hastily donned in d8p seconds with help (2d8p sans help) at the cost of 1 point of DR, +1 to Speed and -1 to defense and attack. Thus, a fighter could hastily pull on his chainmail in d8p seconds (with help) and charge into a fray but his DR will only be 4 and his Speed, defense and attack will all suffer by one. Hastily donning piece armor (plate mail for example) improves the character's DR by 1 for every 2d12p seconds spent dressing, but speed, defense and attack will all suffer a penalty of one per DR short of maximum. A fighter could choose to spend 6d12p fitting on parts of his plate mail, giving him a DR of 3, before going into battle, but with speed, defense and attack penalties of four. Additionally, hastily donned armor's hit points are reduced to the number corresponding to its effective DR at the time.

Removing armor is a much quicker matter. Most can be shed in a 2d8p seconds. Piece armor (particularly full plate) requires 6d12p. However, if the character is willing to cut straps and bend pins, such armors can be removed in half the time. In this case, the armor will suffer d3p points of damage.

Shields

All shields improve a character's Defense against a specified number of attackers. A shield is useful only to protect the front and flanks of the user. Attacks from the rear or rear flanks cannot be blocked by a shield.

One might conjecture that the most suitable material for shield construction would be steel given its great tensile strength. This notion was disproven long ago as it was observed that the sheer mass of a bronze shield (its weight equivalent to that of steel) precludes its effective use. Common shields are made of boiled leather stretched over a wickerwork lattice. The surface is dipped in hot wax becoming remarkably tough once solidified and affording an excellent balance of weight and resiliency.

A **buckler** is a very small shield that fastens on the forearm. Crossbowmen or archers can wear it with no hindrance though they gain no benefit while actively employing missile weapons

Shield Type	Cost	Defense Bonus	Damage Reduction	Cover Value	Weight (pounds)
Buckler	9 sp	+2	4 HP	20	4
Small	15 sp	+4	4 HP	19	7
Medium	30 sp	+6	6 HP	16 (11 if actively crouching behind it)	14
Large	60 sp	+6	6 HP	11 (6 if actively crouching behind it)	24
Body	90 sp	+6	6 HP	6 (1 if actively crouching behind it)	35

Armor and Shield Availability

Item	Hi	Med	Low
Thick Robes	*see entry under clothing*		
Leather	100	100	95
Padded	100	100	85
Studded leather	95	90	75
Ring mail	90	80	50
Chain mail	85	50	0
Scale mail	95	60	15
Splint mail	80	40	0
Banded mail	75	30	0
Plate mail	70	30	0
Shields			
Buckler	100	95	85
Small	100	100	95
Medium	95	85	75
Large	90	75	65
Body	80	40	10

(its presence is merely a convenience facilitating rapid employment when these cowardly individuals are eventually engaged in melee combat!) . Its small size enables it to protect against only one frontal attacker (of the user's choice), improving the character's Defense by +2 against that attack (and, more importantly, permitting him to roll a full d20p for Defense).

A **small shield** is carried on the forearm and gripped with the hand. Its lightweight nature permits the user to carry other items in that hand (although he cannot use weapons). It can be used to protect against two frontal attackers of the user's choice.

The **medium shield** is carried in the same manner as the small shield. Its weight prevents the character from using his shield

Armor's effects on "stealthy" skills (applies to anyone, regardless of class, attempting these skills)

	No Armor	Thick Robes, Leather or Padded Armor	Studded Leather	Ringmail	Chainmail	Scale Mail	Banded Mail	Splint Mail	Plate Mail	shield
Initiative Die bonus[2]	one better	yes	forfeit 1 die	forfeit 2 dice	forfeit 3 dice	forfeit 4 dice	forfeit 3 dice	forfeit 4 dice	forfeit 4 dice	forfeit 1 die
Climbing/Rappeling	+10%	std	-15%	-25%	-35%	-50%	-40%	-50%	-60%	[1]
Disarm Trap	std	std	-15%	-20%	-25%	-30%	-25%	-30%	-25%	[1]
Hiding	+5%	std	-10%	-20%	-25%	-25%	-35%	-35%	-40%	-40%
Identify Trap	std	std	-10%	-15%	-25%	-25%	-25%	-25%	-25%	[1]
Listening	std	std	-5%	-5%	-10%	-15%	-10%	-15%	-20%	std
Lock Picking	std	std	-10%	-20%	-25%	-25%	-25%	-25%	-25%	[1]
Pick Pocket	+5%	std	-15%	-30%	-50%	-60%	-50%	-65%	-75%	-60%
Sneaking	+10%	std	-20%	-35%	-50%	-65%	-50%	-70%	-80%	-40%

Armor's effects on "stealthy" skills

When clad in heavier armors, a character's proficiency in the above skills is compromised.

On a cheery note, the penalties for armor AND shield are not cumulative - only the most restrictive one applies.

[1] *The presumption is that a character will spend the few seconds necessary to remove his shield before performing these tasks.*

[2] *A character will never be forced to operate at an initiative die* ***penalty****. If the restriction imposed by heavy armor indicates this (as may be the case with an inexperienced footpad), he merely uses the same initiative die as everyone else.*

hand for other purposes. With a medium shield, a character can protect against any frontal or flank attacks.

A **large shield** offers increased surface area compared to a medium one. In its most common circular form factor, it is three feet in diameter. It offers no tangible benefit in hand-to-hand combat versus a medium shield, the latter design already having the achieved the maximal defensive value such equipment can provide. The value of these shields is in the greatly enhanced cover value they provide versus missile fire – twice that of a medium shield for passive defense and half again as much when actively seeking cover.

The **body shield** is massive reaching nearly from chin to toe. It is very heavy and usage is as fatiguing as wearing heavy armor. It must be firmly fastened to the forearm and the shield hand must grip it at all times. Despite its great size, it offers no more protection from melee attacks than medium or large shields due to the inability to maneuver it with rapidity.

However, it is not for this purpose that warriors acquire such shields. Nay, it is their extraordinary value as cover that validates their continued employment on the battlefield. Offering total protection when crouching behind such a massive shield permits tactics such as the shield wall – a true bane to archers. Even when passively employed, they provide twice the cover of large shields and thrice that of medium ones.

Weapons

Humans are unique in that they are extremely numerous, warlike, inventive and skilled in metalwork. It is no wonder then that they excel in the field of weapon design. While they may have copied some designs from the dwarves and elves, they have adapted these to their own use and through rigorously field testing (i.e. centuries of constant war) have perfected the wide gamut of weaponry presented in this book.

Simply stated, all weapons types are designed (or perfected) by humans for their use in war. Other races employing these weapons (or copying them) are simply leveraging the bloody research and development humans have invested in perfecting these implements of war. This includes the humanoid races.

The upshot of this is that there are no "scaled down" versions of weapons meant for the diminutive races. On the rare occasions that they go to war, they employ human weapons (or, rarely, indigenous copies).

For a real life example, one has only to look to the AK-47. This weapon is used nearly everywhere. Why would non-superpower expend the effort to develop their own assault rifle when an adequate weapon can be purchased cheaply or copied?

Weapon sizes: Weapons are defined as being small, medium or large. Humans (and other size M bipeds) may use small and medium weapons one-handed. Large weapons require the use of both hands due to their size.

Small creatures may only employ small weapons one-handed. Should they wish to utilize medium weapons, they must do so

with two hands. All the penalties of using a one handed weapon two-handed (see Chapter 13: Combat p. 226) apply (i.e. a +2 Speed penalty) but no extra damage accrues as the small character does not have the leverage of a medium character. Large weapons cannot be employed by a small character.

Selected Weapon Descriptions

Scourge: This wicked weapon is a short whip with several thongs or tails. Each thong is studded with metal barbs, resulting in a terrible lash. It is frequently used as an instrument of torture.

Polearms: A popular group of weapons, their length is a distinct advantage and, for the peasant, they are relatively easy weapons to make and use against monsters or adventurers. Thus, there exists a great abundance of polearms of different sizes and shapes. Due to their numbers, there is no standard system for naming polearms. The names used in the HackMaster game might possibly be applied to other weapons elsewhere, but, it goes without saying that the names used here are most correct and should always be used.

Because of their length, all polearms are infantry weapons and require two hands to use with the lone exception being the short spear. They are almost always the weapons of the common peasant and soldier, who, lacking a horse and heavy armor needs some weapon to keep the enemy's knights at bay.

Thus, most polearms are intended for use in close-packed formations to present a forest of sharp points and wicked blades to any knight foolish enough to charge. Unfortunately, giants and giant-kin like to wield these puppies one-handed. Ouch!

Bardiche: One of the simplest of polearms, the bardiche is an elongated battle-axe. A large curving axe-head is mounted on the end of a shaft 5 to 8 feet long. The bardiche grew out of a common peasant tool and is popular with the plebes. One relative disadvantage is that the bardiche requires more space to wield than a pike or a spear.

Bec de corbin: This is a highly specialized weapon designed specifically to deal with heavy armor. The pick or beak is made to punch through plate, while the hammer side can be used to give a stiff blow. The end is fitted with a short blade for dealing with unarmored or helpless foes. The weapon is about eight feet long. Since the weapon relies on impact, a great deal of swinging space is needed.

Bill-guisarme: A particularly bizarre-looking combination weapon, the bill-guisarme is an outgrowth of the common bill hook. Mounted on a seven- to eight-foot-long pole, it has a combination of a heavy cleaver blade, a jutting back spike, and a hook or spike on the end. Thus, it can be used in several different ways. Like most polearms, it requires lots of room to use.

Fauchard: An outgrowth of the sickle and scythe, the fauchard is a long, inward curving blade mounted on a shaft six to eight feet long. It can slash or thrust, although the inward curving point makes thrusting rather ineffective. Its advantage is that a peasant can easily convert his common scythe into this weapon of war.

continued on page 210

Weaponry

Item	Cost	Weight	Base Availability Hi	Med	Low
Axe, Battle	5 sp	3½ lbs.	90	85	80
Axe, Hand	3 sp	2 lbs.	95	90	85
Club	1 cp	2 lbs.	100	100	95
Dagger	2 sp	1 lb.	95	90	85
Flail	15 sp	4½ lbs.	90	85	80
Flail, Horseman's	12 sp	3 lbs.	80	75	70
Knife	5 cp	.5 lb.	100	95	90
Lance	10 sp	6½ lbs.	85	80	75
Mace	8 sp	3 lbs.	90	85	80
Mace, Horseman's	6 sp	2 lbs.	80	75	70
Morning Star	10sp	3 lbs.	95	90	85
Pick, Military	4 sp	4 lbs.	90	85	80
Pick, Horseman's	3 sp	2 lbs.	80	75	70
Polearms					
Bardiche	7 sp	6 lbs.	85	80	75
Bec de Corbin	8 sp	5 lbs.	85	80	75
Bill-Guisarme	7 sp	5 lbs.	85	80	75
Fauchard	5 sp	5 lbs.	85	80	75
Fauchard-Fork	8 sp	5 lbs.	90	85	80
Fork, Military	5 sp	4 lbs.	90	85	80
Glaive	6 sp	5 lbs.	85	80	75
Glaive-Guisarme	10 sp	5 lbs.	85	80	75
Guisarme	5 sp	4 lbs.	85	80	75
Guisarme-Voulge	8 sp	5 lbs.	85	80	75
Halberd	10 sp	5 lbs.	85	80	75
Partisan	10 sp	5 lbs.	85	80	75
Pike	5 sp	5 lbs.	85	80	75
Ranseur	3 sp	5 lbs.	90	85	80
Short Spear	1 sp	3 lbs.	95	90	85
Spear	2 sp	4 lbs.	95	90	85
Spetum	5 sp	5 lbs.	85	80	75
Trident	15 sp	4½ lbs.	60	50	40
Voulge	5 sp	5 lbs.	85	80	75
Scourge	1 sp	2 lbs.	85	80	75
Scythe, Two-Handed	10 sp	5 lbs.	65	60	55
Staff	2 cp	4 lbs.	100	95	90
Swords					
Broadsword	14 sp	3½ lbs.	90	85	80
Great Sword	30 sp	4 lbs.	75	70	65
Longsword	20 sp	3 lbs.	85	80	75
Sabre	18 sp	2½ lbs.	80	75	70
Scimitar	15 sp	4 lbs.	85	80	75
Short Sword	10 sp	2¼ lbs.	90	85	80
Two-Handed Sword	50 sp	5 lbs.	75	70	65
Warhammer	2 sp	2½ lbs.	90	85	80
Warhammer, Great	5 sp	5 lbs.	80	75	70
Axe, Throwing	3 sp	2 lbs	90	85	80
Bows					
Longbow	75 sp	2 lbs.	75	70	65
Shortbow	30 sp	1 lb.	90	85	80
Crossbow, Heavy	50 sp	5 lbs.	80	75	70
Crossbow, Light	35 sp	3 lbs.	85	80	75
Javelin	6 cp	2 lbs.	85	80	75
Knife, Throwing	1 sp	½ lb.	80	75	70
Sling	1 cp	¼ lb.	100	95	90
Arrow (longbow)	2 sp	8/lb	75	70	65
Arrow (shortbow)	8 cp	12/lb	90	85	80
Quarrel (light)	1 sp	15/lb	85	80	75
Quarrel (heavy)	2 sp	12/lb	80	75	70
Sling Bullet*	2 cp	20/lb	90	85	80
Slingstone*	free	20/lb	100	100	95
bowstring (any type)	2 cp	—.	100	95	80

**Slingstones and sling bullets are functionally identical. However, only bullets may be precision crafted to gain a bonus as a quality weapon.*

Melee Weapons

Melee Weapons	STR required	Skill level	Damage	Shield Damage	Speed (jab speed)	Size	Reach	Type
Axe, battle	10	low	4d3p[2]	3d3p	12	M	3 feet	Hacking
Axe, hand	6	low	d4p+d6p	d6p	8	S	1½ feet	Hacking
Bare-handed (fists)	-	minimal	(d4p-2)+(d4p-2)	-	10*	S	1 foot	Crushing
Club	5	minimal	d6p+d4p	d6p	10	M	2½ feet	Crushing
Dagger	4	low	2d4p	-	7 (5)	S	1 foot	Puncturing
Flail	9	low	2d8p[1]	d8p	13	M	4 feet	Crushing
Flail, Horseman's[H]	7	medium	d4p+d6p	d6p	11	S	2 feet	Crushing
Knife	3	low	d6p	-	7	S	1 foot	Puncturing
Lance[H]	11	medium	2d8p[2]	d8p	12	L	10 feet	Puncturing
Mace	10	low	d6p+d8p[2]	d8p	11	M	2 feet	Crushing
Mace, Horseman's[H]	8	medium	2d6p[1]	d6p	10	M	1½ feet	Crushing
Morning Star	9	low	2d8p	d8p	11	M	3 feet	Crushing
Pick, Military	10	low	3d4p[2]	2d4p	12	M	3 feet	Puncturing
Pick, Horseman's[H]	8	medium	d4p+d6p[1]	d6p	8	S	1½ feet	Puncturing
Scourge	4	low	2d4p	-	9	S	1½ feet	Hacking
Scythe, Two-Handed[T]	10	medium	2d6p+3	d6p	15	L	4½ feet	Hacking
Staff[T]	7	low	2d4p+3	d4p	13	L	8 feet	Crushing
Swords								
Broadsword	10	medium	2d6p+d3p	d6p+d3p	11	M	3¼ feet	Hacking
Great sword [bastard][T]	10	medium	d8p+d10p+3[1]	d10p+3	12 (9)	L	4½ feet	Hacking
Longsword	8	medium	2d8p	d8p	10 (8)	M	3½ feet	Hacking
Sabre[H]	7	medium	d6p+d8p	d6p	8	M	3 feet	Hacking
Scimitar	8	medium	2d8p	d8p	9	M	3 feet	Hacking
Short sword	6	low	2d6p	lower of 2d6p	8 (7)	S	2 feet	Puncturing
Two-Handed sword[T]	12	medium	2d12p+3[2]	d12p+3	16	L	6 feet	Hacking
Warhammer	9	low	2d6p[1]	d6p	8	S	1½ feet	Crushing
Warhammer, Great	12	low	d8p+d10p[1]	d10p	12	M	2½ feet	Crushing

** speed 5 if opponent is unarmed or unaware*

[H] *indicates weapon specifically designed for saddle-borne combat (see Mounted Combat on p. 233 for advantages this provides)*

[T] *indicates two-handed weapon*

[1] *ignores 1 DR vs. heavy armor (or monster with 5+ DR)*

[2] *ignores 2 DR vs. heavy armor (or monster with 5+ DR)*

TIP: The downside of using a weapon that you're not strong enough to wield is increased fatigue. For specific rules, see the discussion of *Fatigue* in ***Chapter 13: Combat*** (p. 232).

Ranged Weapons

Weapons	STR required	Skill level	Damage	Shield Damage	Base Rate of Fire	Size	Max. Range	Type
Crossbow, Light[T]	6	low	2d6p	1	20 s	M	180′	Puncturing
Crossbow, Heavy[T]	10	low	2d10p	1	60 s	L	250′	Puncturing
Javelin	6	low	d12p	1	7 s	M	100′	Puncturing
Longbow[T]	11	high	2d8p	1	12 s	L	210′	Puncturing
Shortbow[T]	7	medium	2d6p	1	12 s	M	150′	Puncturing
Sling	4	medium	d4p+d6p	1	10 s	S	160′	Puncturing
Throwing Axe	7	medium	d4p+d6p	d4p	7 s	S	60′	Hacking
Throwing Knife	4	medium	d6p	1	6 s	S	50′	Puncturing

TIP: Javelins, Throwing Axes & Throwing Knives receive a Strength bonus to damage but only if the weapon is thrown while the attacker is moving at least 10 feet per second. For humans and other size M creatures (excepting dwarves) this necessitates a jog. Dwarves and size S creatures need to sprint to achieve this velocity. *Sucks to be you shorty…*

Weapons: Pole Arms

Pole Arm Name	STR required	Skill level	Size	reach	speed	damage	shield damage	dismount?	hvy armor	set 4 charge	jab	jab special	defense	type	Phalanx
Bardiche[T]	9	low	L	5	14	4d4p+3	2d4p+3						d20p-4	H	
Bec de Corbin[T]	9	medium	L	6	14	2d6p+3	lower of 2d6p	yes	-2 DR	x	10		d20p-4	P	
Bill-Guisarme[T]	9	medium	L	8	15	4d4p+3	2d4p+3	yes			11		d20p-4	H	2nd rank
Fauchard[T]	9	low	L	8	13	2d6p+3	d6p+3				8		d20p-4	H	2nd rank
Fauchard-Fork[T]	9	low	L	8	13	2d8p+3	lower of 2d6p			x	9		d20p-4	P	2nd rank
Fork, Military[T]	9	low	L	7	12	2d6p+3	lower of 2d6p		+1 DR	x	7		d20p-4	P	
Glaive[T]	9	low	L	8	13	5d4p+3	2d6p+3			x	9		d20p-4	H	2nd rank
Glaive-Guisarme[T]	9	medium	L	8	14	4d4p+3	lower of 2d4p	yes			10		d20p-4	P	2nd rank
Guisarme[T]	9	low	L	6	13	2d6p+3	lower of 2d6p	yes		x	8		d20p-4	P	
Guisarme-Voulge[T]	9	medium	L	7	15	4d4p+3	2d4p+3	yes			11		d20p-4	H	
Halberd[T]	10	medium	L	7	14	2d10p+3	d10p+3	yes	-2 DR		12		d20p	H	
Partisan[T]	9	low	L	7	14	2d8p+3	lower of 2d8p			x	9		d20p-4	P	
Pike[T]	10	low	L	18	18	2d6p+3	lower of 2d6p			x	14		d20p-4	P	3rd rank
Ranseur[T]	9	medium	L	8	13	2d6p+3	lower of 2d6p	yes	+1 DR		8		d20p-4	P	2nd rank
Short Spear	5	low	M	5	12	d4p+d6p	lower of d6p & d4p			x	8		d20p-4	P	2nd rank*
Spear[T]	9	low	L	13	12	2d6p+3	lower of 2d6p			x	8		d20p-4	P	3rd rank
Spetum[T]	9	low	L	8	13	2d8p+3	lower of 2d8p				9		d20p	P	2nd rank
Trident[T]	9	medium	L	6	12	d6p+d8p+3	lower of d8p & d6p				8		d20p-4	P	
Voulge[T]	9	low	L	8	15	4d4p+3	2d4p+3				11	3d4+3	d20p-4	H	2nd rank

Strength Required: This is the minimum Strength a character must possess in order to wield the weapon. Weak characters may employ single-handed weapons in both hands by employing the *one handed weapon, used two-handed* fighting style (see p. 226). Such use will cause the wielder to grow tired faster (see *Computing Fatigue Factor* chart on p. 232).

You may not employ a two-handed weapon if your Strength score is below the listed value.

Skill Level: Weapons vary in the amount of training required to become proficient in their use. This is discussed in ***Chapter 9: Proficiencies*** (see *Weapon Proficiencies*).

Size: See discussion under *Weapon Sizes* on page 206.

Reach: This is the reach of the weapon. When initiating melee, the individual with the longer reach may strike first (see *Melee Attacks & Reach* on p. 223).

Speed: This is the weapon's speed. It is the basis for determining how fast you may attack (see *Melee Attacks & Reach* on p. 223).

Damage: This list the dice to be rolled upon a successful hit upon an opponent.

Shield Damage: When a defender uses a shield, your unsuccessful attacks may frequently hit his shield. The listed value is the damage you roll. See *Shields and Armor* (p. 224-225) for a full discussion.

Pole Arm Special Features (these apply only if indicated as such in the column bearing the special feature's name)

Dismount?: These weapons are particularly effective at dismounting cavalry.

Heavy Armor: Certain weapons are designed to penetrate heavy armor (e.g. opponents with DR ≥ 5) and subtract this amount from the opponent's DR. Others are simply not designed for this useage and actually do LESS damage against well armored opponents.

Set for Charge: These weapons are especially effective when employed in a static defense against a charging opponent.

Jab: These weapons may be employed to jab. If used in the second or third rank, this is the only option available.

Jab Special: The Voulge is a particularly effective jabbing weapon and inflicts greater than normal damage for this attack type.

Defense: Certain pole arms permit a defender to roll a d20p for Defense instead of the customary d20p-4 when mounting a shieldless defense (as is normally required for two-handed weapons). Those that gain this advantage are listed as "d20p".

Type: This is the weapon type (Hacking or Puncturing)

Phalanx: These weapons are specifically designed to be used in massed infantry formations. Attackers possessed of the Phalanx Fighting Talent may attack from the second (or possibly third) rank in melee combat when employing these weapons. *Note that all attacks from the second rank or further must utilize the* ***Jab*** *special combat move (see* ***Chapter 13: Combat*** *page 228).*

** Short spears may be used from the second rank provided the first rank is comprised entirely of size small creatures.*

Fauchard-fork: This is an attempted improvement on the fauchard, adding a long spike or fork to the back of the blade. Supposedly this improves the thrusting ability of the weapon. It is still an inefficient weapon.

Glaive: One of the most basic polearms, the glaive is a single-edged blade mounted on an eight- to ten-foot-long shaft. While not the most efficient weapon, it is relatively easy to make and use. Normally the blade turns outward to increase the cutting area, resembling a cleaver or axe when used in this way.

Glaive-guisarme: Another combination weapon, this one takes the basic glaive and adds a spike or hook to the back of the blade. In theory, this increases the usefulness of the weapon although its actual application is somewhat questionable.

Guisarme: Thought to have derived from a pruning hook used by farmers to trim their orchard trees, this is an elaborately curved heavy blade. While convenient and handy, it is not very effective.

Guisarme-voulge: This weapon has a modified axe blade mounted on an eight-foot-long shaft. The end of the blade tapers to a point for thrusting and a back spike is fitted for punching through armor. Sometimes this spike is replaced by a sharpened hook used to dismount riders.

Halberd: Fixed on a shaft five to eight feet long is a large axe blade, angled for maximum impact. The end of the blade tapers to a long spear point or awl pike. On the back is a hook for attacking armor or dismounting riders. Originally intended to defeat cavalry, it is not tremendously successful in that role since it lacks the reach of the pike and needs considerable room to swing. It found new life against blocks of pikemen.

Should the advance of the main attack stall, halberdiers issue out of the formation and attack the flanks of the enemy. The pikemen with their overlong weapons are nearly defenseless in such close combat.

Hook fauchard: This combination weapon is another attempted improvement to the fauchard. A back hook is fitted to the back of the blade, supposedly to dismount horsemen. Like the fauchard, this is not a tremendously successful weapon.

Military fork: This is one of the simplest modifications of a peasant's tool since it is little more than a pitchfork fixed to a longer shaft. With tines strengthened and straightened, the military fork serves well. The need for cutting and cleaving eventually often results in combining the fork with other weapons.

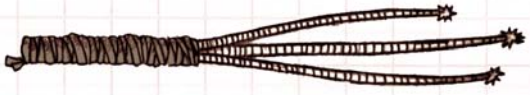
Partisan: Shorter than the awl pike but longer than the spear, the partisan is a broad spearhead mounted on an eight-foot-long shaft. Two smaller blades project out from the base of the main blade, just to increase damage and trap weapons. Since it is a thrusting weapon, it can be used in closely-packed formations.

Pike: Essentially this is a long spear 18 feet long ending in a spiked point or tapered spear head. Since the pike sticks out in front, men can be packed side-by-side in dense formations, and several rows of men can fight. Large blocks of pikemen make formidable troops.

Ranseur: Very much like a partisan, the ranseur differs in that the main blade is thinner and the projecting blades extended more like tines of a fork. These can trap a weapon and sometimes punch through armor.

Spetum: The spetum is a modification of the normal spear. The shaft increases to eight to ten feet and side blades are added. Some have blades that angle back, increasing the damage when pulling the weapon out of a wound. These blades can also block weapons making it an excellent defensive weapon.

Voulge: The voulge, like the bardiche, is a variation on the axe and the cleaver. The voulge is little more than a cleaver on the end of a long (seven- to eight-foot) pole. It is a popular weapon, easy to make and simple to learn. It is also called the Lochaber axe.



Scourge



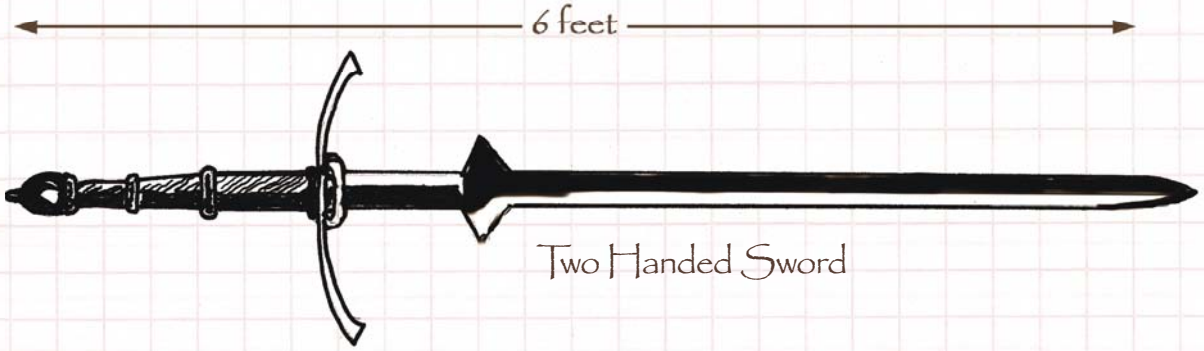
Morning Star

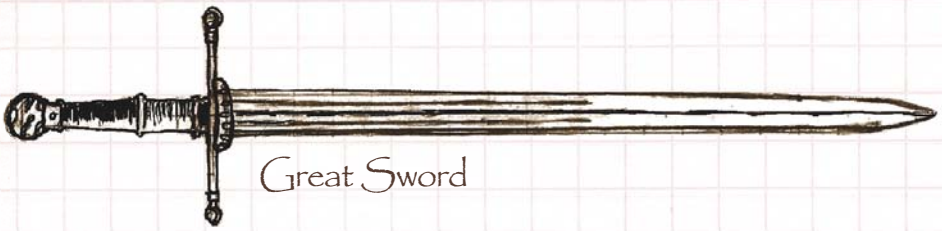


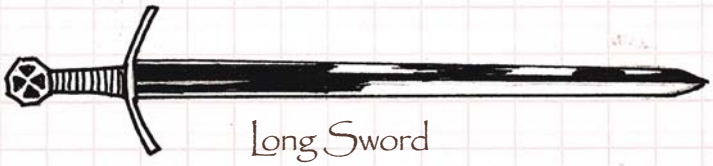
Mace



Short Sword


6 feet
Two Handed Sword


Great Sword


Long Sword


Broad Sword


Dagger


Military Pick


Flail


Battle Axe


Throwing Axe



Bec de Corbin



Bill-Guisarme



Fauchard

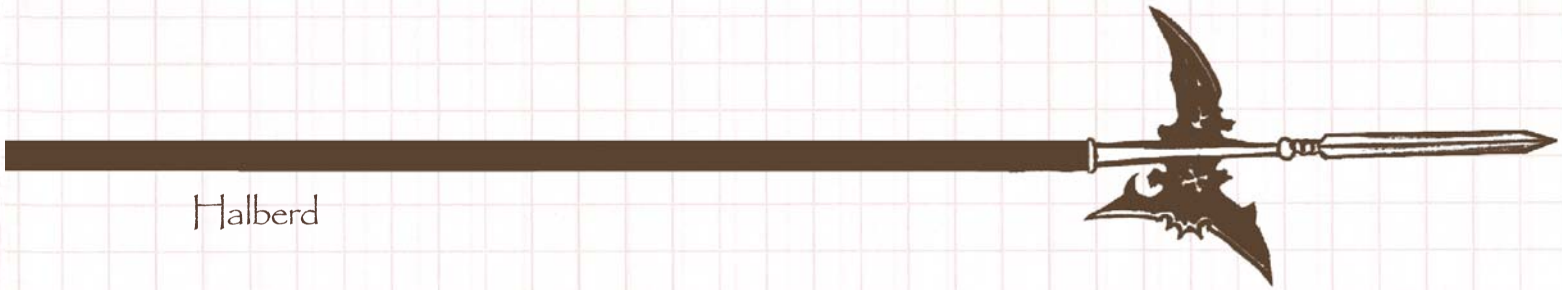


Fauchard-Fork



Glaive

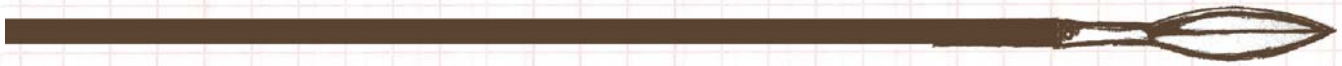
8 feet



Halberd



Ranseur



Short Spear



Spetum



Voulge

Chapter Thirteen



Combat

Combat Basics 215
The Melee Attack Roll 215
The Damage Roll.....215
Encounters.....215
Encounter Distance 215
Taking Action.....216
Initiative 216
The Count Up 216
Surprise.....216
Ambushes 218
Movement 218
Ranged Attacks.....218
So When Can I Shoot? 219
Ranged Weapon Ranges 220
Ranged Weapon Timing 220
Target Size 221
Shooting into Melee 221
Damage 222
Death and Dying.....222
Melee Attacks & Reach.....223
Shields and Armor 224
Fighting Styles.....226
Weapon and Shield.....226
Two-Handed Weapon 226
One-handed Weapon only 226
Two one-handed weapons, attacking with both.....226
defending w/ secondary.....227
Shield only 227
Two shields.....228
Special Combat Moves 228
Jab.....228
Hold at Bay.....228
Aggressive Attack 229
Charge 229
Tactical Move.....229
Ready against charge 229
Fight Defensively 229
Full Parry 229
Give Ground.....230
Scamper Back.....230
Fighting Withdrawal 230
Flee 230
Momentum.....229
Multiple Opponents and Rear Attacks 230
Knock-Backs.....231
Called Shots 231
Fatigue.....232
Mounted Combat.....233
Tactical Mounted Movement.....234
Mounted Fighting Styles and Special Combat Techniques 235
Trauma 235
Coup de Grace 236
Helpless Opponents 236
Unarmed Combat 237
Unarmed vs. Armed Combatants ..237
Unarmed Combat Techniques 238
Automatic Hits and Defenses 241
Critical Hits & Defenses 241
Misses & Fumbles 241
Spell Casting in Combat.....242
Saving Throws vs. Spells.....242
Turning/Commanding Undead...242
Counter-Turning 243

Combat is the ultimate and usually very final method of dispute resolution in HackMaster. Because HackMaster battles are so lethal, characters typically only engage after other less dangerous methods of solving differences fail or have been dismissed as unlikely to succeed. Of course, experienced players perform such dismissal in the wink of an eye, sometimes cleverly getting the drop on their foes, other times accidentally butchering someone with an important bit of information that could have been gleaned peacefully. However, this chapter's not about advising you on how to avoid such pitfalls; it's about helping you learn enough about the combat rules to avoid getting your hide flayed by goblins or your skull staved in by passing ruffians five minutes after rolling up your shiny new character.

Some folks say that battles aren't all that central to HackMaster. Indeed, it's a multifaceted game with many other fascinating elements such as engaging NPCs in meaningful discourse, gaining knowledge of exciting new peoples, locations and things, discovering and mapping new lands and so on. This author won't waste the space in these exalted pages to ponder such a rhetorical topic. After all, it doesn't take a bloody genius to notice that most of those other topics don't have an entire freakin' chapter devoted to them, do they? On the other hand, there are those who'd tell you that battle is the be-all and end-all, melee is glory and combat is the most important thing in HackMaster. I'm here to tell you that the players trying to sell you such nonsense are nothing but inexperienced rubes. Engaging in combat is not the most important thing in HackMaster; it's a weak third behind *surviving* and, most importantly, *winning* combat!

Your careful study of this chapter will help you live through and ultimately win most violent HackMaster situations. By learning the nuances herein, you'll dramatically improve your character's chances of contin-

ued existence as well as keep the GM on his toes (and avoid being taken advantage of because your GM happens to be ornery or forgetful). While the GM is always right - and darn near infallible - it always pays to know the rules, just in case you find yourself at the table of a junior GM or one that's not yet HMGMA certified. Yes, this chapter shows you how to take advantage of surprised foes, shoot enemies from a distance, set them on fire, hack or club them to submission and more. Sounds great, doesn't it?

COMBAT BASICS

Let's cut to the chase – you bought a game named HackMaster, so you're probably interested in learning just how to hack an opponent. In this section, we'll cover the bare bones. I strongly recommend that you gain familiarity with these rules before adding all the others – surprise/initiative, ranged fire, unarmed fighting, and so on. Chances are you've spent most of your roleplaying career playing vastly inferior games with rules that make little sense. But you're used to whatever inane rules-set you've been playing. So anything new, no matter how much simpler and more sensible will seem difficult at first. So let's take it slow and not add every rule and option available in this section until you've mastered the first few. Soon enough, you'll come to realize that HackMaster, while far more realistic and with many more options for rich play than your old game, is actually easier and far, far, FAR, smoother running than your current game. Trust me, one day you'll be playing and realize *'Holy mackerel, I can't believe I ever thought that other nonsensical, complicated mess was actually better than HackMaster – heck, it's not even in the same league!'*

The Melee Attack Roll

To land a hit on an opponent, simply roll a d20p and add your Attack Bonus. Your opponent will roll a d20p-4 and add his Defense Bonus. The numbers are compared and the higher total wins. A tied result goes to the defender. Smart players learn to roll simultaneously as it speeds play. I know HackMaster's active defense seems weird, but if you stop and think about it, actively defending yourself when the GM attacks YOUR character is a lot more fun and actually makes a lot more sense than simply standing there and taking a shot to the head. Why the heck would any character or monster just stand there and take it? Duh!

The Damage Roll

If an attacker lands a hit as described above, he simply rolls his weapon's base damage and adds any modifiers (such as for strength, specialization or certain other reasons) and declares the damage total to the defender. The defender deducts the damage in hit points from his total hit points and hopes he has enough left to swing back (i.e., he's not slain, unconscious or traumatized as a result of the blow). Of course, if the defender has armor or the like, it obviously absorbs some of the damage. What, you didn't think armor made you harder to hit, that'd be an odd, crazy notion since everyone knows armor slows you down. Its purpose is not to increase your maneuverability (in point of fact, armor makes you easier to hit!), but to reduce actual damage when you do suffer an erstwhile telling blow. See? HackMaster is easier ***and*** makes more sense!

ENCOUNTERS

Now that you understand the rudiments of how the combat mechanics work, let's start walking through some of the more advanced concepts, like the where and when. Let's begin with encounters.

An "encounter" in HackMaster is defined as any situation in which a character(s) comes across another character, monster, trap or obstacle. This chapter deals with encounters that include monsters and/or characters, probably hostile ones (at least by the end of the encounter, anyway). Whenever an encounter occurs, the first thing your GM will do is determine the proximity of the opponents (or soon-to-be-opponents, as the case may be).

Sometimes it's easy to tell when an encounter starts; the GM looking menacingly over his screen and shouting, "Roll for Initiative, orc-chow!" is a pretty solid clue for you, Sherlock. Other times, it's not so clear. For instance, when that comely elf standing by the wagon with the obvious broken wheel hikes up her dress and thumbs for a lift, who can tell if she's an alluring maiden looking for rescue or some syphilitic forest banshee looking to eat your liver? In cases like this, it's best to let either caution or heroic action rule the day.

Encounter Distance

Encounters only occur when two or more groups come upon one another and one or both sides recognize this fact. Therefore, sensory range followed by awareness are the determining factors. Once one group moves within visual, auditory, olfactory, tactile or other sensory range of any individual on either side, that individual (or individuals) can make a Listening or Observation check, as appropriate. Success indicates that the character is now aware of his opponents.

Absent any changes to the situation, characters may attempt additional checks every 5 seconds. Once an individual becomes aware of another creature or group in the area, he (or they) may roll Initiative (explained below) in order to take action. Such an action may be to flee, hide, charge, fire a ranged weapon, observe, raise a hue and cry, cast a spell or any other sundry action.

BENEFITS OF LOW INITIATIVE: Having a low initiative score permits you to act earlier (often before your opponents). This can be far more advantageous in combat than being able to inflict a few more points of damage.

The d20p-4 roll: There are many instance where a "d20p-4" roll is called for.
A result is obtained by rolling a d20p and subtracting 4. Thus a range of -3 to 16 is possible (though the possibility of penetration may allow one to exceed 16).

The reason for using this particular method and not a theoretical d16, besides not being statistically equivalent, is that certain aspects of combat occur on a 'natural' roll of 1,2, 19 or 20. *For example, a defender may gain a Perfect Defense (discussed later) by rolling a natural 20 on his defense die. Thus a character may roll 20 on the die and end up with an adjusted defense roll of 16 but still get a Perfect Defense.*

TAKING ACTION

If you're an avid game player, chances are you're accustomed to choosing an action or actions on your "turn" - probably from a list of allowable actions or categories of actions. This method works great for outdated games with boards and certain inferior (I hate to even credit them with the term "role-playing") games that have to hem in players because they either prefer simple games or plainly lack the genius to play the Greatest Game Known to Man.

In contrast, much like in real life, your HackMaster character can attempt any action he wants at any time. For instance, in real life, to walk across the room you think about doing so, start moving and after a certain number of seconds you accomplish the task. Likewise, in HackMaster, if your character wants to take an action (such as crossing the tavern floor), you simply declare his intent and after a certain amount of time (if there are no unexpected obstacles) he completes his action.

Thus HackMaster has no artificial time segmentation such as "turns," "rounds," "segments" or "phases." In HackMaster, your character's actions are measured in seconds, by time and time alone. I know this concept can seem difficult after a life of being restrained by unnecessary rules, but I promise that after a session or two, keeping track of actions (using actual time like your ancestors intended) will come naturally for you.

Initiative

Before discussing just what actions are possible in an encounter (and how long they take to perform), it's important that we cover just who goes first. Several factors affect how fast a character can take action, most notably the character's **Base Initiative**. The other important factor is a random d12 roll (or other die, depending on situation) to represent the variation of one character getting the drop on another. This die roll is called the Initiative Roll. The initiative roll determines who can act when and who is surprised.

At the onset of the action, each character that's aware of an opponent (or could be aware of an opponent) rolls a d12 for Initiative and adds it to his Base Initiative. The result is the character's Starting Initiative. During an encounter, each character begins declaring actions and moving based on his Starting Initiative. Since actions occur based on time and the Count Up (described below), it's best to have a low Starting Initiative. Note that negative number results are possible (for example, a Base Initiative of –3 plus a "1" on the Initiative roll equals -2), however, these are rare and are counted as one (1).

In some cases, characters can roll a lesser Initiative die than the d12. One example is an experienced thief, whose character type improves his reflexes as he trains. Other cases are situational. The "Choosing Initiative Die" chart provides guidelines to help you understand when to use which Initiative Die.

Choosing Initiative Die

Example	Die
Standard encounter	d12
Declared ready for trouble and have evidence of an ambush ahead, but don't know where or when	d10
Can hear opponents in a concrete direction, but not see them	d8
Going through a doorway, with absolute knowledge that an opponent is on the other side	d6
Leaping around a corner, with absolute knowledge that an opponent is there (or awaiting an opponent's leap)	d4

The Count Up

Once a character or monster rolls Starting Initiative, the GM begins counting from '1' and up (each unit represents a second in time ticking away), as "1... 2... 3... 4..." and so on. When the Count Up reaches a character's Starting Initiative number, the controlling player may announce an action. (The GM needn't announce actions taken by NPCs or monsters, but he will note them mentally or physically).

Any character that has a Starting Initiative number higher than the current Count Up number is in a state of surprise or otherwise caught unaware and flatfooted.

Surprise

Surprised characters continue to do whatever they were doing before the surprise roll (such as walking along, dozing, whistling a tune, daydreaming about that cute girl next door or whatever) and can take no other action - and we mean no other action, not even such cowardly acts as running away or cowering in a corner, let alone more manly pursuits like defending themselves. Further, surprise negates things like Defense adjustments, the ability to employ a shield and so on (surprised characters roll only a d8p for defense rolls). Essentially, the character is confused, hesitating or otherwise unable to react at all to his surroundings.

Base Initiative



Base Initiative is Wisdom Initiative bonus + Dexterity Initiative bonus + Class level adjustment.

For example, let's say that Kabor is a 4th level fighter with Wisdom 11/23 and Dexterity 15/66. He has a +2 Initiative modifier from Wisdom and a -1 modifier from his high Dexterity (but no adjustment from his fighter class level). This gives him a total Base Initiative modifier of +1. In a standard encounter, Kabor would roll a d12 and add +1 to the result. For instance, if he rolled a 7, he'd add +1 to get a Starting Initiative of 8.

As another example, let's look at the 1st level mage, Fedigar the Firebrand. Fedigar receives no Initiative modifer from his Wisdom 17/88, but he suffers a +1 modifier from his Dexterity 12/24. As a 1st level mage, he also suffers from a +2 adjustment from his class level. In a standard encounter, Fedigar rolls a d12 and adds his Base Initiative +3 to the result.

Surprised Characters



Surprised characters continue to do whatever they were doing before the surprise roll – unless they don't. Your GM will no doubt use sound common sense judgment in all surprise situations. If your characters are heading down a path and are surprised by gnole ambushers, you'll continue marching if you don't notice the ambushers. On the other hand, if a gnole ambusher steps in front of your party leader and smacks him in the face, knocking him into the cleric, the cleric will stop marching – but will still be taken aback and possibly panicked. His initiative number doesn't change even though he's stopped marching. The cleric's brain is still trying to figure out what's going on – *why did the leader suddenly stop? Hey, where the hell did that gnole come from? Crap, where did I put my mace?* Perhaps he's fumbling with his cloak trying to find the strap holding his melee weapon. The possible reasons he's delayed are endless… but he's not simply completely oblivious, although that may certainly sometimes be the case.

You or some of your compatriots may express bewilderment at how anyone can be surprised for as much as ten or more seconds while the guy next to them is getting his face ripped off by a ghoul. While tempting to tell you to simply take my word for the fact that we tested this concept with a stopwatch, I'm smart enough to realize that you're a gamer and won't just take my word for it, so I'll put a little color around the concept to help you visualize. Of course, the best way would be to meet up at a local con and while you're greeting my partners, I could pull a glock from my backpack and squeeze off a few rounds at your feet. Like your character when jumped by that orc, you'll probably stand bewildered while your mind tries to compute what just happened. Perhaps you'll hop excitedly from left to right as adrenaline surges through your system and your body goes haywire as your brain feverishly works fight or flight calculations. Of course, the same is true of your character, except he may take even longer to react as he actively fights millions of years of evolution screaming to flee or run and hide. As your character gains experience and skill he gradually overcomes this debilitating state and can better control his reactions. Remember, HackMaster is about the journey to becoming hero; few characters begin with lightning reflexes, smoothly answering all situations with tact and ease (although at high level they probably will).

Once the Count Up reaches a character's Starting Initiative number, that character is no longer surprised and he regains use of his shield, defense adjustments and the like.

Mitigating Surprise

Characters that are not surprised can attempt to alert their compatriots. This is generally a smart move, especially if the tank fighter is caught napping and the enemy is bearing down to melee range. A freely acting (i.e., unsurprised) character, can move next to another character, physically grab them and point out the enemy. In this case, the surprised character's Starting Initiative number and the current count are averaged to produce a new Starting Initiative (round up). Unfortunately, the character that's alerting his ally can also take no other action during this time as the act of shaking his friend to his senses is all consuming.

Example: While invading the lair of a local orc tribe, an intrepid party of murderous explorers opens a side door to a mess hall full of orcs. Since their thief, Relf the Elf, never bothered to listen at the door, the GM rules that both the players and orcs roll a d12 for initiative. The orcs end up with a net 4 for their initiative number. Sir Kalahad, party knight, has a 5, while Relf reacts on 2. Finally, Stosh the cleric netted himself an 11, while the hapless mage, Winterbottom, apparently studying some mold growth in the hallway, won't go until 15. Concerned with the large numbers of orcs (but not so concerned as to want to use his time advantage to completely flee leaving his companions to their fates), on the second count Relf opts to alert his companions. On 5s, as the orcs draw scimitars and jog toward the party, Relf decides to move 5 feet to alert Winterbottom -- Sir Kalahad is already brandishing his Greatsword, while the cleric of the Caregiver is near-useless in a fight. On 6s, Relf reaches Winterbottom and tries to alert the slow-reacting mage. Since Winterbottom had a modified 15 for initiative and Relf reached him on 6, Relf and Winterbottom will be ready for action on count 11 (15 averaged with 6 = 21÷2 or 10.5, rounded up to 11). Said another way, Relf spends the next six seconds grabbing Winterbottom, tugging his robes or shaking his shoulders and frantically pointing to the orcs while urging 'Fireball! Fireball!!' Hopefully Sir Kalahad can hold the doorway until Relf and Winterbottom can react.

If your character can't get to physical reach or you have too many allies to alert and don't care about raising a racket, you have another option: raising a hue and cry. While shouting a verbal alarm and waving or pointing from a distance is better than nothing, it's obviously less effective than grabbing the dolt by the chin and turning his head in the direction of the ogre charging from the bushes. A shouted alarm deducts two seconds from the Starting Initiative of all combatants in the area (foes as well!).

Note that getting hit in the face with a club or shot with a crossbow bolt typically makes any conscious character realize something is up! If the character is attacked in melee or struck by a ranged weapon, he will only be surprised for 2 more seconds (unless his Starting Initiative number would end surprise earlier, in which case he can act on his Starting Initiative number). Of course, if he had been attacked while surprised he might be stunned, knocked prone, incapacitated or slain at that time (the latter event, in particular, making the Starting Initiative number somewhat moot).

MOVEMENT

Characters may move at any time. Like all actions, a player declares his intention first. When the Count Up reaches the time indicated on the "Per Second Movement Rates" chart, the character then moves (and the player should make a further declaration of what his next action will be).

Per Second Movement Rates

	Humans, Elves, size M and L creatures	Dwarves, Halflings, size S and T creatures
Walk	5 ft	2½ ft [1]
Jog	10 ft	5 ft
Run	15 ft	7½ ft [2]
Sprint	20 ft	10 ft

[1] *move 5 ft every other second.*
[2] *move 5 ft on the first second, 10 ft the next, alternating each second.*

From a standing position, a character can begin to walk or jog immediately, but not run or sprint. A walking or jogging character can then move to a run or sprint.

Characters may only sprint for half their Con in seconds (rounded down) . Such allotted time may be spread across several spurts. Characters recover in (16 + d4p – Con) minutes and may then sprint again. Note, results of zero or less are possible, in such cases the character may sprint after only a short 10 second rest.

Movement Action rates

Action	Time
Halt run/sprint	10 feet over 1 second
Change Facing to Side	1 second[1]
Change Facing to rear	1 second[1]
Sit/kneel/stand from prone or reverse	1 second[1]
Pick up dropped weapon at feet	1 second
Draw/ready weapon (small)	0 seconds[2]
Draw/ready weapon (medium)	1 second[2]
Draw/ready weapon (large)	2 seconds[2]
Ready a shield that is available	d4p+1 seconds
Remove a shield	d4p seconds
Retrieve spell components readily available	d4p seconds
Search container for tiny item	2d4p seconds
Search container for small item	d4p+1 seconds
Search belt pouch or pockets for item	d4p seconds
Remove worn backpack or shield strapped to back	d4p+1 seconds
Retrieve strung bow from back	d4p+2 seconds
String a bow	15 seconds
Raise Hue & Cry	1 second
Unstopper container & drink potion	2 seconds +retrieval time

[1] *free when combined with another movement or action*
[2] *If drawn during melee (e.g. to swap out a weapon), the character must wait his weapon speed before attacking.*

Ambushes

In some instances, one side is aware of the other and waits to take action (e.g., those brigands waiting to ambush your characters as they blunder down the highway singing merrily). In this case, the aware side may at any time before the other side becomes aware of them (e.g., a successful Listening or Observation check) take an action and continue taking actions until the other side becomes aware of them.

Near misses with ranged weapons (within 6 needed to hit) allow even the dumbest foes an Initiative roll. Other more subtle actions, such as moving to a new position, might trigger another Listening or Observation skill check while others (like quietly taking a swig of brandy or healing potion - or one of each! - from behind complete cover) aren't likely to alert anyone.

As soon as the ambushed characters become aware of the others, they can roll for Initiative as normal and the count begins at "1" (note that the non-surprised characters can take action immediately on "1" without the need to roll for Initiative).

Your GM tells you what type of Initiative die to roll by using the 'Choosing Initiative Die' chart as a guideline. Note that this chart works for both sides (in the case of both parties advancing around a corner to fight), or if one side is lying in ambush or otherwise prepared but not quite fully ready or observant (like a typical gnole guard, for example). In the latter case, the semi-prepared side may roll a lesser die.

In all cases, GM discretion decides which dice should be used, if any, but the standard is the d12.

RANGED ATTACKS

I'm sure if you stop and think about it long enough, you'll come to the conclusion that it's a whole lot safer to shoot your opponent at range than to stand within his weapon's reach and go at it toe-to-toe. Now, of course, you're probably wondering how to execute such a smart move so you can start cutting down your would-be foes with arrows, axes, bolts and other projectiles long before you see the end of their sword.

Missile weapons come in two basic forms: those that require an individual to personally hurl the projectile (as in the case of a javelin, throwing axe or throwing knife) and those that use a tool to shoot a projectile. The latter most commonly takes the form of a bow, or its mechanized variant, the crossbow.

In detail, then, ranged attacks work as follows. The attacker rolls a d20p, modified by range penalties as indicated on the range chart for his weapon and adds any of his applicable bonuses, such as his Attack adjustment for the weapon, any Attack Bonus based on level and any other accrued bonuses. A moving defender rolls a d20p (but adds no modifiers at all – even for shield or defense), a stationary defender rolls a d12p (and also adds no modifiers whatsoever) and the results are compared. Being aware of the attack affords no bonus to the defender unless the attacker suffers a -6 (long range) or greater penalty to attack – at these ranges, the

Pro Tip



As players, you'll be the victim of ambushes most of the time and surprise often enough. Let me take this opportunity to help you out. First, make it a priority to alert the other players as soon as you notice an ambush. I've seen many, many parties go down in a TPK (total party kill) or actually become captured because some ninny didn't know enough to alert the others and just started charging the enemy or pulling out ranged weapons. Just because the GM announces something and your character is taking action, doesn't mean the others know what's up. In particular, I'd make sure the toughest fighter knows what's happening. You really don't want that guy going down immediately. If you're running a PC that's not the front-line guy (generally thieves react most quickly), consider alerting the others through shouts and 'sharing initiative'. Besides alerting the others, make sure you keep moving. Staying put will allow the enemy to shoot you like fish in a barrel or maybe move to surround. In any event, you can be certain they have a plan that they're executing and if you stand there like the slack-jawed mouth breathers your characters probably are, you might as well just save time and grab your sixers and a clean record sheet. Finally, try to protect the spellcasters. The cleric should be saved as he can heal you later and keep you from months of traction due to nasty wounds. Further that old fogey standing there studying the moss on the rocks probably has the worst initiative. He'll likely need some help – and if this looks like a situation where the other side has cover and other advantages, you may need him to actually lob a spell or two. He can't do that when he's oblivious to the situation.

Pro Tip: Any ranged attack in the -6 long range or farther will require some arc to the shot due to the range. Your GM has rules for how much clearance you're going to need, but a good rule of thumb to be safe is to allow for a height equal to at least a third of the target's distance for the projectile to arc. If you don't have the clearance (due to ceiling/corridor height, for example), don't waste your time with a shot at that distance; move closer.

defender will have enough time to react that his defensive bonus (if any) can modify the result. Attacks with a -8 (extreme range) afford the defender the opportunity to raise his shield for cover even if he had not previously stated so. In both cases, the defender only receives these added benefits in the case where he has reason and opportunity to be aware of the attack – he must be aware of the attacker and watching him shoot. Any other situation or distraction at all disavows the opportunity for any of these bonuses.

A cursory glance at the weapon charts reveals that scoring a hit is by no means assured, even at presumably undemanding ranges. Those with some perfunctory exposure to archery may balk at the seeming difficulty at hitting a target. Let it be said that these naysayers might do well to remember that the bow that they used bears as much resemblance to period bows as my iPod does to a Victrola and they should go back to relaxing in the blind comfort a millennium of scientific achievement has provided them.

Delivering a hit in combat entails landing a solid blow that does meaningful damage to an active opponent while in fear for your mortal life. Any sod with a full belly and adequate rest can peacefully travel via motorized comfort to a well-lit range and employ a bow benefiting from space-age polymers to score a hit on an immobile and unthreatening paper target, in excess of those presented in the official combat charts. That he can do so does not invalidate the legitimacy of these charts, it only proves that the individual in question is an argumentative fool unaware of the care taken to derate the superfluous complexity of glancing or superficial shots, the difficulty of judging distances under pressure and on the fly and the stress of combat. Indeed, one might venture a guess as to said individual's capability for action back when he was receiving yet another atomic wedgie in the locker room of his junior high school.

So When Can I Shoot?

Just like in melee, a shooter cannot attack until his weapon is readied. But unlike hand-to-hand combat where merely brandishing a blade makes a character "ready" for a fight, ranged weapons have to be loaded, cranked/drawn and aimed prior to attacking a foe. Ranged weapons cannot be carried around strung indefinately. It's your responsibility to inform your GM whether your weapon is strung or not – and suffer the consequences of ruining your weapon and increasing your chances of mishap if it is strung for excessive pe-



Ranged attacks work similar to melee attacks – the attacker rolls and modifies a d20p while the (moving) defender rolls a competing d20p. If the attacker exceeds the defender, he rolls damage. Ranged attacks have two main differences from melee attacks. First, the attacker's chance to successfully hit his opponent is modified to a large extent by range – obviously very far targets become more difficult to hit. Second, the defender generally can't do much about the attack except perhaps hide behind cover. Most ranged projectiles at medium and close ranges cannot be dodged as the defender hasn't the time to react due to the weapon's speed. The defender's d20p is therefore unmodified by his defenses, it merely represents the chance that the attacker misses his body, not the defender's skill in avoidance.

Pro Tip: Ranged weapons cannot be easily carried around loaded. Crossbows are very dangerous to carry cranked and loaded. I strongly suggest that you remove the bolt when not preparing for imminent battle. You certainly can't travel the wilderness with a loaded crossbow, even walking dungeon corridors in such a manner is difficult at best. Loading it prior to your buddy kicking in a door is just plain good sense, however. The same goes for drawing a bow – such an action should only be taken as part of aiming/preparing to loose the arrow. Anyone holding a bow drawn for more than several seconds will quickly become fatigued. Experienced archers might slink around with bow strung but undrawn, arrow nocked, pointed down, awaiting a target. Of course this requires both hands.

RANGED WEAPON RANGES

Shortbow

Distance (ft)	Attack DIe
5 - 50	d20p
51 - 80	d20p-4
81 - 120	d20p-6
121 - 150	d20p-8

Sling

Distance (ft)	Attack Die
5 - 40	d20p
41 - 80	d20p-4
81 - 120	d20p-6
121 - 160	d20p-8

Light Crossbow

Distance (ft)	Attack DIe
5 - 60	d20p
61 - 100	d20p-4
101 - 140	d20p-6
141 - 180	d20p-8

Longbow

Distance (ft)	Attack Die
5 - 60	d20p
61 - 120	d20p-4
121 - 160	d20p-6
161 - 210	d20p-8

Javelin

Distance (ft)	Attack Die
5 - 30	d20p
31 - 50	d20p-4
51 - 70	d20p-6
71 - 100	d20p-8

Heavy Crossbow

Distance (ft)	Attack Die
5 - 80	d20p
81 - 140	d20p-4
141 - 190	d20p-6
191 - 250	d20p-8

Throwing Knife

Distance (ft)	Attack Die
5 - 20	d20p
21 - 30	d20p-4
31 - 40	d20p-6
41 - 50	d20p-8

Throwing Axe

Distance (ft)	Attack Die
5 - 20	d20p
21 - 30	d20p-4
31 - 40	d20p-6
41 - 60	d20p-8

Advanced Rules: These rules add realism and granularity at the cost of some added complexity. You can play without them until you get more proficient with the game.

PRO TIP: Although the mechanics are similar to melee combat, the defender is not conducting a defense per se. By rolling a competing d20p, he is merely setting the challenge level for the archer to hit his silhouette. This could just as easily be done by the GameMaster but we prefer the player roll this die as it fosters him being more involved in play.

Just to reinforce this point, the player rolls a straight d20p without adding anything to the die. His inherent defenses (such as from Dexterity) are irrelevant. The only defense he has is the chance of his shield blocking the missile or his armor absorbing the missile's impact.

Special Ranged Firing Timing Considerations (Advanced Rule)

In most instances, mechanical-based weapons (slings, bows and crossbows) need to be loaded and drawn, cranked or spun prior to firing a shot. These times are listed below in case they are needed in your game (note that these times are already included in the RoF information on the Rate of Fire table, but are presented here in case you are faced with a situation in your game where you need to break down actions more granularly).

Bows

Load	5 seconds
Pull Arrow from quiver	2 seconds
Nock Arrow	3 seconds
Draw:	2 seconds
Quick Aim (for snapshot) *(combined with drawing)*	0 seconds
Fire Bow	1 second

Crossbows

Load	5 seconds
Pull Bolt from case	2 seconds
Load Bolt in Crossbow	3 seconds
Crank a heavy crossbow	50 seconds
Crank a light crossbow	10 seconds
Fire	1 second

Hurled weapons

Recovery time, hurled weapon	1 second

Slings

Load	2 seconds
Spin	2 seconds
Quick Aim (for snapshot) *(combined with Spinning)*	0 seconds
Recovery time	2 seconds

These action times can be used in situations where a character may have an arrow nocked, but not aimed or a loaded crossbow at his disposal, but not readied and so on.

Characters may opt to forego aiming and fire faster, however, they then suffer a -6 penalty to their attack die. So a character may shoot a loaded and aimed heavy crossbow in one second, pick up a new loaded crossbow (or receive one handed to him by a buddy or hireling that's loading for him) in two seconds and fire again the next second although the last shot would be hastily aimed.

If you're really into detail, any speed bonuses for specialization should apply equally to aiming, loading and recovery (if any) in that order, but do not reduce any of those times below one second. Note that a specialized character may spend less time than 4 seconds aiming, so firing unaimed will decrease times between shots to a lesser degree than others. For example, a character that has specialized for a -2 to speed in a shortbow has a RoF of 10 seconds – 4 for loading the bow (normally 5), 2 seconds for drawing, 3 seconds for aiming (normally 4) and one second for shooting and recovery (cannot be lowered below one second).

A character holding a bow with arrow nocked or a loaded crossbow can shoot a ***snapshot*** (-6 to attack roll) one second after their initial initiative comes up, 5 seconds after if they aim (standard attack roll).

riods of time. It takes 15 seconds to string a bow – cranking a crossbow is far more time consuming. Longbows are very large and must be carried, while crossbows, slings and the smaller hurled weapons (e.g., axes) may be sheathed or hung from the belt as the case may be. Larger hurled weapons (e.g., the javelin) and shortbows can either be carried or affixed to the back.

Base Rate of Fire (RoF) Chart

Weapon	RoF (seconds) *
Short Bow	12
Long Bow	12
Crossbow, Light	20
Crossbow, Heavy	60
Sling	10
Javelin	7
Throwing Axe	7
Throwing Knife	6

** With the exception of crossbows, characters may move at walking speed during the interim between firing.*

Target Size

The official combat charts are calibrated to human-sized targets as they were in abundance in our accelerated testing facility. Should your target be of a different size, as will frequently be the case when your character sets forth into the dungeon to hide behind more valiant players and snipe from a distance, you must calculate an "effective distance" based upon the target's size.

Effective range is determined by multiplying the actual range by a weighting factor. These are listed on the 'Determining Effective Range' chart.

Determining Effective Range

Target SIze	Effective Range
T	x 2
S	x 1½ (1.5)
M	x 1
L	x ⅔ (0.67)
H	x ½ (0.50)
G	x ¼ (0.25)
E	x ⅙ (0.17)
C	x ⅛ (0.13)

For example, Relf the Elf shoots his shortbow at some goblins 40 feet away. Because goblins are size S, their effective distance is 1½ times their actual distance (effectively 60'). Relf can only use a d20p–4 on his attack roll because the effective range falls within the 51'–80' range interval for his shortbow. Later on he shoots at an Ogre 90 feet away. The Ogre is size H making it's effective distance ½ its actual distance. Relf can roll a d20p for his attack die since the Ogre's size brings its effective range (45') within the 5'–50' range interval for a shortbow.

Shooting Into Melee (Advanced Rule)

Shooting at a target engaged in melee combat is more difficult and can result in putting an arrow into the back of an unintended target (possibly an ally).

When shooting into melee with direct fire, the target rolls its defense as normal. If the shooter scores a hit, he can roll damage and brag about how he saved so-and-so's ass by wounding (or possibly taking out) whatever it was he was shooting at. If he fails to hit, roll a d4 and a d12p. For the d4, an even result indicates the projectile missed left, an odd right (from the shooter's point of view), while the d12p indicates the number of feet off. Starting with the nearest target within 5 feet of either side of the straight line of the shooter and resultant point determined by the d4/d12p check, roll a d20p defense roll versus the original attack (regardless of whether the victim was stationary or not as he was not the original intended target anyway). This process continues until either all potential targets within 5 feet of the trajectory succeed at d20p defense rolls (meaning the projectile completely missed everyone) or someone fails their defense and is struck by the missile. Yes, it is in fact possible to hit your buddy who is only 5 feet from you when you were shooting at a target 25 feet away. Note that the relevant attack roll may need to be derated or improved based on the size of the various targets if they differ from the originally intended target. Modify the original roll as appropriate as the targets change.

Why five feet to either side of the trajectory? A very good question with a simple answer in parts. First, the trajectory is not exactly precise as the weapon may have actually fired a foot off either way – it is a missed shot after all. More importantly, though, the very nature of melee means that all intended targets are moving about doing something be it dodging, jogging, attacking, fleeing or whatever. The 'five feet on either side of the line' range represents the hapless fool stepping right into the unexpected projectile's path!

Shooting into melee with indirect fire (any shot at a -6 penalty on the chart indicates long range – such an attack will have a necessary arc) works similarly to direct fire. The target rolls its defense as normal and if the shooter scores a hit, he can roll damage and high five his neighbor. If he fails to hit, roll a d12 and a d12p. The d12 determines the direction the shot missed as a clock hour (from the shooter's point of view), while the d12p

Pro Tip: Effective Range means that the target is *treated* as being closer or farther due the difference in the size of the silhouette it presents. It does not suggest that the projectile travels any further.

indicates the number of feet off. The nearest target (who is not the original target) within a 5 foot radius of the determined location should roll a d20p defense roll versus the original attack (regardless of whether the victim was stationary or not as he was not the original intended target anyway). Make this check until a victim is hit or all targets within five feet are exhausted. Note that the relevant attack roll may need to be derated or improved based on the size of the various targets if they differ from the originally intended target. Modify the original roll as appropriate as the targets change.

Example: While his band of mercenaries is engaged with ogres, Bromide Ironheart, the dwarven fighter/thief has been skulking around combat. Although unwilling to enter into a direct frontal attack, Bromide certainly wants to get a few licks in. Pulling out his shortbow, he figures he might be able to land a telling blow and maybe rob his brother, Steelhead, from a kill. Without thought to any potential danger and using his cleric, Caleb, as cover ahead and to his right, Bromide lets loose a shot into the melee -- aiming for one of the two ogres engaged with Steelhead, 55 feet away (a nice, safe distance). Bromide rolls a 15 to-hit on his modified d20p (since the Ogre Is size H, the effective distance is only 27.5 feet), while the ogre only musters an 11 -- a hit! Bromide rolls damage, but not enough to finish off the ogre. Ignoring angry warnings from his brother who has just dropped the ogre on his right (leaving only the one on his left), Bromide chooses to fire another shot. Since he's in a hurry, hoping to land a killing shot before Steelhead can end the melee, Bromide opts for a snapshot. Sadly, his hasty aim coupled with a poor die roll, allow Bromide to only muster a modified 9 to-hit, while the ogre rolled an 18. Since the shot missed in melee, Brian (Bromide's player) rolls a d4 and a d12p -- with a 3 and 6 resulting in a miss right (odd) for 6 feet. Poor Caleb, standing only 5 feet ahead of Bromide, is right in the line of fire! Luckily, the cleric rolls a 10 on his d20p (unmodified) and the shot whizzes past his left ear. Steelhead, now angrier than ever, finds himself directly in the line of fire. All he can do is roll a d20p for defense and hope for the best; since he's 55 feet away and the shot was fired at a 25 range due to the ogre's huge size, the original 9 attack roll is now derated further to a net 5. Sadly, Steelhead rolls a 1. Bromide now rolls full damage. The next morning, somebody will wake up with a shiner.

The long and short of it is this: While waiting around with nothing to do and an itchy trigger finger is stressful, shooting into melee is a risky endeavor. It always has been. English archers didn't fire into melee when the cavalry or infantry was engaged and this risk is the reason why.

Of course, modern movies show otherwise, as the viewer is treated to Legolas running around shooting into melee, every shot ringing true. Movies are entertainment and only like to show you the good bits. While Peter Jackson was showing us Gimli acting a fool or being tossed about by a skinny ranger, it's likely Legolas was shooting an arrow into some poor schmuck's back. Thank you, Pete, for not airing the blunders, but only the kewl stuff. Also, in case you are wondering, no your character cannot 'skateboard' down the stairs on a shield, let alone shoot while doing so.

PRO TIP:
The rules pertaining to recovering from injuries are covered in ***Chapter 17: Miscellaneous Rules***.

DAMAGE

After a successful hit, the attacker rolls the appropriate damage dice (as indicated by the weapon charts and circumstances of the attack). The defender subtracts any damage absorbed by his armor and applies the remainder as a single wound that reduces his Hit Point total by that amount. He also suffers any other listed effects (such as knock-back and trauma). Note that each wound heals separately, so it's important to keep track of individual wounds.

Some rules, such as hitting a shield or using a jab attack, may require you to roll half damage dice (e.g., 4d4p+2 becomes 2d4p+2, or d6 becomes d3).

Penalties (such as a negative Strength modifier) cannot reduce a damage roll below 1 point, unless a particular rule states otherwise (e.g., a hand-to-hand counterattack with a Near Perfect Defense). However, a character's damage reduction (i.e. armor and/or shield) or a thief's Luck Points may reduce the amount of damage suffered to zero points.

DEATH AND DYING

Characters don't necessarily die when reduced to zero HP or below. If an injury drops a character down to precisely zero hit points, the character is actually in a near-death, but stable state. He will lose consciousness unless he can make a willpower check by rolling a competing Wisdom check (d20p + Wis vs. d20p + 11). If he succeeds, he remains prone but conscious, effectively as if having failed a Threshold of pain check for trauma except that he may speak at a labored whisper. Note that in this state no spell casting is possible! Nothing can be done other than speak at a labored whisper.

A character can also survive to negative hit points, but only up until half his Constitution in the negative. For example, a character with 9 Con can survive to -4 hit points, but the instant he drops to -5 hit points, he dies; a character with 16 con will expire at -9, but can survive to -8. Should the character's Constitution ability be adversely affected by extraneous events (*for example, a PC who normally has 16 Constitution is temporarily at 7 Constitution due to an unfortunate encounter with a Barrow Wight*), this impacts his ability to survive (*this particular adventurer would die if he reached -4 hit points due to the sickly condition the Barrow Wight left him in*).

Even if not immediately slain, a character injured to negative hit points is in the process of dying. Every 10 seconds (from the second he fell below zero hit points) until he either stabilizes or succumbs to his wounds, the character must win a competing Con check (d20p + Con + current hit point total vs. d20p + 11). If he fails, he loses another hit point. If he succeeds, he stays at his current total. A success by 10 or more indicates he stabilized, while a critical failure indicates loss of 2 hit points! The character attempts this Con check every 10 seconds regardless of his state of consciousness. Note, the process for remaining conscious is the same as for falling to zero hit points, except the characters current hit point total is added to his roll (i.e., a penalty equal to how far below zero the character has fallen).

Whether conscious or not, if a stabilized character is injured for a point of damage or more, his wounds and vitals worsen and he begins to perish as described above.

A successful first aid (average) check on the part of a first aid provider allows a dying character a potentially significant bonus to his next Constitution check, depending on the abilities of the attendee (see the First Aid skill on page 172 for specific details). Such a First Aid check may be attempted immediately and then every ten seconds until the character stabilizes or dies.

MELEE ATTACKS & REACH

Characters can move about and shoot at will until they get within reach of an opponent. A character's effective reach is based primarily on his weapon. Weaponless monsters use the reach of their natural attack - typically claws or sharp, pointy teeth. Once within reach, the first melee attack may occur. The character with the best reach gains the first swing. If neither has a reach advantage, both characters attack at the same time and results are tallied simultaneously.

To land a hit on an opponent, an attacker must make a successful attack roll by rolling a d20p and adding his Attack Bonus, while a defender rolls a d20p-4 and adds his Defense Bonus. The numbers are compared and the higher total wins. A tied result goes to the defender. Dice used and die rolls may be further modified by circumstances (such as ability scores, using a shield, fighting multiple opponents and so on).

The character with lesser reach may move and attack on the following second (if not held at bay; see Reach and the jab Special Combat Move).

For example, Kerak the dwarf fighter encounters a goblin, and the two foes enter melee. Kerak's battle axe gives him an effective reach of 2 feet, and the goblin's short sword gives it 1 foot, so Kerak attacks first. Kerak's player rolls d20p to attack and adds his Attack Bonus for a total result of 13, while the GM rolls d20p-4 for the goblin's defense and adds its Defense Bonus to get 15. Since the goblin's total result was higher, Kerak's attack missed. On the next second, the goblin attacks with d20p plus its Attack Bonus, and Kerak defends with d20p-4 plus his Defense Bonus.

For succeeding attacks while adjacent to, engaged with or within threatening distance (five feet plus reach) of a melee opponent, simply add each character's Weapon Speed plus any other Speed modifier (such as from talents or weapon specialization) to their previous attack's Initiative and continue in such a way until one or the other falls or someone otherwise breaks off the attack.

For instance, let's say Kerak the dwarf fighter attacks on Initiative 4 with his battle axe (Weapon Speed 12). He and the defender make their attack and defense rolls to determine how successful the attack was. Kerak can again attack with his battle axe when the GM's Count Up reaches 16 (4+12=16).

Once the contest ends (meaning there are no more foes engaged with one side), the survivor may declare a move or take any other action on the next second. When he engages a new opponent, he makes an initial attack on this new opponent on the second in which he engages (as described at the beginning of this section) *even during the same pitched melee*. By running to an-

Maximum Number of Opponents (Advanced Rule)

A character may be engaged by a maximum of six like-sized opponents. If the foes are one size category larger, only four may attack. If one category smaller, up to eight may engage and if two sizes smaller, a defender may face attacks from as many as 12 opponents.

Drawing Weapons

Any time a character has his hands free, he may draw and/or ready a weapon assuming it is reasonably available, such as sheath, in-hand (for large weapons), etc. (your GM may assess an additional draw/ready time penalty if in a difficult location). The draw and ready times for weapons are listed under *Movement Action rates* in the **Movement** section on page 218 and are not cumulative (e.g., drawing and readying a Two-handed Sword requires only 2 seconds for both actions combined). Drawing a weapon outside of battle, allows a character to be ready for combat, assuming the drawing is completed prior to enemy engagement. If drawing, readying or in the midst of doing such while engaged with a hostile opponent, a character makes his first attack roll only after the full (modified, such as by specialization, talents, etc.) weapon speed. Note, however, that the opponent cannot attack as if your character is unarmed, as a character with a drawn weapon is armed even if not able to make an attack roll until a later count.

Critical Failure: A critical failure occurs when rolling the minimum die score on a check. For an ability check (such as the Con check required to determine if a dying character stabilizes) this is a natural 1. For a skill check, it is a 96-00.

other area of the battle, when the character reaches a new foe, he can attack immediately. His new opponent can also attack but only if he was not already engaged. If already engaged, the new opponent forfeits his initial attack against his attacker because he's still dealing with the attacks and feints of his current enemy.

Let's say Malcolm the fighter is engaged with a Hoar Frost Giant while his traveling companion, a scoundrel-of-a-mage named Justin is also, sadly, engaged with a second giant some 20 feet away. When Malcolm lands a final decisive blow on count 16, slaying or causing the monster to fail a Threshold of Pain check, and since there are no other enemies within 5 feet plus their reach of Malcolm, Malcolm is no longer engaged. On count 17 he may begin moving to the aid of his compatriot. Because 20 feet exceeds the reach plus five feet of the giant, Malcolm can hasten over to the other engagement and plant his broadsword deep into the giant's thigh just as soon as he can reach him....with no waiting. So if he jogs over to the giant on 17 (now 15 feet away since he can only jog 5 feet per second), then on 18 (now only 10 feet away), he can attack on 19 (within 5 feet) without waiting his full weapon speed from his last attack (on 16). After his attack on 19, his weapon count resets as normal until this engagement has ended. Meanwhile, the giant cannot counter attack until his next count for his weapon speed despite the new engagement because he is still currently engaged with Justin…though certainly Justin will quickly find a way to exit melee at this point.

Note that the particular engagement must be over for a character to take the initial reach attack as described earlier. He can't simply step away from his opponent and then step back - by definition, he is still engaged and the prior engagement has not ended. On the other hand, if all his melee opponents are dead, unconscious or fled, he is no longer engaged and may move to a new area of the battle and take a swing.

SHIELDS AND ARMOR

When defending against a typical attack, an unshielded defender rolls a d20p-4 and adds his Defense Bonus (any Wisdom, Dexterity or additional defense modifiers), comparing the result against the attacker's d20p plus Attack Bonus. Using a shield, however, eliminates the "-4" penalty and improves the defender's roll to d20p plus Defense Bonus (as noted above and including the shield's own defense bonus).

On a failed defense roll when using a shield, the attacker successfully bypasses the shield and rolls the appropriate damage directly against the defender. Any damage in excess of the armor's Damage Reduction value is taken as a loss of Hit Points (i.e., a wound).

For example, let's postulate that Brynhildr the fighter (who wears leather armor and carries a small shield) has just been attacked by an orc. If her total defense (d20p roll plus Defense Bonus) is less than her opponent's total attack (d20p roll plus Attack Bonus), she fails to successfully defend herself, and the GM rolls the orc's damage dice. From this total Brynhildr's player subtracts 2 points (to account for the damage reduction of Brynhildr's leather armor) and records the balance as a wound.

If a defender with a shield succeeds in his defense roll, and the attack did not miss completely as indicated by a modified score of 10+ worse than the defense total (see also a result of "1" by the attacker or "20" by the defender, these special numbers are explained later), the attacker rolls half damage dice and adds the full damage modifiers if any (e.g., 2d6+1 becomes d6+1) and the defender applies it to his shield.

Advanced Rule: For Player Characters and humanoid monsters employing the human scale weapons listed in Chapter 12: Goods and Gear, you may add a bit of granularity to shield hits. By their very nature, some weapons are better than others at injuring those cowering behind a shield. Crushing weapons are generally most effective against opponents using shields while puncturing weapons are the least so. Individual weapons and the damage they inflict upon shields is listed in the weapon summary statistics table in Chapter 12: Goods and Gear.

Damage in excess of the shield's Damage Reduction value is blunt trauma absorbed by the character's armor (if any, according to its type). Any remaining damage is suffered as a loss of Hit Points (i.e., a wound).

If Brynhildr is again attacked by the orc and this time her total defense (d20p roll plus Defense Bonus) is greater than the orc's attack value (d20p roll plus Attack Bonus) but less than 10 points greater, the GM rolls half the orc's normal damage plus bonuses (so 2d8p+2 becomes 1d8p+2 – a scimitar does d8p damage vs. a shield). If the GM rolls total damage of six points, Brynhildr's small shield reduces this damage by 4 points and her leather armor reduces it further (by 2 points) so she loses no hit points (6-4-2=0).

Yes, a character may actually suffer damage even if he successfully defends (i.e., blocks a blow) with his shield, but he's got a much better chance of avoiding damage with it than without it.

Arc of Defense: Shields provide protection against the opponent the attacker is engaged with and those counterclockwise of this foe until its maximum protective capacity is reached (i.e. one additional for small shields and two for medium, large and body shields). Thus engaging an opponent with an ally directly to his right means that ally only faces your shieldless defense.

Obviously this applies to right-handed combatants. Southpaws should reverse any orienting related language.

Projectiles: Shields provide cover against projectiles. The defender simply rolls a d20 and, if he equals or exceeds the shield's Cover Value, the shield catches/deflects the projectile. Note that



While this may seem counter-intuitive to folks that have been playing inferior games, let's examine this for a minute. Shields are used to purposely block and deflect blows, not dodge them. *Why in the world would a shield make it harder for an opponent to hit you?* It wouldn't. Your character is in fact using the shield to purposely intercept blows. Luckily, shields are designed to absorb blows with only minor impact to the wielder so only extraordinary blows will cause any significant injury. This is one of those areas that seems difficult to understand at first due to preprogramming by inferior, nonsensical rulesets. You're smart, I trust you'll overcome it in a game session or two.

Successfully defending with a shield is not an assurity of avoiding damage. Because this technique depends on blocking an opponent's blows with the shield, even a successful defense means that your adversary has the opportunity to whack your shield.

While shields do provide a good measure of protection from this battering, you may still suffer damage from massive blows through concussive force (after all, your arm is strapped to the other side of the shield!).

Shields protect best against puncturing weapons. Your opponent only scores the lesser of all damage dice plus any bonuses from Strength or skill (e.g. he rolls all damage dice and takes the lowest die or lowest two dice should the weapon inflict 4 dice of damage). Crushing and hacking weapons permit your opponent to roll half the damage dice normally allowed plus any bonuses from Strength or skill. In the case of different sized damage dice – such as a mace's d6p+d8p – crushing weapons use the higher die while hacking weapons use the lesser.

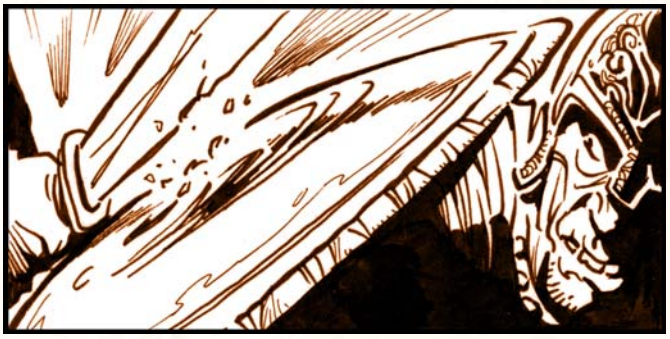
The shield's defensive value (plus that of any body armor you may be wearing) then mitigate this damage total. Shields absorb 4 (buckler and small) or 6 (medium, large or body) points of damage. Armor absorbs damage according to type (specific values are listed in Chapter Six: Armor, Weapons and Equipment). Any damage received in excess of what your armor and shield absorb is taken as a wound.

For example, Bartholomew the Bold is equipped with a medium shield (damage reduction 6) and leather armor (damage reduction 2). During the adventure he engages an orc in melee combat. He defends using his shield because it provides a far superior defense roll and he isn't overly concerned about the possibility of taking concussive damage. His defense roll exceeds the orc's attack roll by less than 10, meaning he blocked the orc's scimitar strike with his shield. Ordinarily, an orc rolls 2d8p+2 for damage but, since it hit Barty's shield, it only gets to roll a single d8p+2. It rolls '6' on the die, and adds 2 (since bonus damage is always applied), resulting in 8 points of damage. Barty's medium shield absorbs 6 points and his leather armor another 2 points meaning that Barty suffers no damage from the orc.

Later, Barty encounters an ogre. He again defends with his shield and is successful but only exceeds the Ogre's modified Attack Roll by 8 meaning the beast scored a shield hit. The powerful ogre normally rolls 2d10p+6 for damage but, since this is a shield hit, it only gets to roll 1d10p+6. The ogre rolls '9' on the die and adds 6 for his damage bonus, resulting in 15 points (incidentally knocking Bartholomew back). Barty's shield and armor together only absorb 8, so the remaining 7 points are taken off his Hit Point total. Even though he was successful in his defense, Barty still sustained a 7 Hit Point wound from the ogre's massive blow.

Shields are not indestructible and must save if they sustain a massive blow. Medium shields must make a saving throw if they suffer a hit for 12 or more points of damage (the save becoming progressively more difficult for thresholds of 18 and 24 points, until they are automatically destroyed if struck for 30 or more points of damage).

Because Barty's shield suffered a 15 point blow, he must make a saving throw for it. He rolls a d20 and adds a +6 bonus (because the ogre's blow exceeded 12 points but did not reach the 18 point threshold), while the ogre rolls a competing d20. If the ogre's score exceeds Barty's, it means that Barty's shield has been broken by the ogre's wallop. Note that superior quality shields are increasingly difficult to damage by a factor of their defensive value and degrade rather than suffering complete destruction. Your GM has rules for this.



Cover Value improves if your character actively hides behind his shield but a character must state that they are actively hiding behind their cover before the shot is announced!

Shield Type	Defense Bonus	Damage Reduction	Cover Value
Buckler	+2	4 hp	20
Small	+4	4 hp	19
Medium	+6	6 hp	16 *(11 if actively crouching behind it)*
Large	+6	6 hp	11 *(6 if actively crouching behind it)*
Body	+6	6 hp	6 *(1 if actively crouching behind it)*

Shield Destruction: Shields, while resilient, may be splintered and destroyed by a heavy blow. The likelihood of this occurring is directly a function of the damage dealt by the blow.

For instance, if an orc deals a single blow of 9 points of damage against a fighter's small shield, the GM rolls d20p for the orc while the fighter's player rolls d20p+6. If the fighter's roll is greater than or equal to the orc's roll, the shield remains intact. If the orc's roll is higher, the shield splinters into several pieces as the orc's blow hits home. Note that, even as it splinters into uselessness, the small shield still applies its Damage Reduction value to lower the orc's damage to the fighter by 4 points.

Shield Damage		Required Save
Buckler Small	M/L Body	(failure results in shield's destruction)
8 pts	12 pts	Competing d20p roll, defender gains +6 bonus
12 pts	18 pts	Competing d20p roll
16 pts	24 pts	Competing d20p roll, defender suffers -6 penalty
20 pts	30 pts	None; shield automatically destroyed

PRO TIP:
Shields provide their base cover value whenever worn. The shield bearer is not required to declare this action. Thus they provide a benefit even if the character is surprised.

Characters must, however, declare that they are crouching behind their shield to gain the additional cover benefit. They may advance while doing so at walking speed.

FIGHTING STYLES

HackMaster offers a wide variety of combat techniques, each with distinct advantages and disadvantages. Whether you choose to attack with a one-handed weapon and shield, with two weapons or a two-handed weapon depends on your strategy for that battle, your opponent, how you've designed your character and what proficiencies, talents and specializations he chose. There are eight basic fighting styles, each described in detail below.

PRO TIP: Modified weapon speed is the weapon's speed as listed in ***Chapter 12: Goods and Gear*** less speed bonuses gained from specialization or acquired by level advancement.

Unmodified speed is the simply the raw speed of the weapon.

Weapon and shield: The weapon and shield technique is the most common method of attack and defense. It involves using a one-handed weapon for attack and a shield of some type to block blows from an attacker. This combat method works best against foes that aren't powerful enough to smash shields and affords the following advantages/disadvantages to attack and defense:

Attack Advantage: The weapon attacks normally based on the character's modified weapon speed (weapon speed plus any speed bonuses as described herein) with neither advantage nor disadvantage.

Attack Disadvantage: Two-handed weapons (two-handed sword, pole arms, etc.) may not be used when employing a shield.

Defense: When defending, roll a d20p plus any bonuses and add the shield bonus to the defense roll. Shields provide extra defense as described in detail under Shield and Armor.

Two-handed Weapon: Using a two-handed weapon works well for stronger characters and when your character is looking to really wallop a foe. These weapons are generally larger (although smaller races may find themselves using this technique for weapons smaller than size L). It affords the following advantages/disadvantages to attack and defense:

Attack Advantage: A character using both hands can obviously hit harder than one swinging with just one arm. Weapons designed for two-handed use are also larger and inflict more severe wounds than their smaller counterparts. This additional damage may often spell the difference between merely wounding an opponent versus inflicting a trauma inducing laceration.

Attack Disadvantage: Two-handed weapons are slower than their one-handed weapon counterparts.

Defense: When defending, roll a d20p plus any bonuses against one enemy attack between your own attack rolls. Second and succeeding defense rolls during this period are at d20p-4 plus any bonuses.

One-handed Weapon only: Solely using a one-handed weapon is uncommon as most combatants prefer to employ something in their off hand, be it shield or another weapon. That said, a character might involuntarily find himself without his shield or secondary weapon (perhaps due to a fumble or shield break) or may be holding something in their other hand (perhaps a torch or divine icon). Fighting with one hand free, or at least not encumbered with weapon or shield, provides the following advantages/disadvantages to attack and defense:

Attack Advantage: Being able to focus completely on one weapon provides a -1 Speed bonus.

Attack Disadvantage: None

Defense: When defending, roll a d20p-4 plus any bonuses.

One handed weapon, used two-handed: Using a one-handed weapon with both hands works well for weaker characters desirous of inflicting addition damage or wishing to employ a weapon they are too feeble to wield single-handedly. It can also be an option for characters that find themselves without their shield or secondary weapon (perhaps due to a fumble or shield breakage). Weapons smaller than the character's size employed in this manner afford no advantage (i.e., a size M character cannot wield a size S weapon with both hands for any appreciable benefit). Using a weapon with both hands provides the following advantages/disadvantages to attack and defense:

Attack Advantage: Using both arms permits one to put greater force into individual blows of a weapon. Should these blows strike true, damage is increased by 3 points.

Attack Disadvantage: Because the weapon was not designed for such use, it cannot be wielded with finesse and a +2 Speed penalty accrues.

Defense: When defending, roll a d20p plus any bonuses against one enemy attack between your attack rolls (bearing in mind the aforementioned speed penalty!) Subsequent defense rolls are at d20p-4 plus any bonuses.

Two one-handed weapons, attacking with both: Attacking with two weapons is a great tactic for destroying your foe in a flurry of attacks before he can retort. It has the advantage of permitting you to attack far more often, but is sorely lacking in defense compared with other more conservative combat techniques. Note that the larger weapon (which cannot be greater in size than the character, e.g. a size M character cannot employ a size L weapon in this manner), wielded in the character's primary hand, is considered the primary weapon, while the other weapon is the secondary weapon. Two similar weapons may be used, however it is still necessary to designate one as primary and one as secondary as different rules apply to each.

This combat technique affords the following advantages/disadvantages to attack and defense:

Attack Advantage: Attacking more rapidly is the main advantage of this technique. The initial strike must be made with the primary weapon. This first attack occurs when it normally would with neither advantage nor disadvantage (e.g. upon initiating melee with a new adversary). Subsequent attacks may be made on its modified weapon speed* plus two. The initial attack with the secondary weapon occurs on the second after the primary weapon plus half the modified weapon speed* of the primary weapon plus one. Subsequent attacks with the secondary weapon occur after a delay of the secondary weapon's speed plus two.

Attack Disadvantage: Two-handed weapons may not be used. The secondary weapon carries a -2 damage penalty.

Defense: When defending, roll a d10p plus any defense bonuses for the primary weapon only. If the secondary weapon is one or more size categories smaller than the wielder, near-perfect defense damage is full (rather than 2x(d4p-2)).

Example: *Ririk the Dwarf uses a battle axe and hand axe with which he has modified weapon speeds of 9 and 7 respectively. Upon reaching an orc (second 1), he attacks with his primary weapon the battle axe. His next attack, the initial one with his secondary hand axe, occurs on the next second (2) plus half the primary weapon's speed (adjusted for the fighting style thus 11÷2=5.5) plus 1 or second 9 (after rounding up). His third attack, the second with his primary weapon, occurs after a delay of this weapon's modified speed plus two or 11 seconds after the initial strike (second 12). His fourth attack, the second with his secondary weapon, occurs after a delay of this weapon's modified speed plus two or 9 seconds after the previous attack with the secondary weapon (thus second 18). Subsequent attacks occur on 23 (primary), 27 (secondary), 34 (primary), 36 (secondary), 45 (primary & secondary), 54 (secondary), 56 (primary), and so forth.*

Example #2: *Relf the elven thief has been fighting an opponent for some time and decides to abandon his Two one-handed weapons, defending with secondary weapon fighting style in favor of Two one-handed weapons, attacking with both. This switch occurs upon his next attack roll – let's call it second 41. He is armed with a short sword and dagger with weapon speeds of 8 and 7 respectively. He makes his standard attack with his primary weapon (the short sword) on 41 as he normally would. Although it's his sixth attack of this particular melee, for purposes of this fighting style we'll call it his initial attack with his primary weapon. His next attack, the initial one with his secondary dagger occurs on the next second plus a delay of half the primary weapon's effective speed using this fighting style (5) plus 1 or on 48. His second attack with his primary weapon (after switching to this fighting style) occurs after a delay of the primary weapon's speed plus two or on 51. His next dagger attack occurs after a delay of that weapon's speed plus two (9s) or on 57. Subsequent attacks occur on 61 (short sword), 66 (dagger), 71 (short sword), 75 (dagger), 81 (short sword), 84 (dagger) and so forth.*

Two one-handed weapons, defending with secondary weapon: Employing a secondary weapon for defense has some added defensive advantages over fighting with just one weapon, but is generally not as effective as employing a shield. This technique may be preferable when combatting large creatures capable of inflicting substantial damage despite a successful shield defense or for characters not proficient with shields. It affords the following advantages/disadvantages to attack and defense:

Attack Advantage: The character can attack normally with his primary weapon.

Attack Disadvantage: Two-handed weapons may not be used.

Defense: When defending, for the first enemy attack occurring between attack rolls of the primary weapon, the character employing this technique rolls a d20p plus any defense bonuses from both the primary and secondary weapons. Successive defense rolls are at d20p-4 plus any defense bonuses from both weapons. If the secondary weapon is one or more size categories smaller than the wielder, near-perfect defense damage is full (rather than 2x(d4p-2)).

Shield only: Using only a shield sans weapon is generally a technique forced upon a combatant by circumstance. A character may occasionally find himself without his weapon (usually due to a fumble) or may be holding something else of more immediate utility in his weapon hand (perhaps a healing potion or wand). Fighting with only a shield provides the following advantages/disadvantages to attack and defense:

Attack Advantage: None

Attack Disadvantage: May only attack unarmed or via a shield bash

Defense: +1 bonus to defense. If no weapon is available to threaten opponents with, they can attack at half weapon speed or twice as often (rounded up to the nearest second in the case of fractions).



PRO TIPS:
It is possible to Hold at Bay a defender that is employing a shield.

When resisting having the weapon you're using to hold someone at bay knocked aside, you may add all defensive specialization you've acquired in that weapon.

Two shields only: Defending with two shields is generally a fighting technique adopted in extremis as a last-ditch effort to buy time. Sometimes a character needs to fill a hole in the line and is either ineffective (successful attacks causing only niggling wounds to opponents or perhaps the foe can only be harmed by weapons the character does not possess) or the character is very injured and wants to postpose that last fatal wound for as long as possible. This combat technique affords the following advantages/disadvantages to attack and defense:

Attack Advantage: None

Attack Disadvantage: May only attack with a shield bash

Defense: Both shield bonuses may be added to attacks from the front and front flanks. Orthogonal attacks can be defended against with one shield. However, since opponents need not fear a counterstrike, they can attack with increased rapidity doing so at half their normal speed (rounded up in the case of fractional seconds).

Special Combat Moves (Advanced Rule)

Combatants may opt to utilize non-standard (hence the moniker special) combat moves to adjust their fighting style to better suit their current battle circumstances. Use of a special combat move must be declared in conjunction with a new attack sequence (i.e. just prior to rolling an Attack die) and commits the character to that combat move until he attacks again. Thus it is not possible to gain the bonus of an Aggressive Attack and then switch to a Full Parry when your opponent gets its counter (unless your weapon speed is so great as to allow you another attack before your assailant can respond to the first.) Neither can you switch to a special combat move after completing a normal attack until the count reaches the time for your next attack. Exceptions to this rule include Tactical Move (which can be performed at any time) and moves initiated in response to an opponent's attack, to wit: Give Ground, Scamper Back, Flee.

PRO TIP:
Jabbing is the only move available to characters fighting from the second rank. For details on this tactic, reference the **Phalanx Fighting** proficiency on page 147.

Jab: Jabbing a weapon straight at your enemy is faster than swinging it in an arc and thus affords a faster weapon speed. However, damage dice for jab attacks are halved and penetration is not possible. The character must also be using a weapon with a listed jab speed (see ***Chapter 12: Goods and Gear***).

For instance, a thief might spend 7 seconds to wield his dagger with a slicing motion, or use only 5 seconds to jab it at his foe. Likewise, a fighter might take 8 seconds to land a swing from his short sword into a bugbear's fat head or only spend 7 seconds jabbing it through the slob's beer gut.

Exclusivity of Special Combat Moves



Employing special combat moves commits a character to that action. In the case of ***Aggressive Attack*** and ***Charge*** moves, the character is presumed to be executing said maneuver for no less than his weapon speed (in seconds) from the point of declaring the move. Thus it is not possible to gain the advantages the move provides and immediately switch to another move. For example, a fighter declares he's Attacking Aggressively on his next Attack (occurring at 10 seconds into the melee). Assuming his weapon speed is 10, he's committed to fighting aggressively from second 10 until second 19. He cannot Give Ground on second 18 (even though he already made his attack roll on second 10) because he's still Fighting Aggressively.

Jab, Hold at Bay, Aggressive Attack and Charge are mutually exclusive moves and cannot be combined. You can't Jab or Charge Aggressively.

Fighting Defensively and Full Parry are mutually exclusive but either may be combined with Give Ground, Scamper Back or Fighting Withdrawal. When combined, the defensive bonuses are not cumulative. Only the most advantageous one applies as does the most disadvantageous attack penalty.

Hold at Bay: If a single target enters into a Character's Reach, the character may attempt to Hold them at Bay; this prevents said opponent from attacking the character's body, or from advancing any closer. If the weapon has a Jab speed (see the Jab special combat maneuver), the character may make a Jab attack for the normal effects, in addition to attempting to Hold them at Bay; a weapon lacking a Jab speed may also be used for this purpose, but inflicts no damage.

If a character is within his opponent's reach, but his own weapon is not within reach (because it's smaller) and he is held at bay, he'll need to knock aside his opponent's weapon before he can engage (a successful attack on the weapon knocks it aside). If not held at bay, the attacker with the smaller weapon needn't bother knocking the weapon aside. Note, this technique can be accomplished with a non-jabbing weapon, however, in such a case, a successful attack delivers no damage whatsoever, it simply holds the enemy at bay (as opposed to a jabbing weapon which affords jabbing damage on a successful Hold at Bay).

To land a hit on an opponent's weapon, the attacker must make a successful d20p Attack roll against the defender's shieldless Defense roll. If the attacker succeeds, he may perform his attack roll on the defender during the next second of the Count Up.

Aggressive Attack: The attacker makes a flurry of blows (like an experienced swordsman might) or a vicious lunge (like a snarling, snapping sturm wolf), gaining him a +5 bonus on his next Attack Roll and –2 to his next Defense Roll. Fighters often use this attack in order to intimidate a foe into giving ground.

A successful Aggressive Attack results in only half damage if the defender utilizes either the Give Ground or Scamper Back maneuver (the defender may announce his intention to give ground in reaction to the attacker announcing an aggressive attack, but prior to the aggressor's attack roll). The Aggressive Attack cannot be combined with any other combat maneuver, nor can such be employed until the aggressor's next attack opportunity.

Charge: By running or sprinting (at a movement rate of 10 feet/s or greater) into a foe at least 20 feet away in a straight line, an attacker gains an additional +4 to attack but loses any Dexterity bonus to defense upon contact with an enemy and for 5 seconds thereafter. Normal damage is inflicted upon the first creature interdicting the charge but is doubled solely for purposes of determining knock-backs.

Running or sprinting at a rate of 5-10 feet/s only nets the attacker a +2 Attack bonus and damage is multiplied by 1½ solely for purposes of determining knock-backs. If the attacker's speed is 5 feet/s or less, he cannot charge.

Other factors may come into play with respect to charging such as comparative size and mass, speed and elevation. Your GM has more specific rules to cover these situations.

Tactical Move: During any second, a character can choose to move at a walking pace while still engaged with an opponent. Such a move affords a -1 penalty to both attack and defense until the character's next attack. While during combat all characters are continually dodging blows and moving about, on average they remain in the same location and further, these moves are made in response to attacks and opportunities to attack. The Tactical Move is somewhat different in that the character is forcing a move in a deliberate direction, thus it slightly and temporarily hampers his combat capabilities. *Penalties for multiple tactical moves are cumulative.*

Ready Against Charge. A defender with reach and a spear or other polearm (as defined in the equipment chapter) may set his weapon for a charge by bracing the butt of the weapon on the ground, against his foot, wall or another solid object and holding firm. Bracing in such a manner takes 3 seconds prior to a charging foe reaching the end of the weapon. The defender then attacks first.

A successful melee attack not only breaks the charge (all attacker charge benefits are lost) but also causes double weapon damage (e.g., 4d6p points of damage for a spear instead of the normal 2d6p). Further, the attacker is held at bay (see the Hold at Bay special combat maneuver).

Fight Defensively: Before his attack, a character may announce he's fighting defensively and suffer an attack penalty of -2, -4, -6, or -8, but gain a corresponding +1, +2, +3, or +4 to all defense rolls (the defense modifier is half the attack penalty, i.e. -2/+1, -4/+2, -6/+3, or -8/+4). The defender may not apply penetration damage to his successful attacks while using this maneuver even should he score a *Near Perfect* or *Perfect Defense* (see page 241). The defender can choose to stop fighting defensively at any time, however the next attack against the foe with whom he was fighting defensively is still subject to the attack penalties noted above. This maneuver may be combined with the Give Ground or Scamper Back maneuvers.

Full Parry: A defender can forgo his attack and instead focus exclusively on interdicting his opponent's attack. The Full Parry maneuver provides a +5 to the

Momentum (Advanced Rule)

Characters can decelerate at a rate of two movement rates per second. So, for example, a sprinting fighter can, in one second, drop to a jog and the next second, drop to a standstill. Likewise, a running character can drop to a walk while a jogging character can stop immediately.

This rule on momentum often comes into play during a charge. If a character breaks through an opponent's line or decides he no longer wants to charge (perhaps he realizes now that there's a heretofore unseen pit between himself and his foe), he'll have to decelerate.

Forced Deceleration

In charge situations or where characters are otherwise faced with (or facing) an opponent that wants to block their path (or vice versa), weight ratios are used to determine the amount of deceleration (if any).

Charging character's weight ratio to defender's weight	*Speed Change*
Less than 25%	stopped
25% - 50%	three
51%-150%	two
151% - 300%	one
300%+	none

Notes:

- *A quadruped defender's weight counts 1.5 times for these purposes*
- *A running character's weight counts as two-thirds. A jogging counts as one third. A walking or slower character cannot force its way past a defender.*
- *If the opposing forces are in ranks (not skirmish ranks, but battle ranks within 5 feet of one another) and a character breaks through the first rank, the first rank's weight and the second rank's weight are used together to determine the ratio. Further ranks are also additive until the attacker slows and stops or the defenders run out of ranks.*

Pro Tip: As with *Fight Defensively*, you may not apply penetration damage if you manage a Near Perfect or Perfect Defense while executing a ***Full Parry***.

defense roll and resets the defender's Count for his next attack (i.e. the opponent's next attack occurs at its speed in seconds after the full parry is declared). This may be combined with the Give Ground, Scamper Back and/or Fighting Withdrawal maneuvers.

Give Ground: When an opponent rolls its Attack die, a defender can opt to retreat at walking speed to gain a +5 to his defense roll and a –1 to his next attack roll. The attacker can automatically advance or press forward in conjunction with this rearward movement but doing so does not mitigate the defensive advantage. Of course, if the defender doesn't have room to retreat, he cannot give ground. Further, creatures whose opponent walks at a faster speed cannot use this maneuver (e.g., a halfling fighter cannot give ground against an orc, but can against a kobold). One cannot give ground when the subject of a charge!

Scamper Back: As an opponent rolls its Attack die, the defender can choose to retreat at jogging speed gaining a +5 to his defense roll but suffering -4 to his next attack roll if applicable. The attacker can automatically advance at any legal speed to remain engaged but this movement does not supersede the defender's advantage against the attack. Of course, if the defender doesn't have the room to retreat available, he cannot give ground. Further, creatures whose opponent walks at a faster speed than the defender jogs cannot use this maneuver (e.g., a halfling fighter cannot Scamper Back when being attacked by a wolf, but can against an orc).

Fighting Withdrawal: The defender uses his normal walking movement to back up or sidestep during melee. The withdrawing character suffers a -2 penalty to his next attack and as long as he continues withdrawing (e.g. he is at a -2 Attack penalty for as long as he is conducting a fighting withdrawal). Attackers are free to pursue unless interposing allies prevent this.

Flee: Characters may choose to turn and jog away from melee combat at any time. This may subject them to an attack from their opponent but only if said attacker is due an attack roll in the next (half weapon speed) seconds. Choosing to flee is thus most opportune immediately after an opponent has attacked. The presence of an ally who can threaten the creature from which you're fleeing will also negate its ability to 'tee off' on you whilst fleeing.

For example, Relf the elven thief is faring badly against an orc. Self-preservation being utmost in his mind, he decides to turn tail and flee at 30 seconds into the melee. Since the orc's speed is 9, it may only attack Relf as he flees if it was due an attack within the next five seconds (half of it's speed rounding up all fractions).

Unless prevented, the attacker can follow at normal speed or possibly make an immediate attack at the fleeing character (provided it meets the conditions stated above). If the attacker elects to make an attack, the strike itself delays further pursuit (if needed) for half the weapon speed rounded up (e.g., 5 seconds after the swing for a scimitar (speed 9)). Note that a fleeing character can't use his shield (if any) as part of his Defense Bonus.

A fleeing character cannot attack again until at least the current second plus weapon speed (should he change his mind and attempt an attack). A fleeing character uses a d10p for his defense roll.

Multiple Opponents and Rear Attacks

When facing up to three opponents to the front and/or sides, an unshielded character uses d20p-4 plus Defense Bonus for his defense against each of those attackers.

Characters with shields use d20p plus Defense Bonus. This increased defense may be gained versus up to three enemies to the front and/or sides depending on the shield's size. A buckler provides protection against a single foe whilst a small shield can block two. Against additional aggressors, the defensive bonus is equivalent to that of an unshielded character (d20p-4 plus Defense Bonus). A medium or larger shield offers protection against three opponents to the front and/or sides. Note that the shield defense bonus does not apply when rolling your defense die against the 4th+ attacker or an attacker to the rear.

When facing more than three opponents to the front and/or sides, the defense roll against the fourth (and fifth, sixth, etc.) opponent becomes d12p plus Defense Bonus. Against those particularly sneaky and/or cowardly foes that come up from behind, the defense roll is d8p plus Defense Bonus.

Choosing Defense Die Against Attacker(s)	Die*
No Shield, for 1-3 attackers to front/sides	d20p-4
With Shield, for 1-3 attackers to front/sides (buckler = 1, small = 2, med, lg, body 3)	d20p
With Shield, for extra attackers to front/sides (buckler = second & third, small = third)	d20p-4
For 4th (5th, etc.) attackers to front/sides	d12p
For attackers to the rear	d8p
**plus Defense Bonus and other modifiers*	

Note: If a character already in melee with an opponent is attacked by an additional foe, the character cannot use his better Reach (if any) to attack the new opponent first nor does he get an automatic counter-attack on the next second. He just has to suck down the additional attack as he's occupied with his other opponent. Sucks to be double-teamed – avoid it.

CALLED SHOTS
(Advanced Rule)

While in battle, combatants generally attempt to injure and neutralize their opponents in the quickest, most efficient way with no regard as to specifics. A telling blow delivered to the head produces the same result as one to the torso. However, you will find that in certain situations, you will prefer your character to make an attack on a very specific body part or location. Shooting the bare patch in a dragon's armor as it flies past, pinning a foe's tunic to the wall, striking the spell components from a mage's hand and attacking a monster's poisonous stinger are all examples of such situations. In HackMaster, we call such actions **Called Shots**.

To execute a Called Shot, the attacker must declare the Called Shot in place of the character's normal attack. Unfortunately, getting an opening in an opponent's defense that specifically allows for the called shot requires more time than simply attacking at any opening, to wit 2d4p additional seconds for melee attacks and 1d4p seconds for ranged attacks. Further, while maneuvering the opponent in melee attacks, the attacker suffers a -4 defensive penalty should he be attacked himself prior to making the called shot because the attacker surrenders a certain amount of defensive posturing and concentration while focusing on creating an opening for attacking a specific location. Finally, the defender receives a bonus to defense commensurate with the size and difficulty of the precise Called Shot as set forth in the table below.

Location	*Defense bonus vs. attack*
Arm	+6
Torso	+2
Head or Groin	+8
Hand/foot/shield arm	+12
Eye/ear/fingers	+16
Leg/chest/stomach	+4
Specific finger	+20
Other	GM's discretion using above as a guide

Obviously, if the attacker cannot exceed the defender's modified defense roll, he's missed completely. Either the extra effort to maneuver the defender (in melee) failed or the extra wait and concentration for the ranged attack didn't pan out because the defender shifted or so on. Exceeding the defender's hit roll by the defense bonus to attack provided by the Called Shot (e.g., a modified roll of 19 versus the defender's modified roll of 12 for Called Shot to the left arm) indicates a successful called shot. Of course, it's possible to miss the Called Shot, but still hit your opponent in a different, unintended location. This result occurs when the attacker exceeds the defender's modified defense roll but not by enough to exceed the defense bonus to attack provided by the Called Shot (e.g., a modified roll of 18 versus the defender's modified roll of 13 for Called Shot to the left arm). A critical hit always hits the desired Called Shot location, obviating the need for a location check on the critical hit tables in many cases or at least reducing the likely locations to the areas overlapping the specified Called Shot areas.

Aside from the time difference, Called Shots work the same way regardless of whether the attack is ranged or melee.

Called Shots At-a-glance

- Melee: 2d4p seconds delay, Ranged: d4p seconds delay
- Attacker suffers -4 defense during the delay time
- Defense bonus to attack
  - Arm +6
  - Torso +2
  - Head/groin +8
  - Hand/foot/shield arm +12
  - Eye/ear/fingers +16
  - Leg/chest/stomach +4
  - Specific finger +20
- Beat modified defense roll by bonus to hit specified location
- Crit always hits the desired location

Pro Tip: The target's size, either directly or relevant to the attacker, does not modify the Defense bonus gained versus a called shot. A creature's defensive capabilities as defined in the *Hacklopedia of Beasts* already takes the creature's size into account. The bonus is an extrapolation of those pre-existing capabilities.

Knock-Backs

Damage rolls of five points per size category automatically knock the defender back 5 feet. An attacker can, on the next second, choose to move forward and advance those 5 feet. If the attacker cannot (due to inherently slow movement or armor restrictions) or chooses not to advance, the defender may either regain that ground or break off combat freely (unless the attacker has a weapon with sufficient reach to get him).

Knock-back is based on the damage rolled and is independent of damage reduction from armor or natural defenses.

For example, let's say that a fighter deals a single blow of 10 points of damage against a goblin (a Small sized crea-

ture). Even if the goblin's shield and/or armor reduces this damage below 10 points, the fighter still knocks the creature back 5 feet.

If the damage roll exceeds the damage required for a knock-back by double, triple, or more, the distance also increases incrementally. This is known as a "double knock-back" or "triple knock-back" and so on.

If the attacker scores a double, triple or greater knock-back, the defender is knocked prone and has his next attack's Initiative reset to the appropriate Weapon Speed value (assuming, of course, that so much damage doesn't kill him outright). In this case, the defender can regain his feet in 1 second, while the attacker can advance over the lost ground if he so chooses.

Continuing the example, if a fighter deals 20 to 29 points of damage to a goblin, the foul creature gets knocked back 10 feet and falls prone. Furthermore, if the goblin had been readying for a succeeding attack that was to occur on its next Initiative, its next Initiative number is reset (to the current second plus Weapon Speed plus other Speed modifiers).

Defender's Size	Damage Required for Knock-Back
T	5
S	10
M	15
L	20
H	25
G	30
E	40
C	75

FATIGUE (Advanced Rule)

Characters can suffer the ill-effects of exhaustion during melee battles and other strenuous situations. A player need not check for fatigue during the first combat of any day as adrenaline eliminates any potential tiredness at that point. Further, a player need not check for fatigue during the first 10 seconds of any engagement as even the fattest, most out-of-shape slouch's body can handle 10 simple ticks of the clock. For obvious reasons, surprised characters need not check for fatigue, either.

PRO TIP:
Heavy armor and encumberance can significantly reduce a character's maximum movement rate. See ***Chapter 12: Goods and Gear*** (p. 205) for details.

Computing Fatigue Factor

Wisdom	*Base FF*
1	3
2	3
3	2
4	2
5	2
6	1
7	1
8	1
9	0
10	0
11	0
12	-1
13	-1
14	-1
15	-2
16	-2
17	-2
18	-3
19	-3
20	-3
21	-4
22	-4

Constitution	*Base FF*
1	5
2	4
3	4
4	3
5	3
6	2
7	2
8	1
9	1
10	0
11	-1
12	-1
13	-2
14	-2
15	-3
16	-3
17	-4
18	-4
19	-5
20	-5
21	-6
22	-6

A character's Base Fatigue Factor is the sum of his Wisdom base FF and Constitution base FF.

Armor & Shield Modifiers	
No armor	-1
Light armor	0
Medium armor	+1
Heavy armor	+3
Buckler	0
Small/Medium shield	+1
Large Shield	+2
Body Shield	+3
Class Modifiers	
Fighter (including sub-classes)	-2
Multi-Class Fighter (all sub-classes)	-1
Other Modifiers	
Obese	+3
Overweight	+1
Situational modifiers	
Wielding a weapon too great for strength	*Difference between STR and Required STR*
Rested/took a knee	-1 per full 10 seconds
Wounded	+1
Wounded 50-89% (not cumulative w/ lesser wounding)	+4
Wounded 90% (not cumulative w/ lesser wounding)	+8
Lightly Encumbered	+1
Medium Encumbrance (not cumulative w/ lesser encumbrance)	+3
Heavily Encumbered (not cumulative w/ lesser encumbrance)	+6

During melee, if a player rolls equal to or under his character's fatigue factor for his character's unmodified defense roll in combat, he is winded and suffers a -1 penalty to his Attack, Defense and damage rolls and +1 penalty to speed. Succeeding failures and the penalty doubles to -2, then -4, then -8, then -16 reduction and so on. Defense rolls on ranged attacks do not trigger fatigue penalties regardless of the die result. NB: a natural roll of 'one' on the defense die triggers all standard ill effects, i.e., fatigue checks are in addition to other ill effects such as suffering a wound or affording the opponent a free extra attack.

Above and beyond these organic checks in combat, the GM can also require a d20 fatigue check (a d20 rolled against the character's Fatigue Factor, a roll equal to or below FF indicates failure) or modify a character's Fatigue Factor if the character runs or sprints for an extended period or otherwise exerts himself in a way that the GM considers exhausting or otherwise worthy of fatigue checks/modifiers.

Five minutes of complete rest eliminates all fatigue penalties.

Zero/negative fatigue factors: Characters *currently* with zero or lower Fatigue Factor suffer fatigue penalties when they roll a one on defense (despite one being higher than their Fatigue Factors), however merely suffer ill effects at half the rate; the first failure results in a penalty to Attack and Defense, the second failure results in a penalty to Damage and Speed. Further failures cause penalties in the same alternating order.

Your Base Fatigue Factor is a function of both your Wisdom and Constitution scores.

MOUNTED COMBAT
(Advanced Rule)

For centuries cavalry has dominated warfare and for good reason. The mounted combatant enjoys many advantages over standard infantry. Aside from the obvious improvement in speed and mobility, which needn't be covered in this section, several actual combat bonuses benefit the be-horsed warrior.

Due to a superior height advantage, mounted combatants receive a two foot reach bonus, as well as a +2 Attack bonus and +6 Defense bonus. Attacks that miss by one to four indicate a wound to the mount[1] rather than rider. A mount can be attacked normally, with the rider's superior direction of defense cancelling any loss of agility due to carrying a rider.

Further, as a result of improved leverage, momentum and a better angle for more telling blows (to the head and upper body), a mounted attacker receives one extra damage die (smaller if different) for standard weapons against Medium-sized opponents (larger opponents mitigate this advantage due to their higher stature, while smaller opponents' diminutive nature have a polo-effect, necessitating the attacker to shift in the saddle enough to lose this advantage). Weapons specifically designed for saddle-borne combat (such as a horseman's flail) receive a two-dice bonus (rather than one die) in these situations.

Special rules for lances: When moving at a trot or faster, the lancer increases the mounted attack bonus to +6 (from +2) and vastly improves reach as indicated by the length of the lance (see weapon description). Further, the number of damage dice rolled is doubled. When not used from reach and with momentum, the lance receives only the standard +2 Attack Bonus and one extra damage die (regardless of the size of the opponent) due to the mass of the mount aiding in the attack.

When moving at a canter, horsemen (or similarly mounted riders) can use their momentum to knock opponents aside and/or prone. Accordingly, all opponents count as one size smaller for knock-back purposes. When at a full charge (gallop or sprint), opponents size counts as two sizes smaller for knock-back purposes. As always, a successful knock-back disallows any opportunity for a counter-attack.

[1] *If the mounted opponent is using a shield, misses by 5-10 hit his shield.*

Mounted Combat At-a-glance

Advantages

- ⇨ +2 to Attack and +6 Defense rolls (latter only while trotting or faster, else +2)
- ⇨ One extra damage die (two for weapons designed for the mounted warrior employed whilst mounted) vs size M creatures
- ⇨ At canter/run speed, opponents size counts as one size smaller for knock backs; at gallop/sprint speed, opponents size counts as two sizes smaller for know backs (successful knock back disallows counter attack)
- ⇨ Those impacted by and in direct line of mount suffer damage (~d6p) and quadruple damage for knock-back determination
- • Knock back handled specially: d4 (1: straight back and trampled, 2: 45° left, 3: 45° right, 4: straight back, no trample)
- ⇨ Reach improved by 2 feet

Disadvantages

- ⇨ Defense
- ⇨ Setting pikes, other pole arms.
- ⇨ Dismounting riders (knock-backs, specialized weaponry)
  - Chance of injury
  - Chance or entrapment
- ⇨ Injuring mounts (morale checks)
- ⇨ Killing mounts

Pro Tip: Fighting from horseback necessitates *at least* Average mastery in the riding skill. See ***Riding*** (p. 186) for details.

Pro Tip: The Escape Artist skill does not provide any benefit in freeing oneself when trapped under a mount.

Even if the mounted attacker misses with his attack, the defender must succeed in an opposed dodge check (d20p plus dex vs d20p+10) to avoid the charging mount, success indicates the defender leaped 5 feet to either side (roll randomly). Failure indicates the mount impacted the defender; he suffers d6p (quadruple the result to determine knock back results). If knocked-back, determine results randomly by rolling a d4: (1. straight back and trampled, 2. 45 degrees left, 3. 45 degrees right, 4. straight back, no trample). Trample is an additional d6p damage.

Successful attack or not, the mounted attacker, continues movement (possibly trampling any number of foes in its path) in a straight line for another 5 (for loping) to 20 feet (galloping-charging) before it can be turned or stopped.

Despite these great advantages, the mounted combat method carries a few drawbacks as well. Once the mount is no longer moving faster than a walk, the rider's Defense bonus drops to +2. Further, any attack on the rider that causes a knock-back, results in an unceremonious dismount (fall). In this event, the defender suffers a d4p with no damage reduction for armor. Any injury to the mount will cause the mount to check tenacity, failure indicating it bolts in a random direction and sprints/gallops for three seconds before a difficult ride check can be attempted to regain control (and again every three seconds thereafter). If the mount is knocked-back, fails a Trauma check (see following section) or is slain, the rider falls as above and any penetration roll indicates that the rider's leg is trapped under the mount requiring a Feat of Strength (vs. d20p + 13) to escape.

Infantry have recognized these advantages and, lacking resources to compete on an equal footing, have developed weapons and tactics to counter the horseman's supremacy. These advances in infantry weaponry pose credible threats to the mounted combatant. Any group of 10 or more with spears or pole arms longer than 6 feet in length set for charge (against the ground) will cause any standard horse to halt (a difficult ride check is required for the rider to avoid vaulting forward onto the wall of spears!).

Even if pole arms do not deter the mount, those set for charge (against the ground or similar immoveable object) inflict double damage dice against charging mount or rider. Note as well that pikes, for example, also maintain a reach advantage over lances.

Certain other pole-arms are designed to dismount riders in armor (as described in the equipment chapter). For these weapons, a successful hit (though not a shield hit) indicates the rider has been dragged from his steed and falls, incurring damage as above (but no damage for the actual weapon's attack). Against stationary riders, these weapons attack at +6, however, against riders moving at speeds faster than a walk, they suffer penalties (trot/jog -2, canter/run -4, gallop/sprint -8).

Tactical Mounted Movement

A walking or trotting horse can stop immediately. A loping horse may stop after 1 second and 5 feet of movement. A galloping horse can stop only after 20 feet of movement over 4 seconds (10 feet over 1 second followed by 10 feet over 3 seconds).

A standing horse can change facing at any time. A walking horse may change up to 3 facings per 5 feet moved. Horses moving faster than a walk may be turned no faster than once per second; the turn takes place at the end of any full second with no prior turn. The degree of turn varies by how fast the horse is moving.

A trotting horse can turn safely up to 60° (one facing) or 90° (1½ facings) with a successful average Riding check (failure indicates the horse only turns one facing and requires another average Riding check, failure of the second indicates the rider has been thrown from the saddle).

A cantering horse can turn 45° (¾ of a facing) or less without penalty, 60° (a full facing) with a successful average Riding check (failure indicates the horse only turns ¾ of a facing and requires another Riding check, failure of the second indicates the rider has been thrown from the saddle).

A galloping horse can turn 30° (one half facing) without penalty or 45° (¾ facing) with a successful Ride skill check (failure indicates the horse turns one half facing and requires another Riding check, failure of the second indicates the rider has been thrown from the saddle).

A skilled rider can make a special slide-stop maneuver to stop and/or turn a galloping horse faster than normal. With a difficult Riding check, a mount going at a full out gallop can stop by gathering its legs under

Mounted Action Times

Action	
Turn Standing Horse	
2-4 facings	1 second
5+ facings	2 seconds
Turn Moving Horse	
≥2 facings	0 seconds
3 facings	1 second
Mount Horse	2 seconds
Jump from horse's back	1 second
Vault into saddle	1 second

Mounted Turns

Horse Gait	*Safely Turn Up To:*	*With Ride Check Can Turn Up To:*
Walk	Any	Any
Trot	60° (1 facing)	90° (1½ facings)
Lope	45° (¾ facing)	60° (full facing)
Gallop	30° (½ facing)	45° (¾ facing)

it, sliding with its hind legs (hooves still down) while its forelegs remain moving. The result is a near-complete stop over 3 seconds covering a mere fifteen feet with the horse turned 90° from original position. Furthermore, at the horse or rider's option, the horse can canter right out of the stop without moving through the other gaits (the decision to move to a canter must be made immediately and the move continues as normal, i.e., 1 second after the slide-stop is complete the horse moves 35 feet in the new direction). Failing the Riding check indicates that the rider has been thrown.

Mounted Fighting Styles and Special Combat techniques

Now that you have a handle on the basic mounted combat rules, I'm sure you'll want to gallop off and immediately start employing the many fighting styles available in the HackMaster game. Hold up there, Hoss and let me help you out, because not every fighting style or combat technique is available to a mounted persona.

HackMaster allows the following mounted combat styles:

- Weapon and shield
- One-handed Weapon only
- Two one-handed weapons, attacking with both
- Two one-handed weapons, defending with secondary weapon
- Shield only
- Two shields only

Note that two-handed techniques are not available to a standard mounted rider

As with fighting on foot, each technique carries unique advantages and disadvantages. We've described the six allowable mounted fighting styles in detail below:

Weapon and shield: The weapon and shield technique is the most common method of attack and defense. It involves using a one-handed weapon for attack and a shield of some type to block blows from an attacker. Note that some attack directions preclude shield use depending on type of shield (rear weapon-arm flank in all cases) assuming a right-handed primary weapon (reverse chart if used left-handed):

Shield	*Direction defensible*
Buckler	all but rear right flank
Small shield	all but rear right flank
Medium shield	left (rear and side) flank and front (both sides)
Large shield	only on left (front, side or rear) flank
Body shield	Not useable mounted

Two-handed Weapon: Cannot be employed mounted

One-handed Weapon only: May be employed freely. This techniques suffers for lack of shield, but allows a free hand for other uses that a shield does not afford.

One handed weapon, used two-handed: Cannot be employed mounted

Two one-handed weapons, attacking with both: Attacking with both weapons is a great tactic if wading through many foes on either side of your mount, as long as you don't care so much about defense (in that case, the shield might be a better technique, if one is on hand). If foes are on both sides of your mount, this technique has the advantage of attacking far more often. This technique otherwise functions the same as on foot.

Two one-handed weapons, defending with secondary weapon: Fighting with a secondary weapon for defense has some added defensive advantages over fighting with just one weapon, but is not as effective defensively as employing a shield. This technique can be preferable against large creatures that regularly smash shields or for characters not proficient with shields. Sadly, the defense bonus afforded by the secondary weapon, only applies against foes on that weapon's side of the mount. It otherwise functions just as on foot.

Shield only: This technique is the same as that on foot, excepting any shield limitations as shown on the chart.

Two shields only: Each shield can only defend its flank.

As to special combat techniques, all such techniques apply equally to mounted combatants as to those on foot, with the following exceptions. In order to disengage, the character must turn his mount and move from combat – a walk would be considered a fighting withdrawal, a trot a scamper back, and a flee still affords a standard defense roll as long as the character is aware of his opponents. The charging rules have been described above in detail. Finally, *Ready Against Charge* cannot be employed whilst mounted.

TRAUMA

A character that suffers massive damage in one blow might drop, incapacitated by the agony. To know how much of an injury your character can withstand before the pain becomes too much to bear, you determine his Threshold of Pain (ToP).

Threshold of Pain Formula. A character's Threshold of Pain is equal to 30% of his Hit Points + another 1% of his hit points per level (or 2% per level for fighters[1]).

[1] *including Knights, Paladins, Barbarians and Rangers*

Tip: A mounted combatant may use a short bow or light crossbow. However, shooting *accurately* from horseback requires great skill. See the ***Riding*** skill on page 186 for details.

TIP: If an unarmed attacker enters the threat range of an armed combatant when the latter is fighting another opponent or otherwise cannot attack, the armed opponent forfeits his 'free' attack.

When a character suffers damage greater than his Threshold of Pain score, he must make a trauma check (d20 vs. ½ Con score). A roll less than or equal to half the character's Constitution score (round down) means the character shrugged off the pain. A roll in excess of half his Con score indicates that the character falls to the ground, unable to take action until his suffering subsides. Recovery time 5 seconds times the difference between the ½ Con check roll and the ½ Con score. If a natural 20 is rolled on this check, the character is knocked unconscious for 5d6p minutes. This can only be distinguished from death by a novice first aid provider equipped with a mirror.

Example: Kerak, a third level dwarf fighter with a Constitution score of 17, has 37 Hit Points. Kerak's base ToP is calculated as 30% (base) plus 6% for his level (2% x 3rd level) for 36%. So Kerak's ToP is 36% of 37 hit points or 13.32. Scores are always rounded up to the next integer thus making his base Threshold of Pain 14.

Whenever he loses 14 or more Hit Points in a single blow, his player must roll a d20 in hopes of getting a result equal or less than 8 (half of Kerak's Con 17). Now, if he should roll a 12, then Kerak falls to the ground, writhing in pain for 20 seconds [5 x (roll of 12 - half Con score of 8) = 20].

COUP DE GRACE

A character can automatically slay an incapacitated, unconscious or otherwise helpless foe (includes those that have fallen from a failed Threshold of Pain check) if he spends 10 seconds carefully dispatching the foe. To do this, a character cannot be engaged by an opponent, must be physically on top of, kneeling next to or otherwise up close and personal with his victim. The 10 seconds represents the time to get in position (assuming the character began next to his foe), remove headgear, steady grip, smirk, taunt or whatever else is required to finish the helpless foe.

Note that a coup de grace may only be performed by sapient creatures - those that can reason intelligently and eliminate foes systematically. A hobgoblin or orc could perform a coup de grace, though a dog or wolf could not - they'd simply attack the helpless opponent.

ATTACKING A HELPLESS OPPONENT

A sapient character can choose to attack a helpless foe instead of executing a coup de grace. (Animals and other nonsapient creatures always attack, since they lack the intelligence to perform a coup de grace.) In this case, the defender receives only a d8p defense die and the attacker may attack at intervals of half modified (by specialization, talents, etc) weapon speed; round fractions up. In this instance, minimum weapon speed does not apply.

Your GameMaster is the final arbiter of whether or not an individual is helpless.

UNARMED COMBAT
(Advanced Rule)

During the course of your adventures there will undoubtedly come a time when your character finds himself unarmed. Perhaps your dwarf fumbled and dropped his trusty warhammer, or maybe an orc ambushed him while he was away from the camp site taking care of business and didn't bring his weapon. In these cases you'll want to know how to manage an unarmed attack. This section covers these situations and more.

Note that monsters with fangs, claws and the like ignore these rules and attack normally, as their natural combat abilities, lack of reach and so forth are already factored into the monster's definition, combat modifiers and statistics. Likewise, a spellcaster empowered with a touch attack spell is considered to be an armed attacker.

Two basic scenarios need to be addressed. The first of which is when one character is unarmed while his opponent remains armed. The second one is when neither combatant has a weapon.

Unarmed vs Armed Combatants

When unarmed, fighting an armed opponent is a tricky business for creatures without natural weaponry (i.e., humanoids). The unarmed character must deal with a dangerous object wielded by his opponent, while the armed attacker has no such worries.

Consequently, armed attacks against unarmed foes occur twice as often (rounded to the slower speed [higher number]) since the attacker needn't fear a dangerous counter-attack. Note that this doesn't allow the armed combatant to attack faster than his minimum weapon speed allows. Furthermore, these advantages do not apply to non-intelligent creatures, or characters with lower than 5/26 Intelligence, wielding a weapon against an unarmed foe because they simply don't understand that they have an advantage over their enemy.

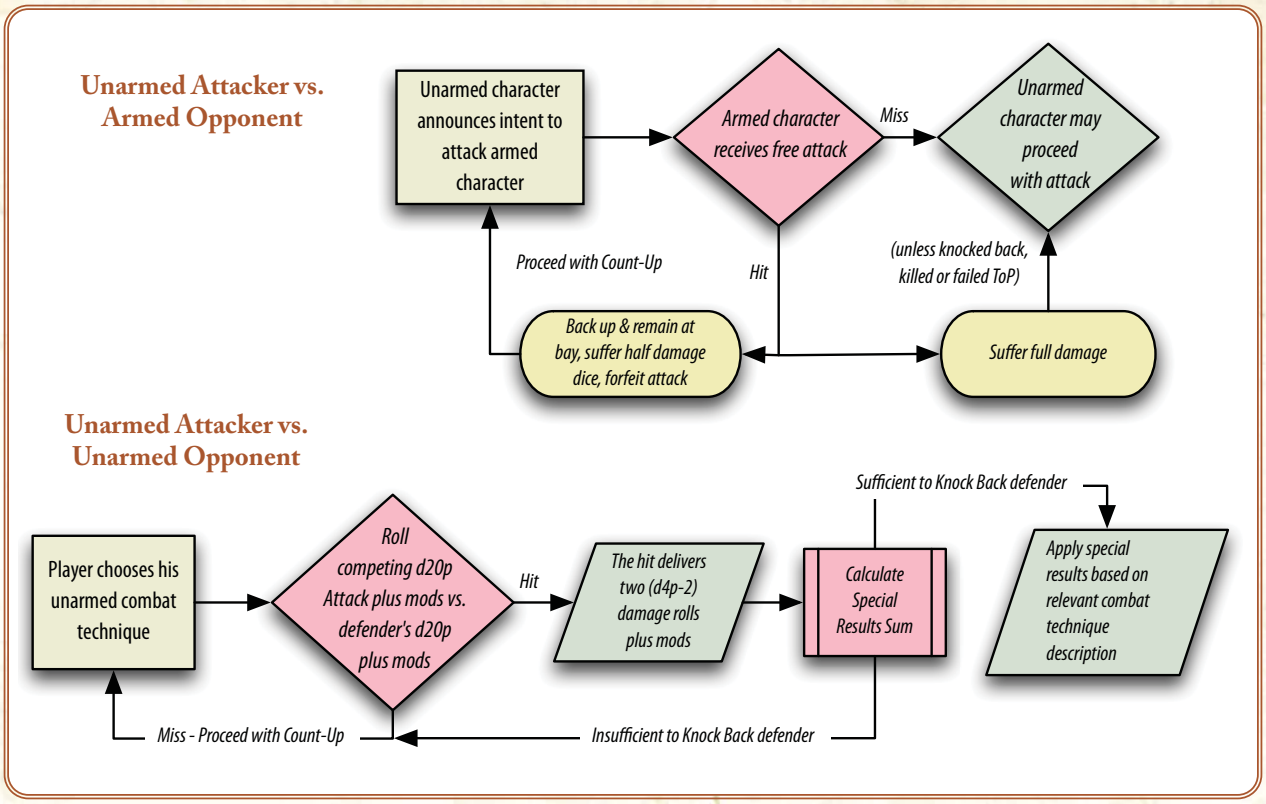
Let's say that Doromok, a thief wielding a nasty-looking dagger, moves to attack the unarmed mage Elbren. Since the dagger has Weapon Speed 7, and Doromok's total modifiers give him a Speed of -2, his normal attack rate with this weapon is Speed 5 . Against Elbren, however, he can attack every 3 seconds (half of Speed 5 is 2½, rounded up to the slower Speed 3).

Unarmed attacks versus armed opponents have a base Speed of 10 (modified in the usual ways by level bonus (if any), specialization, talents and so on, though these cannot reduce the unarmed attack below Speed 2). However, if an unarmed character attacks an armed character's front or flank, the attack triggers an imme-

Pro Tip: A coup de grace requires the full allotted time to accomplish (i.e. 10 seconds or 2 seconds for assassins, 3 seconds for thieves & clerics of the Vengeful One and 5 seconds for multi-class thieves). The victim's death occurs at the end of the tenth second. Should the target revive during this interim, the coup de grace is unsuccessful.

Should a coup de grace be interrupted, all advantage is not lost. The character attempting the coup is in an excellent position to simply attack the reviving character and may do so during the second required to stand up. This Attack gains a +4 bonus.

Victims that are *fast asleep* may be dispatched automatically. This is not considered a coup de grace.



diate free armed-character counter-attack that occurs prior to the unarmed character's attack. This counter-attack is independent of where the armed character might be in the Count Up (i.e., his later attack occurs as normal on his number in the Count Up). Thus it is entirely possible for a defender to get two attacks in a single second if the unarmed attacker's approach happens to coincide with the defender's normal attack interval.

For instance, an orc has been disarmed in melee and its scimitar knocked out of reach. Rather than attempt to retrieve its weapon, it opts to punch the despised elven fighter it's currently engaged with (using the unarmed Strike technique). Unfortunately, its attack happens to coincide with the elf's next attack with his longsword. The elf thus gets two attacks during this second – a free attack prompted by the unarmed orc's attempted attack versus an armed opponent as well as his normal attack scheduled for that second.

On a successful counter-attack, the unarmed victim can choose either of the following options:

(a) Back up and remain at bay. He concedes his attack and waits his unarmed Speed before having the option to initiate another unarmed attack. By executing this withdrawal, he suffers only half weapon damage (but full bonuses) from the blow that drove him off. If this blow penetrated, he suffers half the rolled damage (but again full bonuses). It it was a critical hit, he suffers only half the rolled damage (and full bonuses) in addition to *all ancillary effects of the crit*. (Note that this retreat is different and apart from the Give Ground, Scamper Back and Hold at Bay maneuvers and does not provide any defense bonuses or further attack penalties.)

(b) Suffer full damage and continue with the unarmed attack (i.e., suffer damage and roll the attack at this point unless knocked-back, killed, failing a Trauma check, etc.).

Otherwise, unarmed attacks against armed defenders work the same as attacks between unarmed combatants.

Fights Between Unarmed Combatants

A battle between two unarmed opponents is handled a bit differently than standard combat. Unarmed attacks have a base Speed of 5, modified in the usual ways (by level, specialization, talents, etc.; unarmed attack speed cannot be reduced below Speed 2). In case of a tie, use Dexterity (highest to lowest) to determine order of actions.

To attempt an unarmed attack, the player chooses his unarmed combat technique (listed below) and then rolls a competing d20p attack against the defender. The attacker adds his standard Attack modifiers (with unarmed attack as his weapon), while the defender adds his standard Defense modifiers. A successful hit delivers two (d4p-2) damage rolls plus any Strength and specialization modifiers.

Note that zero (0) damage is entirely possible. Damage Reduction for natural hide always applies, while DR from armor may or may not, depending on the type of attack made (e.g., exceptions noted for the strike attack, which is essentially a called shot at an unarmored or vulnerable body part).

Special Results: Aside from damage due to a successful attack, the attacker may also execute a special re-

sult due to the unarmed combat moves he chose to execute. Calculating such a result is a simple matter, using the following formula: **Special Results Sum = Attack roll – Defense Roll + Damage (may be zero) + *either* Feat of Strength *or* Dexterity Attack Modifier + any unarmed combat situation dice modifiers.**

Typically, depending on the unarmed combat move chosen, if the sum of the above formula is greater than the required damage to knock-back the defender, special results apply (e.g., defender knocked down, shoved back, etc). The relevant combat techniques, described below, detail said special effects.

Unarmed Combat Techniques

Unarmed Combat Dice Modifiers
+6 per size difference
+1/-1 per 50 pounds of mass difference
Penalized by defensive adjustment of armor
+8 if a quadruped
+ shield defensive value (*i.e.,* +6 for medium shield) [shield-related maneuvers only]
- shield defensive value (*i.e.,* -6 for medium shield) [non-shield related maneuvers]

Strike: *A punch, kick, knee, elbow or flurry of such hits against the opponent. The attacker should call out what body part he's targeting (for instance, "I'm kicking him in the jimmy!"). This is generally the head, groin, kidney, shin, or other unarmored or vulnerable body part.*

The attack roll is modified by deducting the defender's DR +2 (e.g., deduct 4 for leather armor, 7 for chainmail) to take into account the difficulty of the called shot versus armor coverage. Note also that damage to an armored body part is reduced by the DR of the armor making it very difficult to injure an armored opponent in an armored area, though not impossible.

A modified roll equal to or greater than a required knock-back for the defender (e.g., 15 for size M, 10 for size S) forces a trauma check for the defender, but with a -6 point bonus to the defender's check.

A modified roll equal to or greater than a required double knock-back for the defender (e.g., 30 for size M, 20 for size S) forces a standard trauma check for the defender.

If the result of the the trauma check (either d20p-6 or less frequently d20p) exceeds the target's current Hit Point total and the Threshold of Pain check is failed (very likely), the victim is knocked unconscious for the amount of time he suffers from the failed trauma check.

Let's say Rocko and Moose are engaged in a classic brawl. Rocko takes a swing at Moose, trying for a kick to the 'nads. Since Moose wears leather armor (both are local thugs), Rocko must deduct 4 from his attack roll. Rocko's modified 12 still beat's Moose's modified d20p roll of 5. Rocko now rolls d4p-2 plus d4p-2 damage, adding in his Strength bonus (+3 for a 15/76 Str) and specialization modifier of +1 to damage (he is a local thug, after all). Rocko rolls a 1 and a 3 on this, making 0 + (1+4) = 5 damage less 2 DR for the armor. Special Results Sum is 12 (Attack Roll) - 7 (Defense Roll) + 3 (damage) + 8 (Feat of Strength) = 16. Since the Special Results Sum exceeds 15 -- the number required to knock-back Moose, Moose will have to check to make sure he doesn't fall in agony, but at a -6 bonus to the d20p. Moose rolls an 11, netting him a 5 (becausee of the -6 bonus), which is less than half his 12/22 Con, so he's still on his feet (with 21 HPs left). A few seconds later, Rocko lands another hit (this time a punch In the nose -- Rocko had a modified Attack roll of 17 and Moose's defense roll was a 3). Rocko rolls damage and gets another 1, but then also a 4 that penetrates to a 3 on the die for a total of (4-2) + (3-1) + 4 (Str plus specialization) = 8 damage, dropping poor Moose to 13 HPs. Special Results Sum is 17 (Attack Roll) - 3 (Defense Roll) + 8 (damage) + 8 (Feat of Strength) = 30. Since 30 Is twice the damage needed for a knock-back, Moose must make a standard trauma check with no bonus -- if he rolls a 6 or less he succeeds, if he rolls a 7 to 13 (his current HPs), he will fall in agony, but if he rolls a 14+, he will actually be knocked unconscious. Poor Moose rolls a 17, a miss of 11 (he needed a 6 to succeed), knocking him cold for 55 seconds (5 seconds times 11, just like a standard ToP failure).

Overbear: *This is a blow using your mass, strength and/or momentum to knock your opponent to the ground. If very poorly executed, the attacker might instead be knocked prone.*

After a successful hit, the result is modified by the Special Results Sum, except the attacker may only use Feat of Strength and must deduct the defender's Feat of Strength.

Mixing Unarmed Attacks with Armed Attacks

It is possible for a character to blend unarmed attacks with armed attacks (for example, a warrior may want to perform a Shield Bash or a thief with a free hand may opt to Strike his opponent).

These choices would both use the Two one-handed weapons, attacking with both fighting style. The unarmed attack has a base speed of ten.

The unarmed portion of the two weapon fighting can be handled using the unarmed combat rules with a few caveats. Because the attacker has a weapon in addition to his unarmed attack, the defender does not gain a free attack preempting the unarmed attack. Obviously several of the unarmed combat techniques by their very nature preclude fighting with an ancillary weapon. Use your common sense here.

Pro Tip: Strike is a special case called shot and the rules for this technique supercede the standard called shot rules presented on page 231.

Pro Tip: Overbearing uses knock-backs as a threshold for results unique to this unarmed combat technique. This is different than their usage in melee combat with weapons.

If the result is greater than that required for a knock-back, the defender is knocked prone right where he stands and if it fails by the amount needed to knock-back the attacker, the attacker is knocked prone. If the result is less than the knock-back requirement for the loser's size, neither character moves. A double-knock-back moves the loser back 5 feet as well as prone.

The attacker is considered one size larger for purposes of determining results. Further, a moving character receives a +1 bonus for every 5 feet/second he is moving at the time of impact (deduct this bonus if the defender is moving). Also, reduce relative speeds as appropriate if both characters are moving in the same direction.

Bull Rush: *This is a blow using your mass and momentum to knock your opponent out of the way or off an area (e.g., doorway, over a cliff).*

After a successful hit, the result is modified by the Special Results Sum, except the attacker may only use Feat of Strength and must deduct the defender's Feat of Strength.

If the result is greater than that required for a knock-back, the defender is knocked back five feet in a direction away from the attacker's momentum and if it fails by the amount needed to knock-back the attacker or more, the attacker is knocked prone at the point of impact. If the result is less than the knock-back requirement for the loser's size, neither character moves. A double-knock-back moves the defender back 10 feet as well as prone.

The attacker is considered one size larger for purposes of determining results. Further, the attacker receives a +1 bonus for every 5 feet/second he is moving at the time of impact (deduct this bonus if the defender is also moving). Also, reduce relative speeds as appropriate if both characters are moving in the same direction.

Tackle: *This blow uses your mass and momentum to shoulder your opponent to the ground, while grappling with him and committing yourself to the turf as well.*

After a successful hit, modify the result by the Special Results Sum. A moving character receives a +1 bonus to his Special Results Sum for every 5 feet/second he is moving at the time of impact.

If the result is less than the knock-back requirement for the loser's size, neither character moves or is taken down. If the attacker wins and the results indicate a knock-back, both characters are prone and in the same location. A double-knock-back indicates a double-knock-back and both characters are prone and in the same location.

The attacker is considered one size larger with respect to the knock-back rules.

Toss/Take Down: *With this move, your character throws his opponent to the ground using a combination of leverage, brute strength and/or tripping.*

After a successful hit, modify the result by the Special Results Sum.

If the result is greater than that required for a knock-back, the character is thrown prone right where he stands, with the attacker holding the defender's garb. If the result is less than the knock-back requirement for the loser's size, neither character moves.

The attacking character receives a -1 penalty for every 5 feet/second he and his opponent are moving at the time of the attempt*. A double-knock-back inflicts an



additional d4p-2 points of damage (but no strength bonus/penalty as it has already been factored into the initial damage roll).

**Speed is relative. If they're moving towards each other, add both combatants' speed. If perpendicular, use the attacker's speed only. If the attacker is coming up behind the defender, subtract the defender's speed from the attacker's.*

Grab: *With this technique, the attacker attempts to grab an opponent's body part or accoutrement, such as sword arm, head, shirt or leg.*

After a successful hit (which does no damage), modify the result by the Special Results Sum. A positive result roll indicates that the character has been grabbed, while a tie or negative roll indicates no effect. A grabbed item (or arm, or hand holding an item) cannot be used to attack or defend.

Both combatants continue to use their standard defense modifiers, with the exception that the person grabbed cannot use his shield (if applicable).

Hold: *On the attack after a successful grab (which occurs 2 seconds afterwards), an attacker can attempt to hold the defender. There are several types of holds, including, but not limited to head locks, arm locks, bear hugs, choke holds, and so on.*

After a successful hit (which does no damage), modify the result by the Special Results Sum. A positive result roll indicates that the chosen hold has taken effect as noted on the Hold Effect chart below, while a tie or negative roll indicates no effect.

Hold	Effect on Defender*
Armlock	Cannot use arm; competing Feat of Strength or drops item
Headlock	Suffers automatic two d4p-2 plus Strength bonus every 5 seconds
Choke	Suffers automatic two d4p-2 plus Strength bonus every 5 seconds (if damage exceeds Constitution, falls unconscious)
Leglock	Cannot use leg
Bear Hug	Suffers automatic two d4p-2 plus Str ength bonus every 5 seconds

** standard knock-out/submission rules apply as per the Strike technique. To reiterate, if the attacker's Special Results Sum is sufficient to induce a knock-back, the defender must make a trauma check (subtracting 6 from the roll). If the result exceeds the target's current Hit Point total and the trauma check is failed, the victim is rendered unconscious for the amount of time he suffers from the failed trauma check.*

Note: DR does not apply to damage inflicted by this technique unless it stems from natural hide or the Tough Hide talent.

Break Hold: *This technique gives the opportunity to attempt to break an opponent's hold.*

After a successful hit (which does no damage), modify the result by the Special Results Sum. The defender (the holder) adds his Feat of Strength while the attacker (the character being held) adds his choice of Dexterity Attack Modifier or Feat of Strength. A successful roll indicates that the hold has been broken.

Lift/Lift and Toss: *A character that has his opponent in a bear hug may lift his victim off the ground (no check required). If physically able to lift his victim, the attacker can move at a walking pace. Further, the attacker can choose to simply throw his victim.*

On a throw attempt, roll the unarmed attack as normal, on a successful attack, add the Special Results Sum If the result is less than the knock-back requirement for the victim's size, he cannot be thrown and is no longer lifted.

The attacker (lifter/thrower) is considered one size larger with respect to the knock-back rules. The attacker cannot move while attempting a toss, may not be of smaller size than his opponent, and must be able to lift that amount of weight (as defined by his Strength score).

The subject of a toss is propelled d4p feet per effective size category difference. As the thrower is considered to be one category larger, like sized opponents are thus tossed d4p feet. The individual so tossed suffers no damage but is rendered prone.

Scramble-For-Weapon: If both characters are holding a weapon and want control of it, a competing unarmed combat roll, modified by Feat of Strength, determines the victor.

Shield Bash: *Shield bashing is actually an attempt to injure an opponent by hitting him with your shield.*

Damage varies by shield size, plus Strength bonus, any shield bonuses due to magic or workmanship and any modifiers due to unarmed combat specialization. No Special Results Sum is required; a successful hit indicates the specified damage. Regardless of the result, a shield bash always does at least 1 point of damage as it is effectively an attack with a weapon.

Shield Bash	Base Damage
Buckler	0*
Small or Medium	(d4p-2)+(d4p-2)
Large or Body	(d4p-1)+(d4p-1)

**bucklers cannot shield bash, but can be used as an improvised weapon for d3p, having the Shield proficiency grants one proficiency with this "weapon", non-proficiency penalties are irrelevant as not having the shield proficiency bars one from making use the the shield regardless*

Unarmed Combat with Multiple Opponents

For all knock-back results, if a second character is behind the character being knocked back, that second character makes a defense roll against the original attack roll but adds the first character's mass as a bonus to the roll (see the ***Unarmed Combat Dice Modifiers*** table on page 238).

If multiple characters attempt one of the unarmed combat techniques in unison (other than strike or grab which can only be attempted by an individual), use the best relevant applicable score (Strength or Feat of Strength or Dexterity modifier). After the first character, the others add only their mass to the check (again, see the ***Unarmed Combat Dice Modifiers*** table on page 238). All maximum number of opponents per combatant rules apply (due to size/space constraints).

AUTOMATIC HITS AND DEFENSES

If an attacker rolls a natural '20' on his attack roll, even if the defender's modified defense total is greater, the attack hits. Likewise, when a defender rolls a 'nat 20' on his defense, he automatically defends even if the attacker's total is greater.

If both attacker and defender roll 'nat 20s', the character with the greatest modified total (including any bonuses and penetration dice) succeeds as normal.

CRITICAL HITS & DEFENSES

Critical Hit: If a character rolls a natural 20 on his attack roll die and his modified total exceeds the defender's total defense, he scores a critical hit. Your GameMaster has rules for determining the effects of critical hits. He will need you to roll and sum your damage and also roll a d10,000 and report the result.

Near-Perfect Defense: If the defender rolls a natural 19 on his defense roll and his modified total exceeds the attacker's total and he is within 5 feet of his opponent, he receives an immediate free hand-to-hand counter-attack.

This attack consists of a knee, punch, elbow, kick, or other hand-to-hand attack, unless the character wields a dirk, dagger, knife or similar small weapon, in which case he can choose to use his weapon attack instead (a shield bash is not a permissible substitute). This attack is independent of where the defender might be in the Count Up (i.e., his later attack still occurs as normal on his number in the Count Up).

A successful attack roll for this special attack indicates a damage roll of two d4p-2 (that's one d4p-2 and a second d4p-2) that ignores shield and/or armor Damage Reduction but not natural defenses like scales or tough hide. Add Strength modifiers and any unarmed combat bonuses (such as unarmed specialization) that the character may have to this roll, but no other bonuses. Damage of zero is possible for this attack. For successful attacks using a weapon, roll normal damage for that weapon instead, including any modifiers as normal.

Perfect Defense: If the defender rolls a natural 20 for his defense roll and his modified total exceeds the attacker's total, he receives an immediate free riposte/counter-attack with his weapon. Like the Near-Perfect Defense, this attack is independent of where he might be in the Count Up (i.e., his later attack occurs as normal on his number in the Count Up).

MISSES AND FUMBLES

If an attacker rolls a natural '1' on his attack roll, even if his modified attack total exceeds his opponent's defense total, his attack misses. Furthermore, if an attacker rolls a '1' on his attack roll and his modified total does not exceed the defender's, this is not just a mere miss, but a fumble. Your GameMaster has rules for determining the effects of a fumble but it always involves rolling a d1000, so after you fumble, go ahead and make that roll and report it to the GM.

When a defender rolls a 'nat 1' on his defense, the attacker receives an automatic free attack on the next second (assuming the defender survives the current attack...).

SPELL CASTING IN COMBAT

The casting time for each spell is indicated in the spell description. Unless material components have been readied prior to casting, the spell cannot be initiated for d4p seconds (while the spellcaster produces the required components).

"Readied" generally means that the specific components are out of their relevant container and in-hand, but they could also be on a table or shelf immediately in front of (or beside) the caster or even offered up by a scroll caddy or other handy servant type. During casting time and while searching for components, the spell caster may undertake no other action.

For instance, let's say that a mage decides to cast the Pepper Spray spell against an orc. He has no components readied, so he drops his dagger and spends 3 seconds (rolled '3' on d4p) preparing them. Casting time is 1 second, so when the Count Up moves to the next second, the spray shoots from his index finger at the orc.

A mage cannot move while casting a spell, nor can he concentrate on self-defense while casting a spell and thus is limited to a d20p-6 roll against possible attacks. If he opts for a more proactive defense (such as opting for the shieldless d20p-4 or egregiously attempting to use a shield) or if he is actually struck for damage during the actual casting, the spell is ruined and dissipates without effect. Any Spell Points utilized in the casting of the disrupted spell are lost.

Pro Tips:
A character may not downgrade a Perfect Defense (PD) to a Near-Perfect Defense (NPD) despite the fact that in some rare cases it may be advantageous. The two are wholly different opportunities made available by circumstances of the battle.

It is possible, though unlikely, to achieve a NPD or PD when utilizing a defense die smaller than d20.
For example, a character using the two-weapon fighting style and employing both offensively uses a d10p for defense. By rolling 10 on the initial die, 10 on the first penetrating die and two or better on the third, he has achieved a Perfect Defense!

The free attack gained from a NPD or PD trumps the minimum weapon speed rule.

In the unfathomably rare case where you are attacked by multiple foes and have simultaneously scored multiple NPDs or PDs in a single second, you only receive one extra free attack. You may chose which one to take.

As with the mage, a cleric cannot move while casting a spell, nor can he concentrate on self-defense while casting a spell and thus a cleric in the process of casting is limited to a d20p-6 roll against attacks. If he chooses a more proactive defense (such as opting for the shieldless d20p-4 or egregiously attempting to use his shield) or if he is actually struck for damage during the actual casting, the spell must be completely restarted. Note that the spell is not ruined as with a mage since no Spell Points are needed or spent. The casting simply must be restarted from the beginning with no advantage afforded by prior time spent in the ritual (i.e., casting).

Saving Throws versus Spells

Not all spells automatically affect other people, especially those that would be acutely unhappy with the potential results (such as having their skin melted off, or becoming your charmed slave). Anyone choosing to resist the power of your character's awesome spell usually gets a chance to save himself (or at least mitigate the spell's effects). Whether or not this is permitted is part of the spell's description.

To save himself, a character can make an aptly named "Saving Throw". He rolls a d20p and adds his level. In addition, each spell indicates what type of Saving Throw is permitted (Physical, Mental or Dodge). Depending on the character's attribute scores, he may gain a bonus (or penalty). Monsters simply roll a d20p and add the bonus or penalty for the spell type as listed in their entry in the *Hacklopedia of Beasts*.

The spellcaster also rolls a d20p, adding his level and any other bonuses or penalties (such as from expending additional or fewer SPs during casting).

If the target's total equals or exceeds the spellcaster's total, he's made his save. The specific benefit gained by making a saving throw is detailed in each spell. A natural "1" result on any saving throw indicates failure, unless the mage himself rolls a "1" on the opposed die check.

For example, a first level Mage casts a Scorch spell on a kobold. The spell description reveals that a Dodge save is permitted with a successful save resulting in half damage. The GM rolls d20p (getting 12) and adds the kobold's Dodge Save bonus (+2) for a total 14.

The mage also rolls d20p (getting 10) and adds +1 for his level, for a total of 11. The kobold made its saving throw (14 beats 11). The mage's player rolls 1d3p+6 points of damage, getting 1+6=7. Since the kobold saved, it sustains half of this value taking a 3 point wound (3½ rounded down).

Spell Fatigue

Casting a spell is taxing both mentally and physically. Accordingly, spells have a certain recovery time associated with them, during which the spellcaster can manage only very limited activity. Specific rules are given in ***Chapter 19: Mage Spells***.

Turning/Commanding Undead

In HackMaster, the gods have a special connection to all topics related to the soul, death and the afterlife. Accordingly, soulless, unnatural beings (like undead creatures) are of interest to many priesthoods. Those gods that choose to take an interest in such matters grant their priests the tools to battle these monsters. Chief among these is the power to turn away, destroy, command or control undead.

Generally speaking, clerics of good forcefully present their holy symbol and channel the power and fury of their deity to turn away undead creatures, while a dark priest aggressively presents his unholy symbol and channels his god's will, temporarily compelling the undead to obey his commands. However, the higher the Will Factor of the undead creature in question, the harder it is to Turn/Command it into service.

To Turn one of these unnatural beasts, the cleric must be within sight of the creature or otherwise have its attention, boldly present his holy symbol and speak (in any language) a prayer or command of his religion. The player then rolls a d20p and adds both his character's level and his Turning Modifier (based on Charisma) to the roll. The GM also rolls a d20p, adding the monster's Will Factor to the result. If the priest's roll exceeds the monster's, it is turned back and must immediately flee from the cleric at its maximum rate for 3d4p minutes. If the results indicate a tie, the monster is held at bay for 5 seconds and then may re-engage.

Turning requires 5 seconds to complete and may be performed any number of times, as long as the priest is successful or ties. If the undead attempt to attack the cleric before the 5 seconds have passed, the Turning attempt activates immediately.

Once a priest fails, he may try again, but the undead receives a +4 bonus to its roll. Each successive failure results in a further cumulative +4 bonus. Attacking in melee or otherwise forcing oneself or allies onto the creature negates the repelling effects (though missile attacks do not), but does not otherwise affect future attempts or provide a bonus to the undead's Will check.

Large groups of undead are easy to handle. The GM simply has each undead make a Will check (d20p plus Will Factor). If some monsters are turned, but others are not, the cleric may continue trying to Turn any monsters that have not yet made a Will check normally. For instance, perhaps they were otherwise occupied

Pro Tips:
A turned undead creature may only utilize a d10p Defense Die when initially attacked. Thereafter, even if missed, it is no longer turned and uses its normal Defense.

A cleric may move at walking speed when actively turning undead. He does not have to remain stationary.

Because of the need to boldly present his divine icon, the cleric may be compelled into using either the One-handed Weapon only or Shield only fighting styles.

during the Turn attempt (maybe feasting on the remains of the halfling torch bearer your party sent up ahead as an inexpensive trap sweeper). Any undead that resisted his earlier Turn attempts receive the +4 bonus.

For example, Valamir, a 1st level cleric of The True, wants to Turn a ghoul that he sees approaching from a nearby crypt. He presents his holy icon and utters a pithy though liturgically appropriate divine admonition (incidentally earning his player some Honor for great role-play…). He then rolls a d20p with a result of 11, adding +1 (Valamir's level) and another -3 for his Turning Modifier gained from his 7 Charisma score for a total result of 9. The GM also rolls d20p, getting 11 and adding the ghoul's Will Factor (6) for a total of 17. Since the GM's roll was higher, the ghoul continues to advance. Assuming that Valamir has time, he tries to Turn the ghoul again.

This time, his player rolls a d20p and gets 15, adding +1 for his level and -3 for Charisma for a total of 13. The GM only rolls a 6, but since this is the cleric's second attempt on the same creature, he gets to add not only the ghoul's Will Factor (6) but also an additional +4 bonus, for a grand total of 16.

Valamir fails again and readies his longsword as the ghoul bears down upon him…

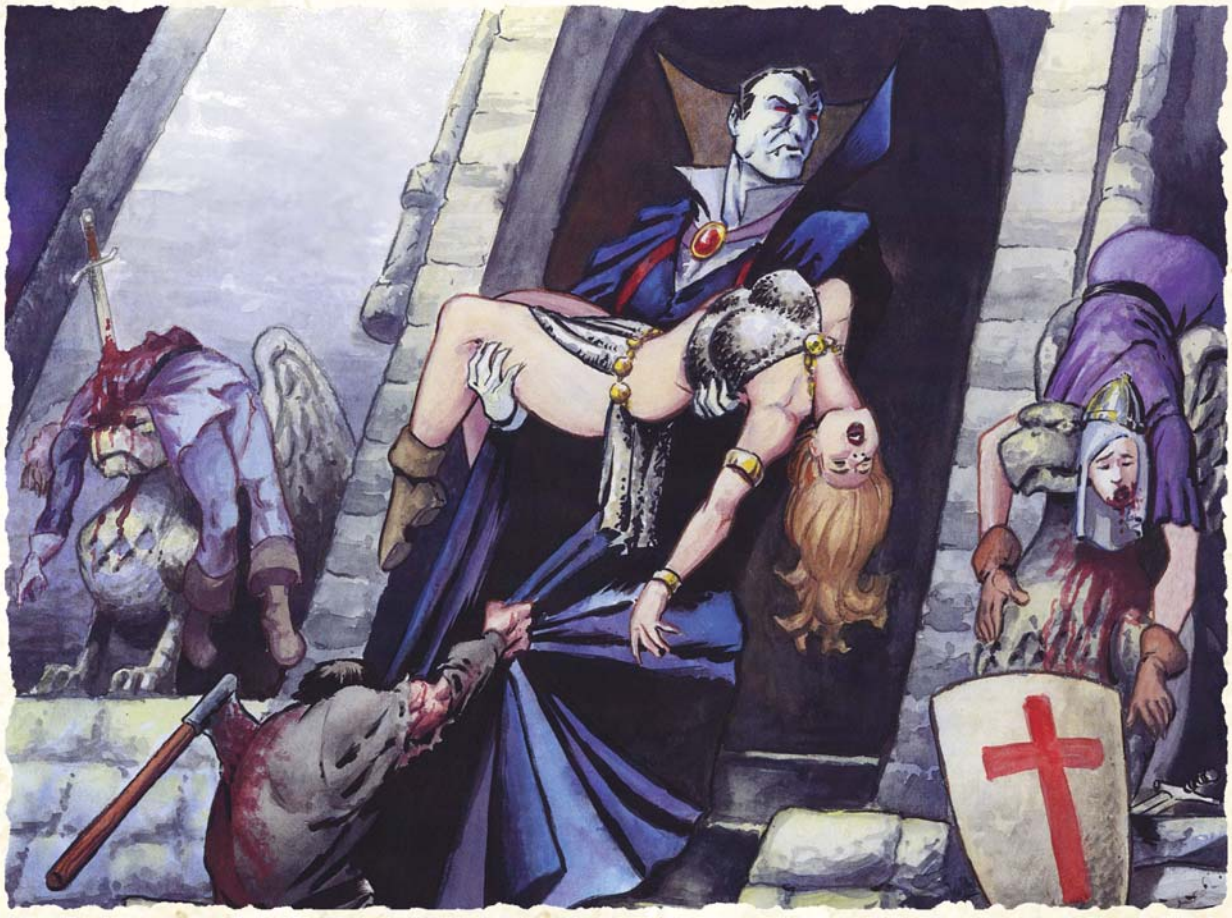
Commanding undead follows nearly the same procedure. Forcing unwilling servitude is harder than simply forcing a creature to flee, accordingly, the undead's Will Factor increases by two against the Command Undead check. A failed check is self-explanatory. A check that succeeds by less than five points results only in turning the undead. A success by 5 or greater indicates that the undead is compelled into service for 3d4p minutes. Afterwards, the term of service expires and the monsters flee the area. If commanded to melee an opponent (or each other), the term of service will end immediately after the enemy is defeated and the undead will flee the area (50%) or attack the cleric (50%).

Counter-Turning

A cleric can attempt to counter a successful Turning by making a Command attempt on the fleeing undead (and vice versa; in fact, evil priests may even try to Command or enthrall undead controlled by another unholy rival). Counter-Turned undead mill about confused for 5 seconds before resuming their attack (or getting the heck out of there if they are intelligent and so disposed).

The original repelling cleric can re-turn the counter-Turned undead by making another successful Turn attempt. This process can go on indefinitely until one priest fails his check, or becomes bored with it and goes for some other tactic.

When turning undead, the cleric can move at a walk, but no faster. He uses his standard defense dice and adjustments, just like melee. Further, turn attempts cannot be interrupted or disrupted by an intervening successful attack by an enemy.



AN ILLUSTRATED EXAMPLE OF PLAY

Sometimes a rule can seem confusing until you see it in play. With that in mind let's take what we've learned and see some of the rules used during an actual game session.

For this example we're going to have a little fun and see how the characters from the popular gaming comic book, **Knights of the Dinner Table** handle themselves playing **HackMaster**.

B.A. will be stepping behind the screen as the Gamemaster. He's prepared a special adventure to introduce his players to this edition and they've shown up with new characters for the occasion.

Note: the characters listed here are abbreviated representations of player characters used in the adventure — reduced to only the essential information needed for that purpose (i.e. primary ability scores, quirks, flaws etc are not listed).



KNUCKLES the ninth

Player: Bob

Race: Dwarf
Class: Thief
Level: 1
Size: Medium
Movement: 5
Alignment: CN
Luck Points: 21
Honor: 15
Fatigue: -1
Hit Points: 25

Equipment: leather armor, small shield, dagger, light crossbow, 5 bolts

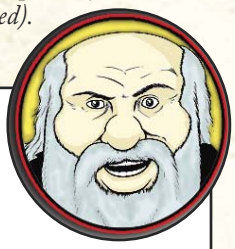
Proficiencies: shield proficiency. light crossbow

NOTES: Knuckles purchased the ***shield proficiency***. He is also proficient with ***light crossbow*** but he couldn't afford one during character creation. He obtained his weapon in the early stages of the dungeon from a fallen foe

Dagger
SPEED 7 (5) | INIT 0
ATTACK +3 | DMG REDUCTION 2
DEFENSE +6 | S
DAMAGE 2d4p
REACH 0′ | THRESHOLD 6 | TOP SAVE 6

Light Crossbow
SPEED 20 | INIT 0
ATTACK +3 | DMG REDUCTION 2
DEFENSE +2
DAMAGE 2d6p
REACH 0′ | THRESHOLD 6 | TOP SAVE 6

RANGE (ft)	ATK DIE
5-60	d20p
61-100	d20p-4
101-140	d20p-6
141-180	d20p-8



Noir Lotus

Player: Brian

Race: Dwarf
Class: Mage
Spell Points: 140
Level: 1
Size: Medium
Movement: 5
Alignment: LN
Honor: 10
Fatigue: 1
Hit Points: 26

Equipment: thick robes, staff

Spells: (A) Feat of Strength, (A)Springing (J) Aura of Protection, (1st) Scorch

Staff
SPEED 13 | INIT +2
ATTACK +3 | DMG REDUCTION 1
DEFENSE +3 | /
DAMAGE 2d4p -2
REACH 7′ | THRESHOLD 7 | TOP SAVE 8



Justinia VII

Player: Sara

Race: Human
Class: Cleric *(The True)*
Level: 1
Size: Medium
Movement: 10
Alignment: LG
Honor: 16
Fatigue: 2
Hit Points: 29

Equipment: Leather armor, longsword

Spells: Know North, Cure Trifling Wound

Longsword
SPEED 10 | INIT 3
ATTACK +1 | DMG REDUCTION 2
DEFENSE +1
DAMAGE 2d8p -3
REACH 3.5′ | THRESHOLD 7 | TOP SAVE 8



El Ravager the fifth

Player: Dave

Race: Human
Class: Fighter
Level: 1
Size: Medium
Movement: 10
Alignment: N
Honor: 12
Fatigue: -2
Hit Points: 30

Equipment: leather armor, medium shield, battle axe

NOTES: El Ravager has specialization of +1 Attack, +1 Damage & -1 Speed with his battle axe

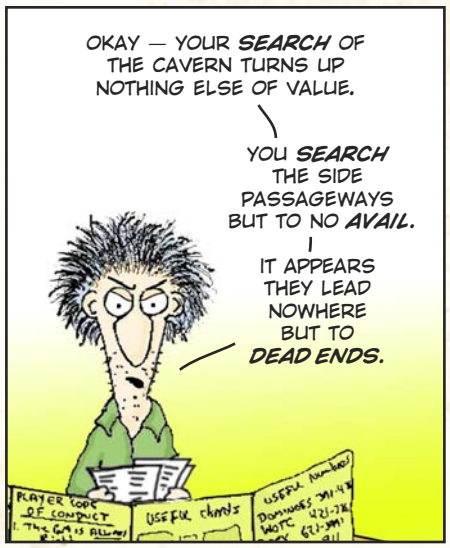
Battle axe
SPEED 11 | INIT 1
ATTACK +4 | DMG REDUCTION 2
DEFENSE +7 | M
DAMAGE 4d3p +3
REACH 3′ | THRESHOLD 7 | TOP SAVE 9

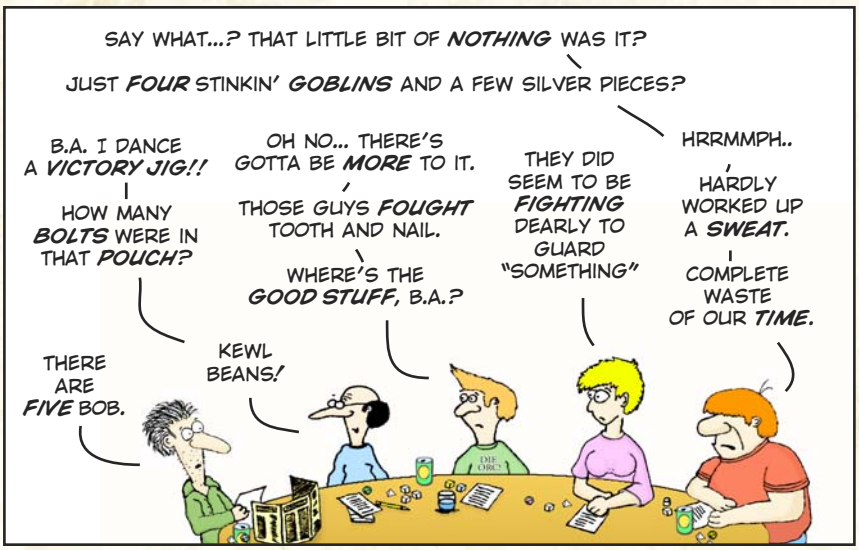
TIP:
Knights of the Dinner Table is the award winning monthly gaming magazine/comic published by Kenzer and Company.

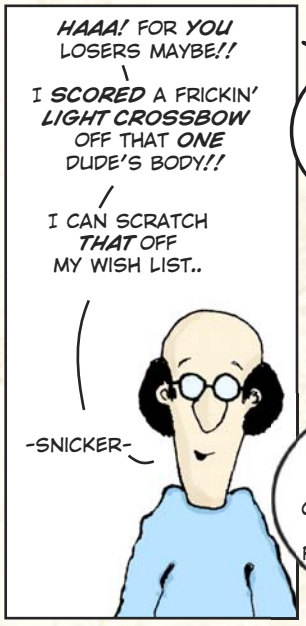
In addition to the characters and strips, KODT presents a monthly dose of gaming articles — including official HackMaster monsters, NPCs, new rules and articles useful to both players and gamemasters. For more information go to www.kenzerco.com

The Goblin Caves of Dak Skeer

HOPING TO SHAVE A DAY OFF THEIR ***TRAVEL TIME*** TO THE TOWN OF ***GILOREALON*** (PERCHED ON THE SLEEPY SHORES OF ***RANDDOR LAKES***), THE ***KNIGHTS OF THE DINNER*** TABLE DECIDED TO TAKE A ***SHORT CUT*** THROUGH THE ***KALALI FOREST***. UNFORTUNATELY, A ***THUNDER STORM*** SOON SET IN AND THE PARTY QUICKLY FOUND THEMSELVES LOST AS A ***HEAVY FOG*** SET IN. AFTER MANY HOURS FIGHTING THEIR WAY THROUGH THE TWISTY-GNARLED UNDERGROWTH THEY STEPPED INTO A SMALL CLEARING — WHERE THE DARK, INVITING MAW OF A ***LARGE CAVE*** STOOD. AS FOUR ***GOBLIN*** GUARDS DREW SWORDS AND SHOUTED AN ALARM THE PARTY FOUND THEMSELVES ENGAGED IN AN UNEXPECTED FIGHT FOR THEIR LIVES...





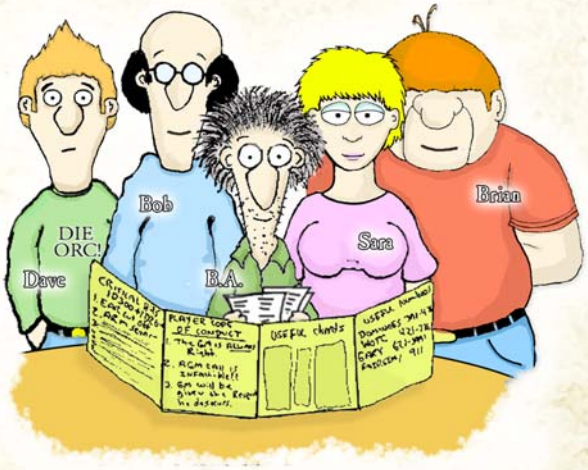








The Players



Example of Play Legend

ACTION COUNT: 1

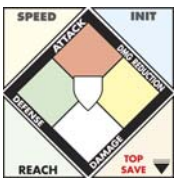
1 — A shows the exact "Count" in seconds during combat.

Player character token.

Combat ring — indicates target is being engaged in an attack.

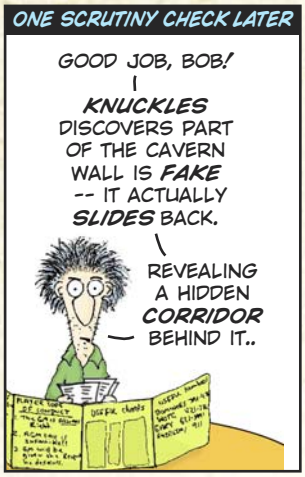
Monster token

Dead Monster or PC.



Combat Rose: this a tool to present all the combat essential data for PC, NPC or Monster at a glance. Also used in the Hacklopedia and the new HM character sheets.

CHECK FOR SECRET DOORS

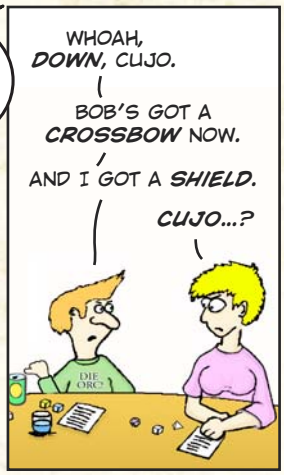


Bob used his Scrutiny Skill here to search for secret doors.

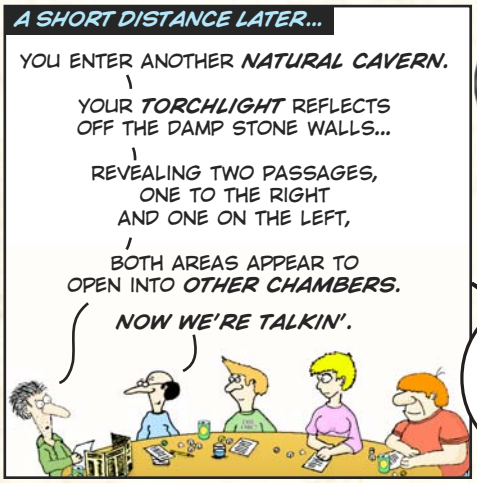
Bob rolled against a difficulty set by the GM.

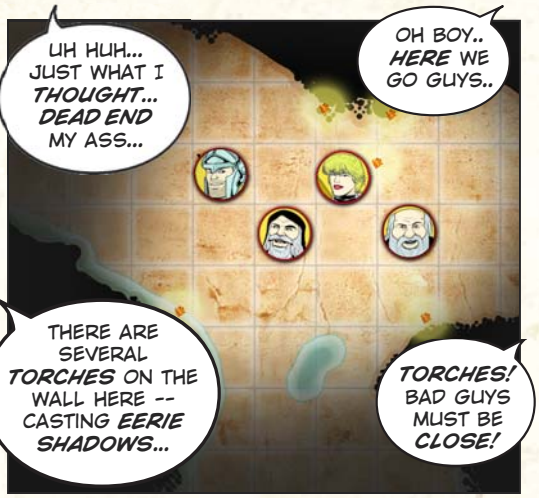
See Skills, page 186



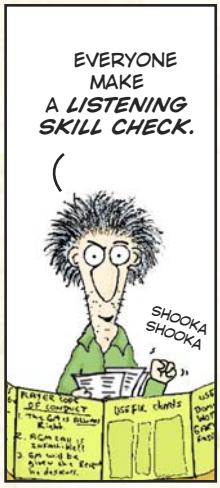








SKILL CHECK: LISTENING



Here BA asks the players to make a Listening check to see if they can hear the goblins waiting to ambush the PCs in the other room.

This is a real skill check, but it could easily be a decoy from a clever GM simply trying keep his players on their toes.

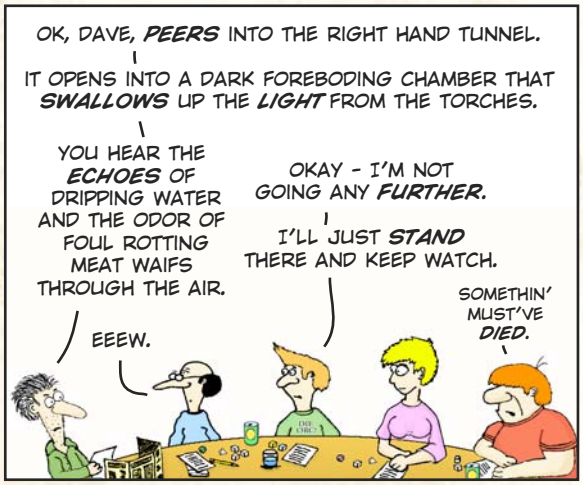
- Bob's *Listening* skill is 50. He rolls an 42 on d100p for a total of 92.
- B.A. rolls a *Sneaking* check for the Goblins, getting an 89 and adding the goblins' *Sneaking* skill of 17 for a total of 106.

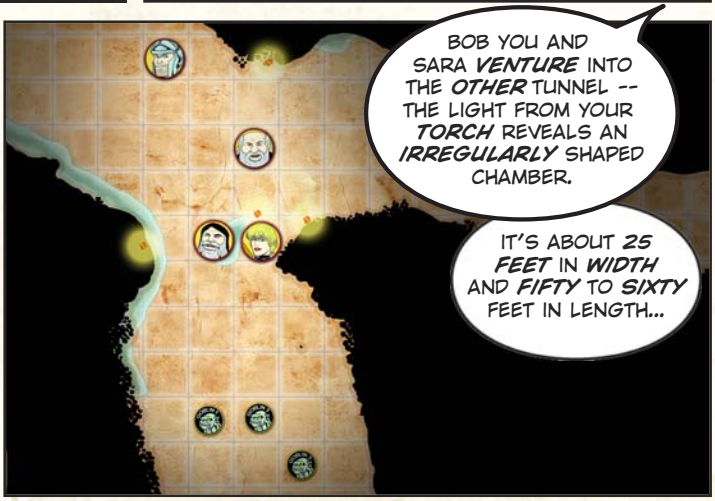
Since Bob's roll is lower than the Goblins' total, he fails. Dave, Sara, and Brian do the same thing, but all fail as well.

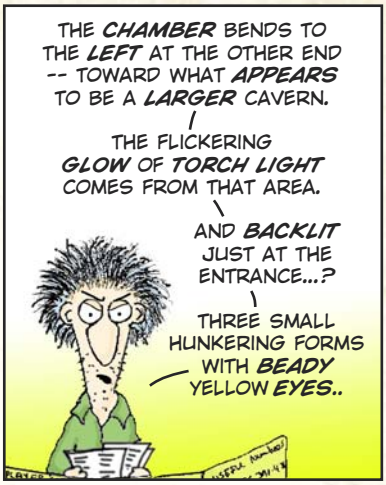
See Opposed Checks, page 155













BA has ruled since the players were on guard and prepared for "something" that they can roll 1d10 for initiative. Knuckles, being a thief, will roll 1d8 instead.

See Initiatve, page 216



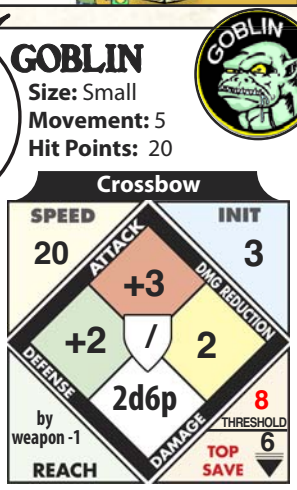
Note: **BA doesn't have to roll initiative for the goblins!** They were lying in wait to ambush the PCs (having heard the previous combat in the other room). Since they were ready they can attack right away at 1!

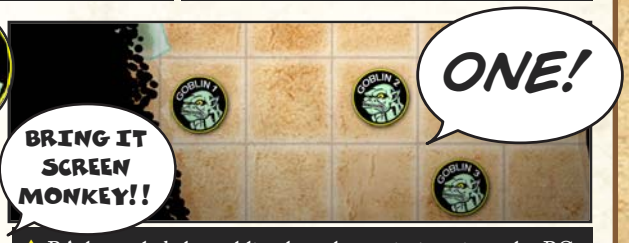
See Ambushes, page 218



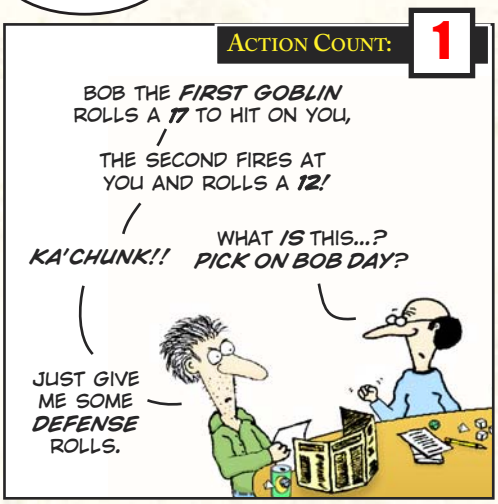
GOBLIN

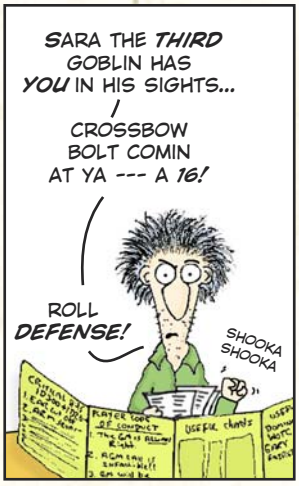
Size: Small
Movement: 5
Hit Points: 20

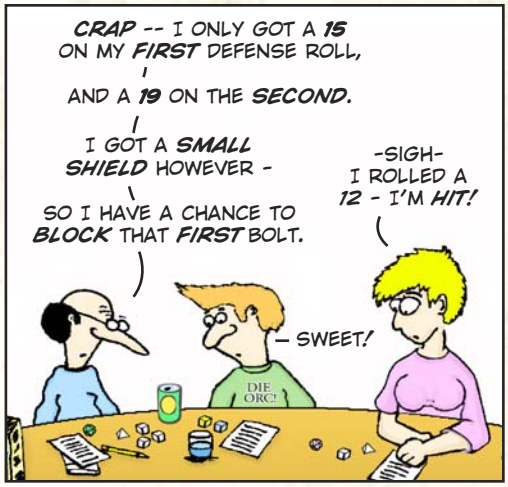


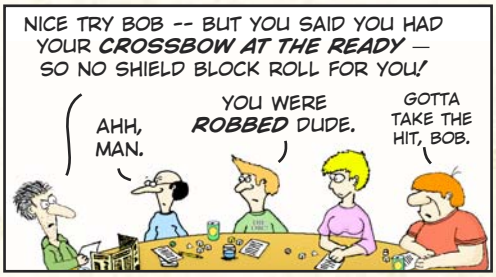


- BA has ruled the goblins have been aiming since the PCs arrive in this area and can fire immediately on one.
- Had they not been aiming they would have been subject to either a penalty for firing without aiming, or forced to wait 4 seconds to take aim.
- Note that B.A. has ruled, Bob did not load the crossbow he took from the dead goblin — in this case the GM was looking for a specific called action stating this had been done.









Ranged fire is treated a bit differently than melee combat. Bob and Sara roll d20 but don't add their defense bonus! Since the goblins are within 60' BA rolls d20+3 (the goblin's Attack bonus) to determine his total attack rolls

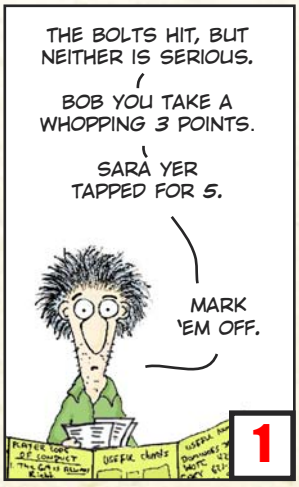
See Ranged Attacks, page 218

- Normally, when a character is struck by a missile weapon, they may roll against their shield's cover value to see if they block/catch the projectile. Unfortunately, Bob didn't have his shield ready and Justina doesn't have one at all.

See page 219

- Since both Bob and Sara were struck with missiles, BA now rolls 2d6p for each bolt to see how much damage their characters sustain. BA rolls a 2 and a 1 for the damage on Knuckles for a total of 3, and a 2 and a 3 on Justina, for a total of 5.

See Ranged Attacks, page 218



COMBAT: Damage



Each time a PC, NPC, or monster is struck for damage they reduce the rolled damage by their DR (Damage Reduction) from their armor or natural protections. In both cases Knuckle and Justina are wearing leather armor which has a DR of 2. *See Damage, page 222*

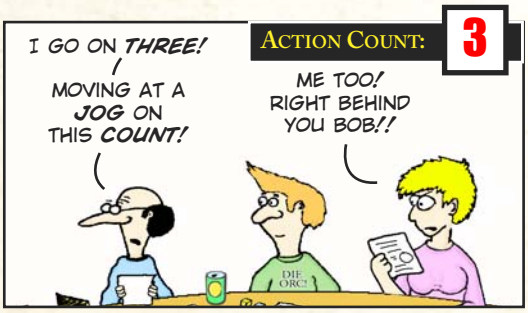
Once hit both Bob and Sara record the wounds on their character sheets, reducing their Hit Points by the appropriate number.

However, it's important that they record each wound separately since it factors into how wounds are healed.

See Damage, page 222



Movement: Speed



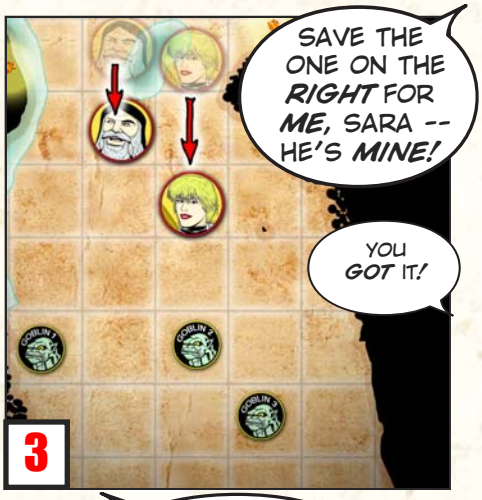
Bob's initiative is 4 and Sara's is 9, however since both were struck by a weapon (on count 1), they can act 2 seconds after being struck. On 3 both can move and attack.

See Mitigating Surprise, page 217

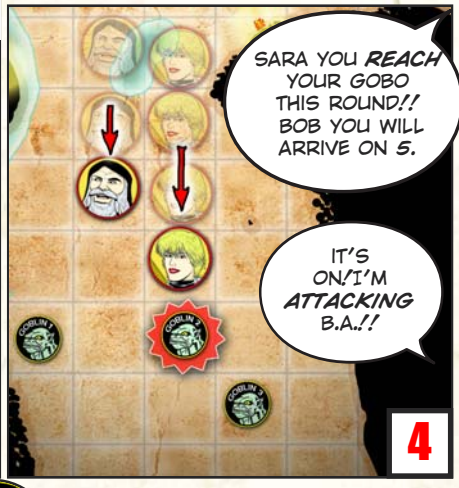
PCs can start moving with a walk or a jog, but not a run or sprint.

- Since Knuckles is a dwarf he can jog 5' a second.
- Justina, being a human, can begin moving 10' a second.
- Since the goblins are 15' feet away they will close the gap rather quickly, unless the goblins start hauling ass.

See Movement, page 218







In the heat of the moment, Bob has apparently lost his focus. Had he declared he was moving from a Jog to a Run he could have moved 10' and reached his opponent this count.

See Movement, page 218

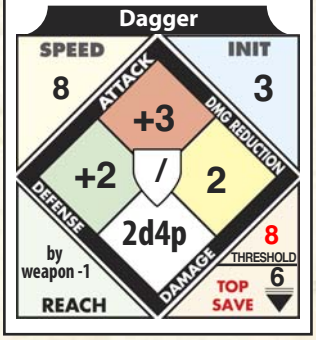


REACH

DROPPING WEAPON

GOBLIN

Size: Small
Movement: 5
Hit Points: 20



- Dropping an item takes no time at all and the goblin can do so without taking any additional time. Furthermore, drawing a small weapon takes 0 seconds. As Justina closes the goblin draws his dagger waiting for combat.

See Movement/Action Rates, page 218

- Goblins are small creatures (like dwarves and halfings) and essentially have a 1-foot penalty to their reach. Since they are using daggers both Justina and Knuckles will strike first in combat when they arrive because their reach is longer.

See Reach, page 223





For this attack Sara rolls d20p and adds her Attack Bonus (+1). She rolls an 8 and adds 1 for a total of 9.

BA rolls d20p-4 and adds the goblin's Defense Bonus (+2 without a shield) to see if the goblin successfully evades the blow.

BA rolled a 3 and adds 2 for a total of 5. Since 5 is lower than 9 Justina successfully hits the goblin and can now roll damage.

See Melee Attacks, page 223

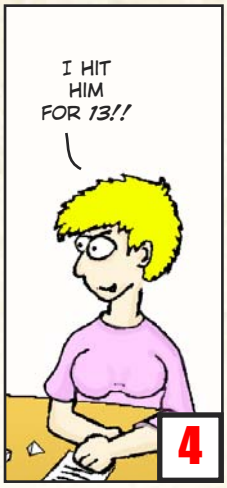


- Sara rolls **2d8p** and adds (or subtracts) her Damage bonus (-3) to the roll to determine the total amount of damage.
- Her first roll is a 7, but her second roll is an 8.
- Since Sara rolled the maximum on one of her dice (i.e. a penetration roll), she can roll that die again. All additional rolls must subtract 1 from the result. However, getting the max value a 2nd time permits a 3rd roll and so on.

See Dice Penetration, page 8

- Sara rolls 2 on her second roll. Subtracting 1 from this bonus roll yields 1 extra point of damage.
- Her damage is 7+8+1 = 16. She then subtracts 3 points (on account of her poor strength) for a total of **13** points of damage.

See Damage, page 222





- BA first reduces the damage from 13 to 11 because goblins have a DR of 2.
- However, goblins are small creatures; thus any amount of damage more than 10 points results in a knockback.
- Even if the goblin's DR had reduced the damage under 10 he still would have been knocked backwards 5 feet!

See Knock-Backs, page 231







- Not only has Sara knocked the goblin backwards, but she has also forced a trauma check by doing more than 8 points of damage to it. See Trauma, page 235.
- Goblins have a Trauma Save of 6 so BA rolls a d20. If he rolls 6 or less the goblin remains standing and can retaliate. Anything more than a 6 and the goblin is incapacitated.
- BA rolled a 16 and the goblin thus missed his check by 10 points. It is traumatized for a lengthy period of time (10x5 seconds = 50 seconds!)

See Trauma, page 235



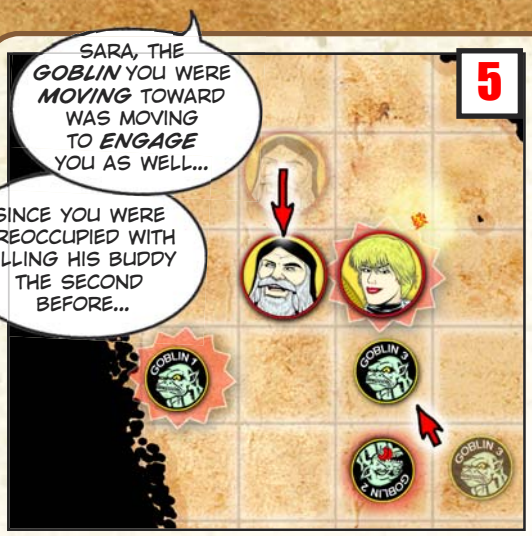


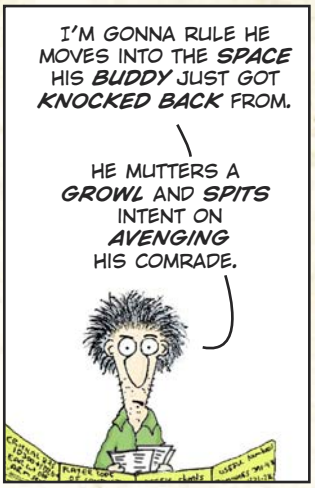




- Brain asks Dave to assist him by mitigating surprise. Brian is clearly acting on knowledge his character shouldn't have — something most GMs frown upon.
- Until Brian's initiative comes up at 11, he is momentarily stunned by the action with his thumb up his butt — unable to do anything.
- Dave can choose to assist Brian by stopping and pointing out the danger.
- In this latter instance, they would split the initiatives by averaging the count in which Dave helped Brian (5) and when Brian can act (11) – making both Brian's and Dave's initiative 8.

See Mitigating Surprise, page 217





Certain aspects and actions which occur during the course of the game (and especially combat) will require GM arbitration.

In this instance, BA has made two important decisions.

♦ First he has ruled that the second goblin (despite being 5' away) is currently 'engaged' with Justina. This means both Justina and the goblin are already locked into the count and weapon speeds won't be reset as they engage one another. This decision was made because BA had already determined the goblin was going to attack Justina!

♦ Secondly BA has ruled that since both Justina and the goblin are attempting to move into the vacant square between them, the goblins arrives first.

There are a number of ways to determine who arrives first in such situations, but BA has decided the goblin took advantage of the extra time he had while Justina was killing his comrade.



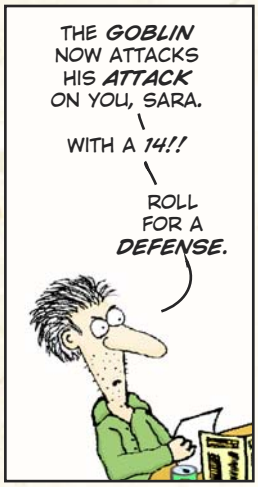
♦ Goblins are small creatures (like dwarves and halfings) and essentially have a 1-foot penalty to their reach. Since they are using daggers both Justina and Knuckles will strike first in combat when they arrive because their reach is longer.

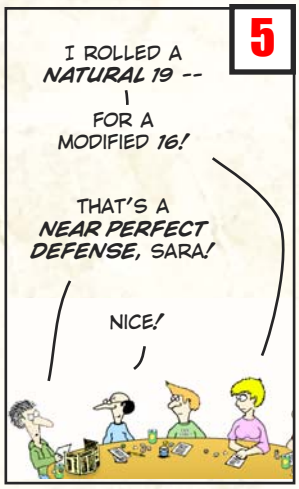
♦ Justina will get to attack first, but Knuckles and the goblin will go at the same time since they both have a -1 to Reach and are wielding daggers.

♦ Sara takes her attack but misses — giving the goblin an opportunity to tak e his attack.

See Reach, page 223

Near Perfect Defense





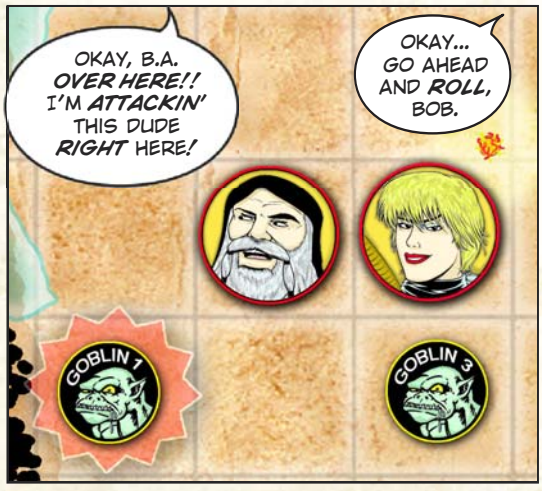
♦ BA rolls an 11 for the goblin's attack and adds his Attack Modifier of +3, for a total of 14. Since Sara's roll is higher (19-4+1 = 16) she successfully defends the attack. Sara receives a -4 to her defense roll because she is not using a shield. In addition, since she rolled a 'natural' 19 AND beats her attackers roll she gets a Near Perfect Defense result.

♦ Since Sara gets a Near Perfect Defense she now makes an attack roll vs. the goblin's defense. If she hits, she rolls (d4-2 + d4-2) + Str bonuses for the damage. Near Perfect Defense damage ignores DR (unless it's natural – such as scaly skin).

See Near Perfect Defense, page 241



Critical Hit







♦ Bob rolled a Natural 20 on his attack roll. If his roll is greater than the defender's Defense roll then he not only hits but scores a critical hit.

See Critical Defense, page 241

♦ Also, since Bob rolled the maximum he rolls a penetration roll. In this instance a d20 penetrates to a d6; Bob then rolls a 3 on a d6 for a total of 25 (20-1 [for penetration]+3[d6 roll]+3 [his Attack modifier]).

See Dice Penetration, page 8

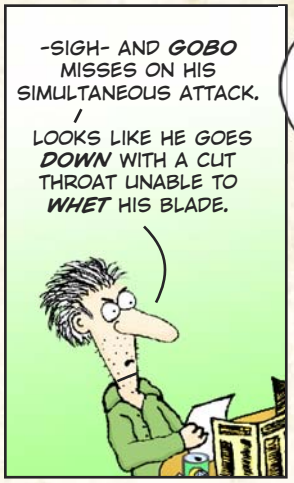
♦ Since BA only rolled an 8 for the goblin's Defense roll, Bob not only hits but scores a critical!

See Critical Defense, page 241

♦ Even though the goblin has been critted he STILL gets to take his attack before going down — since this was simultaneous combat.

**For ease and clarity of this example, critical hit results are not shown. These charts will appear in the GMG.*

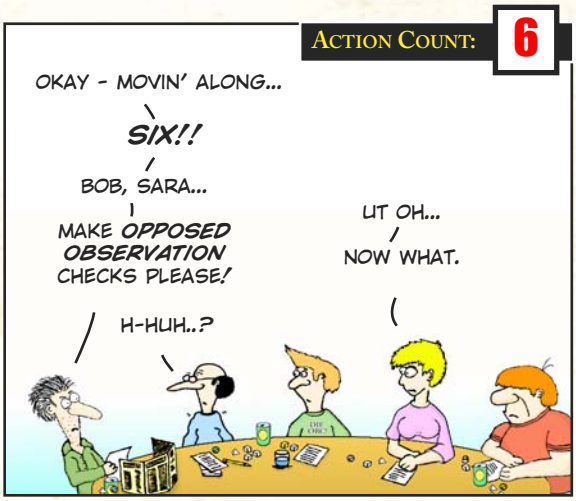
See Taking Action, page 216





Penetration

Simultaneous Combat



♦ BA is asking Bob and Sara make an observation check to notice a second group of goblins sneaking into the room from area 4.

BA could also ask for an opposed Listening skill check, but he has ruled the noise of combat is concealing the sounds of the goblins movement.

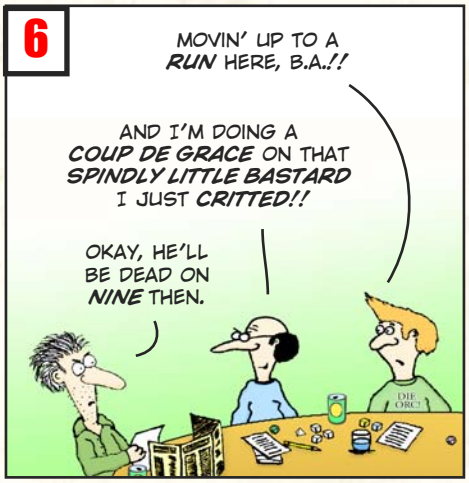
♦ Opposed skill checks are made by rolling d100p and adding the result to the requisite skill value.

In this case Bob has 31 percent in Observation and rolls a 59, for a total of 90. Sara rolls a 34 and adds her skill of 27 percent, for a total of 61.

♦ Next BA secretly rolls the Sneaking skill check for the goblins. If Bob or Sara's results are higher than the goblins Sneaking skill checks they notice something!

See Encounters, page 215

Observation Check



♦ Dave can move from a jog to a run, and in doing so increases his movement to 15 feet/second.

♦ Since Knuckles is a thief he performs coup de grace faster than other classes. Most classes require 10 seconds to kill a fallen foe, but the time required for Thieves to perform the task is 3!!

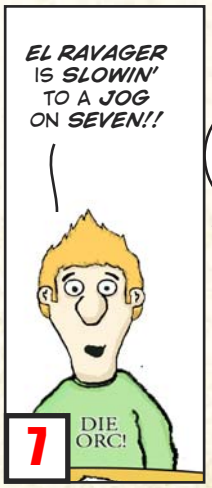
See Coup de Grace, page 236





Note how B.A. keeps the count moving. Nobody has any declared actions so he moves on.

Coup de Grace





♦ Dave has to slow his momentum down else he will collide with the goblin.

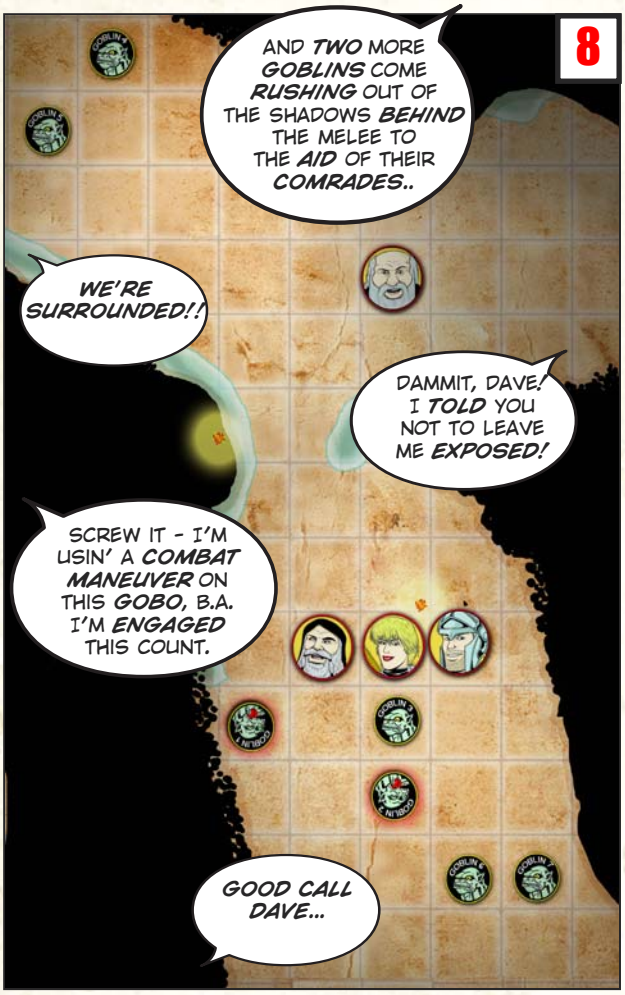
♦ He has the option to slow down two movement increment rates per second. However, since he is still 15 feet away from the combat he chooses to slow down to a jog – thus he moves 10 feet and can cover the last 5 feet and engage the goblin on 8.

See Movement, page 218













♦ BA has ruled that since the goblins were hiding out of sight at the beginning of the combat there was no need for an Observation skill check.

♦ Furthermore, since Brian is still surprised and his attention is likely drawn to the ongoing combat, he is already looking the wrong way and thus didn't get a skill check.

Note: this is purely a GM decision. There's no right or wrong in these types of situations and BA has used his best common sense to rule in order to ensure fair game play.

♦ Despite Brian's protests and whining — at the end of the day the GameMaster is always right and he must ultimately concede the point.

Combat Maneuver

Fumble

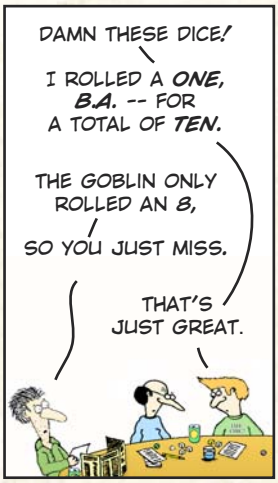


♦ Dave has decided to use the special combat maneuver; Aggressive Attack. This enables him to simulate a flurry of blows without regard for his defense.

As such he adds +5 to his Attack Roll. Unfortunately he also suffers -2 to his next Defense Roll.

Should the goblin choose, he could Scamper Back to mitigate the damage, but in this instance BA rules the goblin stands his ground.

See Special Combat Moves, page 228



♦ Dave fumbled his attack roll by rolling a 'natural' 1 on his Attack Roll.

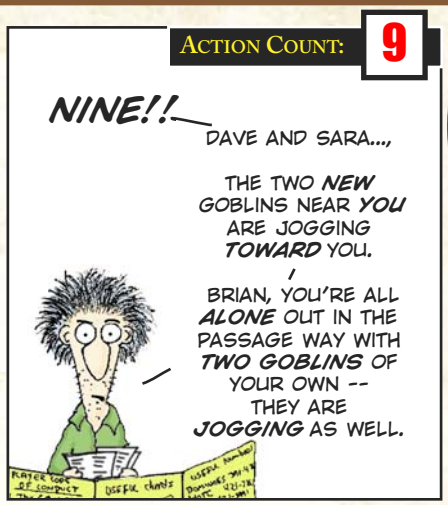
His attack is calculated as; 1 (die roll) + 4 (Attack Bonus) + 5 (Aggressive Attack) = 10.

However, since Dave rolled a 1 on his Attack Roll he might fumble! If the goblin's Defense Roll is higher than his Attack Roll, El' Ravager will fumble.

In this instance Dave exceeds the goblin's Defense Roll.

Despite his success, he still doesn't hit. Any 'natural' 1 on an attack roll is always a miss!

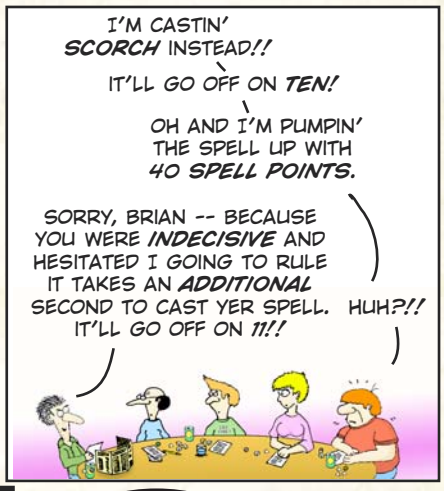
See Misses/Fumbles, page 241











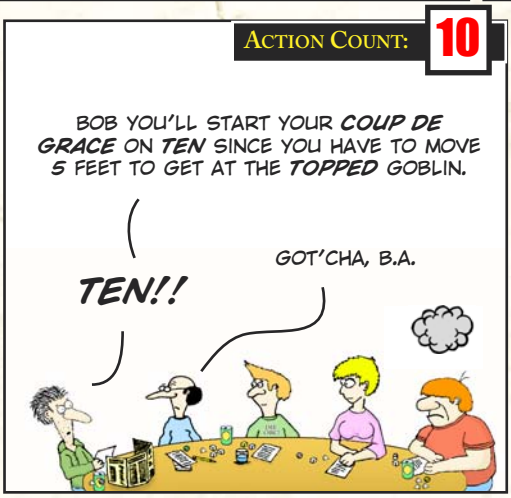


♦ Typically, in order to cast a spell a mage must ready components for the appropriate spell beforehand. The spell Scorch however, has no components.

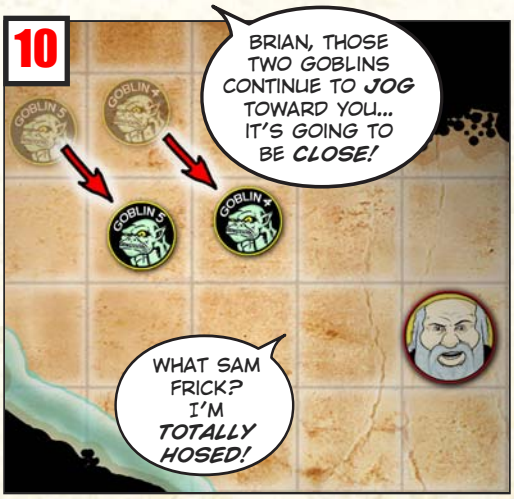
♦ To ready components the mage rolls d4p to see how many seconds it takes to get the necessary material components ready.

♦ He then may begin casting, thus he adds the appropriate casting time for the spell in question.

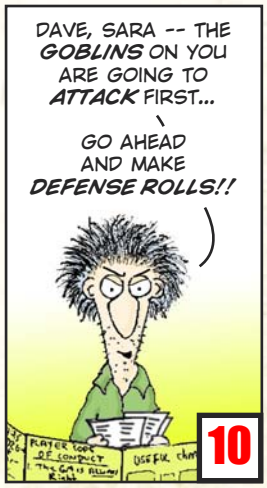
See Spell Casting in Combat, page 241









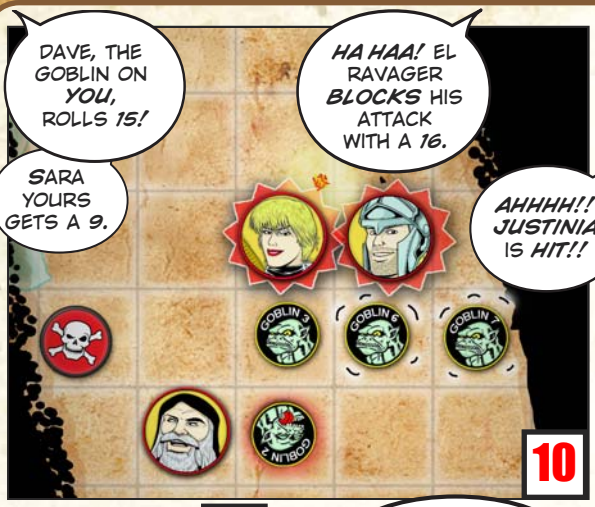


♦ New attackers joining an existing melee usually don't have to worry about reach to determine who attacks first.

♦ Since Dave and Sara are already engaged with a goblin and essentially locked into a count as long as they remained so the new goblins just attack when they arrive.

See Reach, page 223

Shield Damage

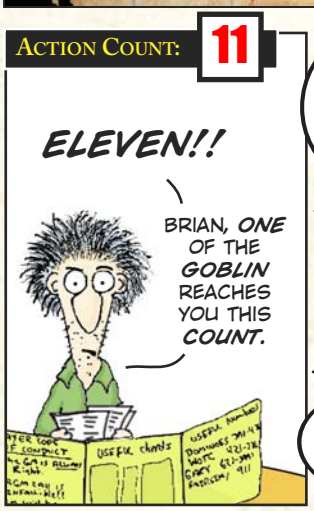


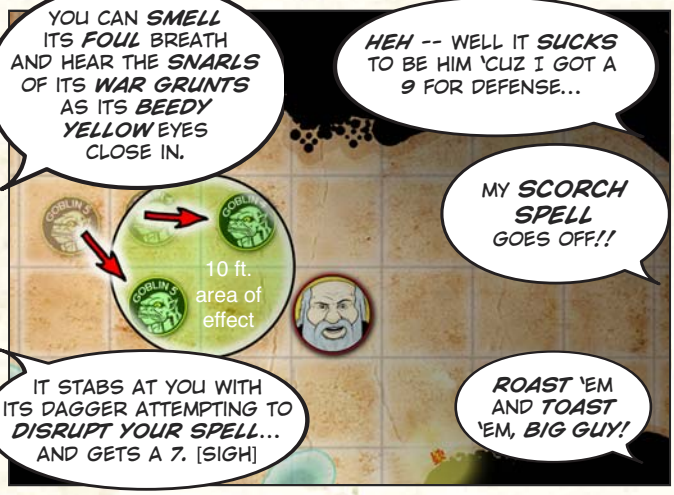


♦ When an attacker hits a shield he will roll the appropriate Shield Damage listed in the weapon chart. This is typically a reduced set of dice which are then rolled to see if they get past the shield, thus damaging the shield bearer. In this instance dagger has no listed Shield Damage, thus BA doesn't need to roll to see if the attack penetrates El Ravager's shield.

♦ Sara sustained another small wound of 3 points, however, she first reduces this number by the DR of her armor (2 points). Thus she only sustains a measly 1 point wound. She will record this wound on her sheet and reduce her Hit Points by 1.

See Shields and Armor, page 224







Spell Damage

Save vs. Spell

♦ Brian casts Scorch on 11 but since the goblin reached him that second (and thus attacks), he has to defend or risk his spell being disrupted. His defense die is limited to a d20p-6. Fortunately the goblin rolled very low and missed.

♦ Casting the spell costs him 50 Spell Points. Brian has chosen to increase the potency of the spell by 'pumping' it up with an additional 40 Spell Points in order to increase the damage.

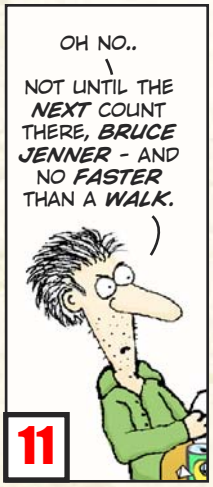
♦ Scorch does 1d3p+6 points of damage, but Brian's increased spell points increases this amount to 1d3p+10. He rolls his damage (no attack roll is needed for this spell) and penetrates on the damage roll 3 times, for a total of 18 points of damage (3+[3-1]+[3-1]+[2-1] +10).

♦ Scorch allows a Dodge Saving Throw for half damage, but goblins fail that, plus their Trauma checks! To add insult to injury, the force of the spell also knocks them backwards 5 feet.

See Spell Casting in Combat, page 241 and
Saving Throws vs. Spells, page 242



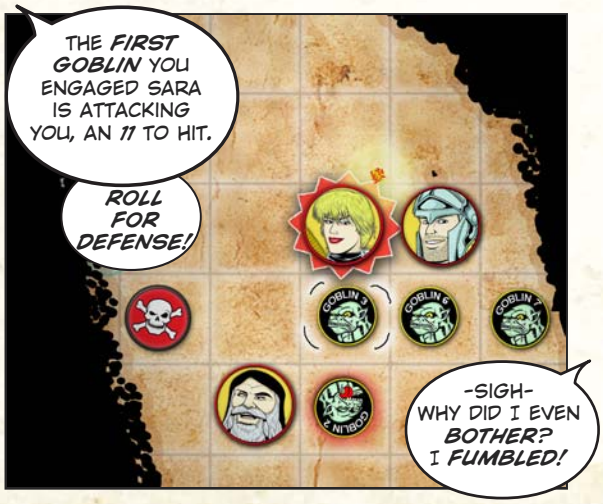
Spell Fatigue

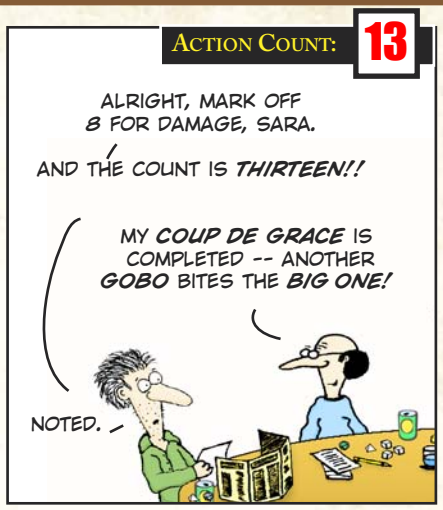


♦ After his spell Noir Lotus is under the effects of Spell Fatigue for 6 seconds (casting time of the spell + 5). During this time mages are particularly vulnerable and suffer reduced defense rolls and limited actions.

See Spell Fatigue, page 242





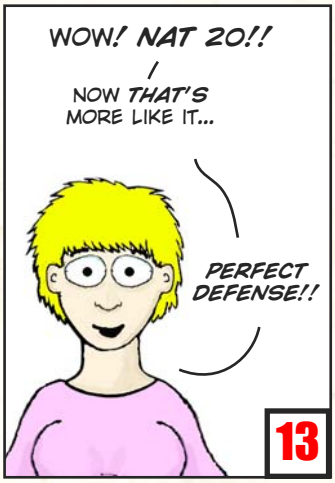


- Sara fumbled her Defense Roll when she rolled a 'natural' 1 AND her total was less than the attackers to hit.
- Not only is she hit but her attacker receives an automatic free attack on the next second (in this case 13).
- In addition, since this isn't the first combat of the day and it past the first 10 seconds of combat, Sara also becomes fatigued because she rolled less than her Fatigue number on a Defense Roll (her Fatigue number is 2).
- She now suffers -1 to her Attack, Defense, and Damage rolls, and +1 to speed as she slowly tires out. A second failed Fatigue check will increase these penalties.

See Misses and Fumbles, page 241



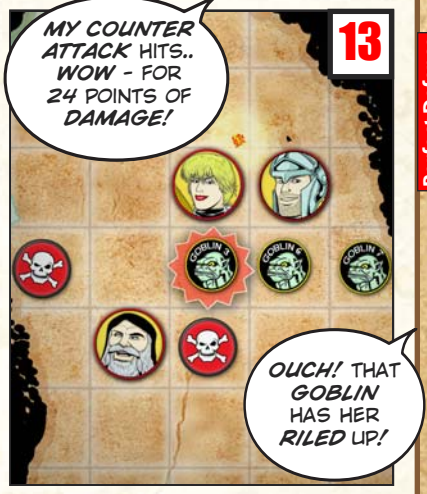
Fumble/Free Attack





- Sara has rolled a 'natural' 20 on her defense.
- Her total roll is 20-4 (no shield) + 1 = 17. Since her roll is greater than the goblins attack and a natural 20 she gets a perfect defense, which results in an immediate counter attack.
- This counter attack does not reset Sara's count.

See Perfect Defense, page 241



Perfect Defense



- Sara hits with her counter attack and her Damage Rolls penetrate. She rolls 2d8 and her totals are, 8+[8-1]+[1-1] and 8+[5-1] = 27.

See Dice Penetration, page 8

- Sara then subtracts her damage bonus of -3, for a total of 24.
- Not only does her attack kill the goblin outright, it knocks the poor creature backwards 10 feet, for a double knockback!
- Had the goblin survived the attack it would have been knocked prone and had its count reset on account of a double knockback result!

See Knock-Backs, page 231

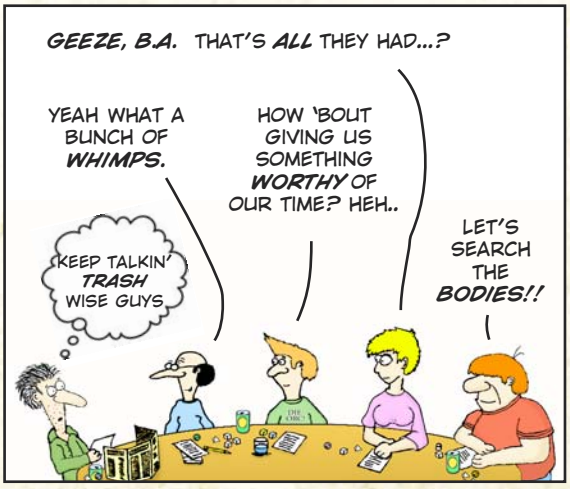


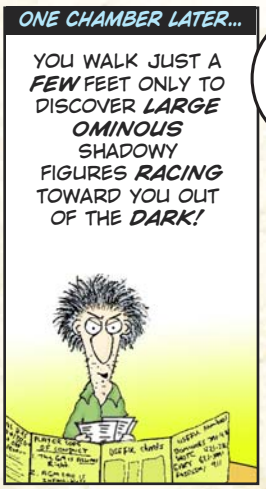
- Normally, with tenacity rules the goblins probably wouldn't be so quick to give up the fight. In this case however, the GM knows they have an agenda -- to lure the party deeper into the chamber where another ambush awaits.
- Sara and Dave get a free attack since both their attacks would have come within half their count.

With the free attacks on the fleeing goblins the group will easily win this combat and move on into the dungeon.

See Flee, page 229

Fleeing Opponent

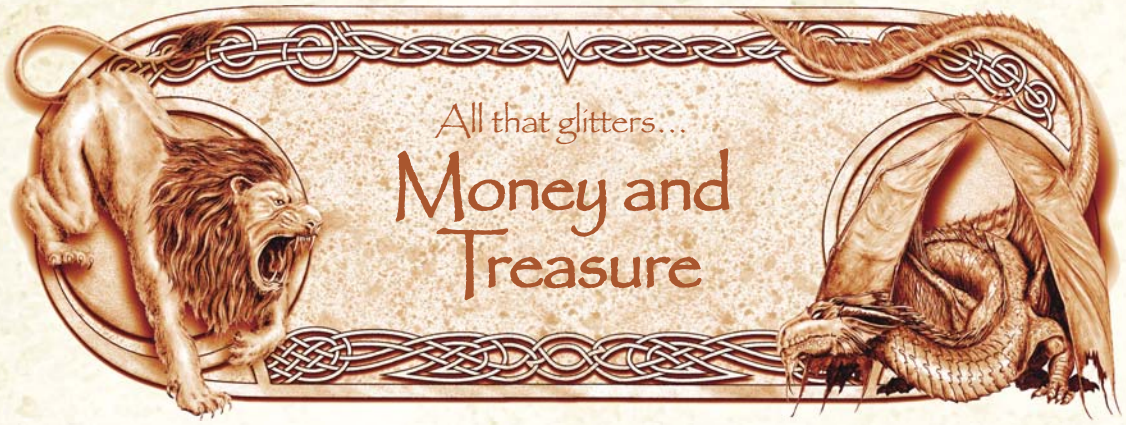






MORAL OF THE STORY: "NEVER MOCK A GM'S ADVENTURE ELSE THE GRUDGE MONSTERS BE LOOSED".

Chapter Fourteen



All that glitters…

Money and Treasure

Money.....256
Coins, Money & the Economy 257
Haggling and Bartering.....257
Loans.....257
Investments.....258
Inflation.....258
Treasure.....258
Superior Quality & Magical Items
Superior Quality Weapons, Armor and Shields.....262
Magic Items.....262-263
Artifacts and Relics.....263
Cursed Items.....263
Dividing and Storing Treasure.263

"In this life one thing counts,
in the bank, large amounts."

His Lord Mayor Justin Andronicus II (quoting Fagin)

As mentioned previously in the introduction, there are those misguided individuals who would have you believe there are no winners in role-playing. Those who spout such mindless rhetoric should be carefully prodded away with a ten-foot pole — lest they infect you with their brand of shortsighted thinking. For the reality is: those of us who role-play are winners by the mere fact we are able to escape into fantastic realms of the imagination (while those less-enlightened non-gamers around us are left behind hopelessly confined to the world of the mundane). So there are winners in role-playing after all.

That is not to say that there are not winners – and losers -- within the context of the game. Nothing could be further from the truth. Player characters can be measured against each other in a variety of ways: by experience level, Honor, the number of heroic feats they have under their belt, etc. More often, however, the measure of success for an individual in HackMaster (as it often is in the real world, sadly) is the sum of cash and toys one has managed to acquire. In other words – money and treasure.

Don't get me wrong. Your character (or you) may have higher, nobler ideals than garnering material wealth. A cleric for example, should be more interested in serving his patron god and furthering his cause(s) than selfish gain. But consider this — that same cleric is going to need money to build that new temple to his god in the Orkin frontier. He's going to need those rubies he lifted from the Dungeons of Kreatin Faarpang to help pay for feeding the plague victims suffering on the Grevan Steppes. So money and treasure are important to all characters in some fashion.

MONEY

All characters start off with some measure of a stake (see *Step 12: Receive Starting Money* on p. 7). Don't get attached to it — it's going to slip through your fingers like water through a sieve as you begin the expensive task of equipping yourself (see ***Chapter 12: Goods and Gear***). Without some type of income or support coming in to replenish your ever-shrinking coin purse your wanna-be hero isn't going to get too far.

More importantly you're going to have to fill your belly with food or risk starving (unless you're a ranger or possess the skills needed to live off the land). As you can already see, all this takes money — but how to get some?

Depending on your chosen profession (character class) you're going to have several options open to you. If you're a thief you can use your years of experience in the streets and carefully honed skills to lift some fat coin off of some unsuspecting NPC (or a fellow PC — nudge nudge) unfortunate enough to cross your path. If you're a cleric you might be able to say a few blessings for your supper for a wealthy noble family or a tavern full of locals. The charity of others can provide a decent living for a talented individual. A fighter? Most bars and taverns hold pit-fights where you can take on any comers in hopes of winning the miserly purse awarded to the last man standing. But is this the life of a hero? – scratching for every copper coin he can get his hands on? Baaaah!

The real money is in treasure-hunting — also known affectionately by veteran players as dungeon crawling, lair-looting, treasure-trawling, occupied residence ex-

ploration, spoils-siphoning, etc. It is the process of using right and might to finance your adventuring career. But you can't do that very effectively without being properly outfitted – which of course requires funding.

It's a dilemma to be sure, but it is one you must quickly overcome. Use your creativity and make your hard-earned skills work for you. As a first level character you'll find it's going to be tough to survive all by your lonesome.

The sooner you can manage to hook up with some fellow dungeoneers (other player characters) and form a party, the better it will be for everyone's financial situation.

Coins, Money and the Economy

Silver is a metal found in sufficient abundance to permit widespread coinage, yet not so common as to be supplanted in common usage by gold. This means that the silver coin is the "trade standard" of commerce. Other coins in routine circulation are the copper piece (cp; worth ⅒ silver) and the gold piece (gp; worth 10 silver). One rarely sees the platinum piece (pp; worth 100 silver) in the hands of any but the wealthy.

Silver and copper coins approximate the size of a US quarter. Although physically somewhat larger than more valuable coins, their weight is identical (gold and platinum are far denser). Gold and platinum coins are approximately the size of a US nickel, but heavier (numismatists may equate them to the British gold sovereign).

In addition, small coins of brass or other trade metals (worth ⅒ copper) are minted in numerous principalities to facilitate everyday transactions. These coins are roughly the size of a US dime.

These are all approximations as each kingdom, or even sometimes each municipality, mint their own coins. This is important for you to understand as your GM will certainly use this as a lever to screw with you. Merchants will feign fear of authorities, pointing to the illegality of dealing in foreign currency. Their solution? Double the price to cover their risk and trouble, of course! Moneychangers and to a lesser extent, bankers and jewelers, might be the answer you need.

Moneychangers: Foreign coins can be exchanged for local denominations and higher or lesser value coins may be traded for a fee - typically 5% of the transaction. This is done through the aid of a moneychanger, of which there is certainly no shortage. Wherever money changes hands, be it the small roadside bazaar or a large city, the moneychangers are going to be found nearby. Most cities will require that local moneychangers purchase permits in order to legally do business (thus getting a piece of the action themselves). The implication is that those moneychangers with permits are somehow regulated or deemed to be trustworthy by the city. To make such an assumption would be a mistake. Most government officials (at all levels) are corrupt and not above taking bribes and payoffs. So care must be taken when dealing with the moneychanger. Short-changing and counterfeit or underweight coins are just a few of the many possible risks.

Bankers: The banker serves as a moneychanger for all intents and purposes, but also can provide additional services such as keeping and safeguarding large funds (for a fee, of course -- bankers don't pay interest, they charge it in return for providing a safe location for your funds). Bankers also loan money (see the Loans section below).

Jewelers: Jewelers and gem brokers are traditional venues for monetizing gems and jewelry. Again, they are businessmen and their aim is to make a healthy profit for themselves. If they can take advantage of a customer, they will. They typically offer 50% to 75% of the appraised value of the piece or stone. Some jewelers may appear to be more generous and offer 90%. However, it is almost certain they are intentionally under-appraising the gems/stones. Characters should carefully shop around whenever possible to determine which establishment offers them the best value.

Haggling and Bartering

There are no fixed price tags in HackMaster when it comes to merchants and their wares. Haggling and bartering is expected and even welcomed — especially on high value items. Haggling is a tricky dance and there are more than a few unspoken rules. Knowing just when you need to come down by a few silvers, go up or just walk away is an art form all in itself. Making a common beginner's misstep such as stubbornly refusing to yield on your offer can quickly offend the average merchant (who is more than likely to wave you away and refuse to do business with you at all).

Loans

There will be times when your character needs an item that he simply doesn't have the money to purchase. Or perhaps an incredible opportunity has suddenly presented itself, such as a war galley coming on the market at an incredible bargain price just when you need it to chase down and slay a wealthy adversary. You and your fellow party members would love to take advantage of this windfall, but you find yourselves coin-shy. In such instances, you may want to consider taking out a loan. Bankers, guilds, and well-to-do benefactors sometimes grant loans based on the reliability, Honor, Fame, status, or material possessions (i.e. collateral) of the individual(s).

Of course, nothing in HackMaster comes free. Loans require collateral equal to the value of the loan. Loansharks aren't into taking risks with their wealth, so any loans must have equal collateral, generally in the form of land, deeds, buildings and the like. Traveling mercenaries like most PCs will probably have to get creative in this area, offering up gems, jewelry, works of art, or, more likely, finely crafted arms, armor, artifacts, relics or other items of extreme value. While hocking your +3 sword may seem counter-productive to your PC's ability to garner further wealth, sometimes it's the only way to get that war galley or fund that army to lay siege to your enemies. Aside from collateral, all loans come with a cost in interest. Generally this fee will be a minimum of 10% per month, but possibly as high as 100% or more.

Investments

Another way to raise the necessary funds to bankroll your mercenary party is to seek out investors or sponsors. This basically involves transforming your team into a company (commonly called an adventuring company). Such companies take many forms. Some are very organized, and even have shareholders who may be nobles or wealthy merchants. Other companies more closely resemble a full partnership.

Typically the investors pony up the cash required to fully equip the party and cover all expenses and the party then operates like a proper business. After each expedition the secretary of the adventuring company must write up a report detailing the 'take' (any money, treasure and other valuables obtained during adventure). The investors recoup their investment off the top and then take their cut of the profits. The party members each then take their own cut – shares vary depending on how much money was initially fronted/invested.

The major drawback of this type of setup is that any superior or magic items and other unique treasure are typically converted into silver (sold) so that they can simply be paid out in shares to avoid disputes over ownership. If a party member desires a certain item he must deduct the street value from any shares he's to receive (or make up the difference if his cut isn't enough to cover the full price). If a certain item is deemed to be particularly useful for the further success of the adventuring company, the investor(s) may allow a character to use the item with the understanding that it's company property. (If a character loses or destroys 'company property' he may have to pay for it out of his own shares).

Speaking of investments, don't overlook the fact that your character can choose to invest in an adventuring company as well. Many players with retired characters like to sponsor and/or invest in a new adventuring company to build their character portfolios without actively playing.

Inflation in adventuring areas

Inflation is defined as an increase in the volume of money relative to available goods. Thus when you strike it rich and bring your haul of thousands of silver pieces back to town, you are altering the balance between the supply of money and the supply of goods and services. You don't need Milton Friedman to tell you that this will cause the *relative value* of each unit of money to fall.

While big cities have a sufficiently large economy capable of absorbing this influx of currency, small frontier towns do not. Essentially, there is only a limited pool of manpower and goods available to employ or purchase regardless of how much treasure you possess. True, given time, people will migrate to the area thereby restoring the economic balance but that is a process that can take months or likely years. In the meantime you will simply have to accept higher prices.

A secondary and often unconsidered effect is that any large influx of treasure will serve to impoverish any formerly wealthy residents of the area. They must now compete with your hoard for limited resources. Do not be surprised if draconian taxes and levies are suddenly imposed or if your presence is no longer welcome despite good behavior and generous acts of charity.

TREASURE

Fabulous treasure and high-fantasy exploration go hand in hand. What would the tale of King Arthur be without Excalibur or the elusive Holy Grail? Who could remember Aladdin sans magic lamp and flying carpet? Bilbo without Sting and the One Ring? Hidden out there in the campaign world are great treasures awaiting discovery. The imperial trappings of the Inakas dynasty and Rovak Fen'Doral undoubtedly lie buried in some long-forgotten catacomb, just waiting for your hero to unearth them. Foul lords of darkness cunningly leave small fortunes apparently unguarded, like spiders luring in the flies. Of course, there's always the old standby of a genocide mission into the dark lairs of mankind's natural humanoid enemies.

Treasure Types

The most obvious form of valuables that even the slowest player, indeed, even those that prefer inferior, non-HackMaster fantasy role-playing games, can comprehend is coinage. These assets provide the greatest liquidity and fairly good portability and are quite easy to discern in value since most are delineated in a more or less standard fashion. That said, be careful of these few and similar pitfalls related to raw cash. The most obvious is that large quantities of smaller delineations such as copper or trade coins will occupy a large volume and also significant weight. Of course, treasure



only has value if it can be transported to the location where it'll be spent, thus such a haul may necessitate beasts of burden, wagons, many hirelings and the like. Slightly less obvious to beginning players is the simple fact that trade coins (all those coins valued below coppers) are specific local currency with value only when backed by the local lord. Clearly they depreciate markedly in value in the neighboring kingdom, earldom or sometimes even town. The further one moves trade coins from where they are minted and employed on a daily basis, the less their value. Additionally, most municipalities have laws against trading in foreign coins, even those with intrinsic precious metal value such as gold or silver. Local moneychangers will happily swap your foreign coins (and possibly locally minted ones bearing the visage of a previous ruler now censored due to political considerations) for shiny local currency. Fees for this service generally amount to 10%

of the transaction but may be higher. Coins have other risks associated with them, including but not limited to, counterfeiting (to include shaved or plated coins), disparities in coin size and mass based on region, debasement and so on.

Precious stones are an excellent form of wealth due to their high value-to-portability ratio. Often ranging from the tens to hundreds and even thousands of silver pieces in value and carrying little-to-no weight, gemstones hold an esteemed place amongst merchants, traders, nobility and freebooters alike. By trading gems, the character avoids the unpleasantries of getting fleeced by the local moneychanger and may even receive some change in the form of local currency if the gemstones exceed the value of the purchase (although, the change will be reduced by typically 10% as most merchants do not enjoy laying out cash). On the downside, a character cannot readily discern the value of a stone without the proper tools or appraisal skill, thus an inexperienced character will more likely than not get taken to the cleaners when trading these valuables for goods and services. For those that can appraise the value, or pay a jeweler or similar vendor for an accurate appraisal, these valuables can be readily traded at cash value for equipment and so on. Jewelers will often offer to buy these items, but for a 25% to 50% reduction in value (since they will need to turn around and sell the gemstone later or add it to a piece of jewelry, set it on a ring, etc.). One final downside is that polished and finished gemstones (as opposed to uncut stones which have a lesser value) can become damaged through abuse, such as getting inadvertently smashed by a mace.

Jewelry and bejeweled items such as necklaces, tiaras and even arms and armor studded or inlaid with precious stones or metals also generally exhibit high portability, but not always. Clearly necklaces, bracelets, rings, brooches and the like are lightweight and their value far and away exceeds their material weight (the extra value contained in the workmanship and artistic value) but a suit of armor inlaid with brass designs might fail the portability test. But generally-speaking, jewelry is portable. Unfortunately, it is difficult to employ jewelry as currency because the majority of merchants will not be able to properly appraise the items (since they'll lack the requisite skills) and will thus apply a conservative approach to valuation (i.e., will rip you off). As with gems, a character should either learn to appraise jewelry properly or have a trusted fence that can (or at least will skim at an acceptable level). Jewelers will typically buy jewelry for 25% or so off the cover price if they have another buyer in mind or as low as 50% in value if not. Finally, jewelry is very susceptible to the various hazards of mercenary life and even a simple pit can reduce a priceless item to almost worthless junk. So while it might seem awesome for your fighter to walk around looking like Mister T, you'll think otherwise after sucking down a simple *Scorch* spell.



Artistic items come in all shapes and sizes, sometimes suffering from portability issues, but not always. A large throne inlaid with semi-precious stones and silver may be worth a fortune, but may also weigh a ton (literally). On the other hand a small gold statuette of the lost ape god might easily wrap in a small sack and tuck neatly in the

bottom of a backpack. All artistic pieces share a common element; the material value of its parts doesn't compare to the overall value of the piece. In other words, the artistic component provides some or all of the value. So maximizing value when hocking such an item requires that the buyer be an individual that can appreciate the art itself. In other words, you'll need to sell artistic items to collectors, dealers or purveyors of that type of art, making larger cities generally better locations for liquidating such finds. Complicating matters further, many such items are fragile and susceptible to the rigors of dungeon crawling, traveling or even simply the weather. Prior to transporting, you'll do well to appropriately encase and protect these items lest they become destroyed and worthless before you ever bring them to market.

Books, maps and other writings share similar concerns as artistic items. While they are decently portable, they tend toward fragility, particularly with fire and water, but also wind or even simply humidity. Care should be taken to protect such items from physical pounding as well, however, unlike artistic items, many works such as these retain their value even if damaged. This is, of course, the case when the information contained in the item is of the greatest value rather than the item itself (for example, to a collector). Books and such written items also necessitate finding a willing buyer that recognizes the value of the item itself, once again make cities and populous areas better locations than farmsteads for unloading such boodle. Finally, don't overlook the potential value of the information contain within these treasures. Perhaps skills can be improved by a book on Botany or a map might contain valuable information such as advanced warning of potential ambush sites or even buried treasure.

Furs and hides can command significant value in most thriving markets. They vary considerably in value based on not only the type of animal pelt but also the condition. Because of this, care should be taken to preserve found hides. Luckily, they tend to be hardier than other forms of treasure, generally holding up well in most conditions, impervious to falls and crushing weapons as well as most environments, although fire will ruin them. Furs can be sold to a variety of merchants (generally at a discount of 10-25% since they can be readily resold or made into even more valuable luxury items) and private buyers (for full value, generally), making them pretty decent hauls. Note that many treasure seekers overlook skins and furs not only because they fail to realize their value, but also because they may be in use as bedding for some vile-smelling humanoid, padding in an old goblin helmet, stuffed haphazardly in a bug-ridden orcish mattress and so-on.

Spices and perfumes fall into a vast luxuries category that also includes expensive clothes, bolts of fine silk and fabrics, carpets, rugs and so on. These items can generally be sold within 10% of value or even at value to the right buyer (if the end user) and at about half value if to a reseller. So the same bearskin rug that might be worth 10 silver pieces to the owner of a local shop might go for double that to a rich merchant or baron who happens to be looking for such or rug or maybe takes a liking to it, perhaps because of the tale of its acquisition or defeat as the case may be.

Antiques are another treasure category that is difficult for the untrained eye to appraise, let alone recognize. Often such valuables can appear as trash, making them difficult to discern. Further, an antique item is only valuable if it finds the right buyer. That rusty and badly nicked sword you just tossed aside might be worth thousands to a collector looking for an example of early Brandobian metalworking. A perfectly matched set of azure blue crystal goblets might be worth a king's ransom — or then again, maybe not. Everything has a price, but finding the buyer willing to part with his hard-earned coin for an old, worn out bronze helmet is always the hard part. As with art objects, it can take a great deal of effort to identify and sell such valuable hidden treasures. But the rewards can be great.

Players often overlook other basic valuables such as sundries, equipment and other gear. These items can be put to immediate use, often tipping the scales to survival from an unpleasant end. In these cases, full book value flows straight to your character's money purse in the form of not having to buy found items that might need be equipped at a later date, such as rope or even rations. That said, other standard sundries can be sold for half value or more to the proper merchant. Barrels chock full of hardware such as nails, sacks of grain, kegs of ale, jars of pickled pigs feet, jams, bolts of cloth, linens, the list of valuables goes on and on. While generally not easy to transport, don't overlook the value of these items, especially for low-level characters scraping to get by. Any character too proud to avail himself of such easy pickings deserves to be stuck in dilapidated armor for an extra level or two, if he even survives at all.

Akin to sundries, captured livestock can easily be brought to market and sold, generally even for full value or very close to it. Further, livestock is often portable as sheep and cattle can be led straight to a buyer. Pack animals are a double bonus, serving as both treasure and transportation device.

The bottom line: The types and diversity of treasure vary dramatically. Indeed the possibilities are endless making this list by definition a partial one. Such assortment requires a trained eye to find and recognize and a keen negotiator to winnow out full value. Characters that are shrewd enough to distinguish the many forms of treasure from the worthless junk occupying most lairs and dungeons and also spend the time to

invest in appropriate appraisal and salesmanship skills will see their gains increase dramatically compared to inferior players.

SUPERIOR QUALITY AND MAGICAL ITEMS

Superior Quality Weapons

One of the more important valuables your character will come across is a finely made weapon. These items have been forged by master craftsmen and are made of the finest materials available. While not magical, they often appear so because their superior design, build, craftsmanship and materials affords the wielder better balance, weight, edge, grip and so-on such that these weapons provide a bonus to attack and damage. Non-magical, but superior quality, weapons can range from +1 to +5 in bonus value. Often these items will contain runes, designs, fancy hilts or even jeweled pommels, but make no mistake, their value is in their utilitarian use as most agree that besting your foe and thereby avoiding an early demise outranks a fat purse or even a full belly.

Superior Quality Armor

As with superior quality weaponry, superior quality armor can be one of the most important special items a character can possess. They too have been constructed or forged by master craftsmen from the finest materials available. Again, while not magical per se, superior design, craftsmanship, materials will provide the wearer with a better balanced and distributed product, affording less constrictive movement as well as enhanced damage deflection or absorption powers. Like weapons, armor ranges from +1 to +5, providing the bonus to both defense and damage reduction. These items, too, may often be works of art with designs, inlays and so forth decorating the exterior.

Superior Quality Shields

In most respects superior shields exhibit similar qualities as high quality armors. In addition, they break less often with their bonus (+1 to +5) adding to both their damage reduction value and to the difficulty of breaking. A +1 medium shield, for example, provides a +7 to defense, absorbs 7 points of damage and only needs to check for breakage on a damage roll of 14 or higher, rather than 12 for a standard medium shield.

Magical Weapons, Armor and Shields

Certain superior quality weapons and armor have been ensorceled by powerful mages or even enchanted by the gods themselves. These items can carry values of +6 or higher, with HackMaster Class swords ranging all the way to +12! Such artifacts are indeed rare and unique, many carrying additional magical benefits and properties. Beware, though, as some also bear curses.

Potions and Oils

A vast array of concoctions are available, whether found or purchased in the bazaar, brewed by a witch or concocted by an alchemist. Most such draughts and ointments are simply mundane, though high-quality medicines. However, a rare few actually contain magics powering them. The source of this magic ranges from powerful mages with a strong alchemical and herbal background to career alchemists using somehow enchanted ingredients to witches specialized in brewing such concoctions. The ingredients and origins of such potions and magical oil are almost limitless. When encountered (or, far more rarely, purchased) by your character, they'll typically be found in stoppered glass or ceramic bottles or jars. Care should be taken to secure these valuable items in a pouch or backpack with enough cushioning to avoid breakage, thereby spilling the valuable contents and destroying it. Sometimes even exposure to air will destroy (or ignite!) these mixtures.

Scrolls

These vellum sheaves are reservoirs of magical power. Once deciphered, a mage or cleric (depending on the nature of the scroll) may read them aloud to invoke the powers inscribed thereupon without having to deplete their precious reserves of magic.

Beneficial as this is, arcane scrolls offer a secondary and often far more valuable boon in that they can educate a Mage to employ these dweomers on his own. Though this neuters the scroll, it enhances his repertoire of spells. Scrolls are the primary means through which Mages can extend their magical repertory and thus their power.

Rings

Rings of power are some of the most powerfully enchanted items in the HackMaster TeraVerse. Many were forged by the gods themselves but even those created by the wizards of yore contain sorceries not meant for mere mortals. Beware as many magical rings contain curses or other unsavory side effects. Some rings require command words or runes of power to activate them.

Wands, Staves, and Rods

Like rings, wands, staves and rods tend to also be powerful, although they rarely have ill side effects and also range down to weaker strength, especially when their charges lessen. Wands, staves and rods almost always require command words or phrases to be uttered in order to unlock their powers and many require spell points as well, especially for the more potent effects. Most of these items have been created by powerful magi, but some are clerical or even divine or extra-planar in origin. Some have their command words inscribed on them or a clue that may make little sense to someone unearthing it, but no doubt had great meaning to the creator (like the name of his favorite pet, birthday or father's middle name). Some that require a command word have nothing at all inscribed, requiring some research to guess at the command phrase(s). Rods can generally be used by most classes, while most wands and staves are primarily for magi, although the latter tend to also be clerical almost as often and most wands have some powers useable by anyone that knows the command word.

Miscellaneous Magic

Outside of these broad categories, Tellene contains a vast wealth of other wondrous items ranging from finely crafted, non-magical items (such as elven rope, cloaks and boots) to extremely powerful items covering almost anything imaginable.

Artifacts and Relics

The most famous and powerful of all items, artifacts and relics, were created by the gods or long-dead mages of power now unattainable. Each rich with a history of violence, conquest and tragedy hold powers beyond imagination and often side effects equally as horrific. All that said, the reputation of some outstrips reality, that is, while exceedingly famous, some relics' powers simply do not hold up to the stories, in short, a let down (or cruel joke of the GM).

Cursed Items

Your GM, the bastard he is, has surely populated his dungeons and adventures with some items that appear useful but are really designed to kill your character. Apparent healing potions could be rat poison, a nice magic necklace might strangle an unwary character, special rune-encrusted arrows might swiftly curve around and strike an archer in the back and so on. These cursed items always appear as the real McCoy and are almost impossible to detect. The safest way, of course, is to have some chump NPC, like a professional potion taster, check the items for you, but these hirelings tend to be expensive when they survive. In any case, be alert and with healers and friendlies at the ready when testing these items, and always be wary of using a new magical weapon in the first battle (that's often when they exhibit their dangerous hidden curse).

Dividing and Storing Treasure

Once your group has managed its first successful treasure haul you'll need to set upon how to divide the spoils. The methods for doing so are many and varied. My suggestion is for you to experiment and pick one that works for you and your group. The most basic would be simply dicing off for any special items and dividing the cash evenly. Another simple method is to simply dice off for a pick order and then choose in that order, snaking back or not as you see fit. Many groups (particularly lawful groups) tend to divide the spoils each according to his needs or greatest value to the group as a whole. The main advantage of this method is that powerful wands and such tend to go to the mage that can use them rather than getting hocked in the black market by the thief who might enjoy a few nights on the town (while fun for him it generally won't help your party against that pissed off sturm wolf). Some groups vote for the best player. Division of spoils is only limited by your imagination, so pick whatever method works for you.

As far as storing treasure goes, most mercenary types try not to own more than they can reasonably carry on their person and still remain unencumbered. If you have to stow goods because you have more than you can carry and are saving up for something special like a new suit of armor, training funds or a small keep, you'll need to find a place to store the goods. If you have a protégé, henchmen and/or sidekick, you can leave it with them. Another possibility is to hide it, generally burying in the wilderness is a good option, but your GM will almost certainly find some excuse to have a wandering NPC or monster discover and make off with your stash. Banks are effective, but, of course, cost money. One of the better options is to convert your cash and valuables into gems and carry it all on your person.

While actually on the trail, your group should be careful as to how they divide and keep the spoils. Sure, in all likelihood you'll divide up the treasure when the expedition is over and you're safely back in civilization. But what about before then? My strong advice is that you split up the spoils in a roughly even fashion based on your best guess of worth. The reason is quite utilitarian. Let's imagine for instance, that the party has chosen the LG cleric as the only one everyone can trust not to skim off the top, so carries all the valuables. Sounds like a great plan, right? Now let's fast-forward and your party is treasure-laden and making a hasty retreat from the fire giant's lair you just looted, a couple of lumbering oafs on your trail. Speaking of oafs, your clumsy cleric, by the way, slips on some loose stones and tumbles full-bodily down a slope and into a river of lava.

Or a bottomless pit. Or sink hole. Get the picture? Split your boodle among the team so there's more for all at the end…and if the thief happens to skim, cut off his pinky or brand his forehead or something.

Purchasing Superior Quality and Magical Items

First off, let me tell you right now that there are no shops in HackMaster where your character can go to buy magic items. It just doesn't happen. A store like that could never exist because the merchandise is so expensive as to be nearly priceless and with an exceedingly tiny population actually capable of buying (or in many cases even understanding) the goods. In other words, not economically feasible in any way. That said, there are some limited situations where superior quality and even magical items might be obtained.

If your character can find a master smith or armorer, you can commission a superior suit of armor or superior weapon, but he'll probably charge you several times the book price for a normal version of the same item. Further, it will take him almost twice as long to create such a work of art. Finally, such a brilliant craftsman (who will undoubtedly be exceedingly hard to find and also in great demand if found) will probably already be employed by the local lord. In other words, it'll be far easier to just take what you need from the local crypt or off the still-warm corpse of your enemy.

But don't despair, if you're hell-bent on purchasing magical goodies, there may be hope for you in the form of potions. Weaker potions especially can be purchased from crazy hedge wizards, down-on-their-luck or unemployed alchemists or scary, hard-to-trust hermit witches. Generally these unsavory characters will only have the weakest of brews available for purchase. Aside from cash, they'll probably also be looking for a trade of some rare or hard to get items in return for their concoctions, which, by-the-by, have twice the chance of turning out to be poisonous, but that's the chance you take.

Finally, on rare occasions, a down-on-his luck mage or cleric might part with a scroll for some ready cash, or more often, exchange of another magic or superior item that they need. Your best bet is to trade a cleric some superior weapon or armor favored by his god. The mage? He'll likely want a wand or other scroll in return. Generally, NPCs tend to be unreasonable so you'll have to pay about double the value you'll get in return, so make certain you trade items that you think will be of no help to you that way the cost won't really be double, you'll be dumping items of no value for something of value.

Selling Superior Quality and Magical Items

At this point it's probably worth discussing how to liquidate some of these special items you've acquired. First off, you'll need to understand that no market exists for such powerful and rare items. It's possible that you may be able to pawn off some +1 items to merchants. They'll likely give you a fraction of the value for a couple of reasons. Primarily, most dealers won't have the funds available to buy such expensive goods and secondly, they'll be discounting the item in anticipation of having some trouble finding a buyer. Merchants know that goods sitting in inventory do them no good; they're interested in turning inventory quickly, not managing expensive goods for months or even years searching for a buyer all the while risking theft or damage.

As far as items more impressive than +1? Well, let's put this in perspective. A +2 or better item is truly a remarkable weapon. Certainly only a noble would have such an item. A +3 sword, for example, is surely a princely weapon, bought only by, you guessed it, a prince. So unless you're on a first name basis with the local heir and he happens to be in the market for the weapon you have at your disposal, you're out of luck. In other words, it'll never happen unless your GM is spineless or trying to screw you over somehow – be very suspicious of such a purchase proposal lest you end up knifed and tossed into a rubbish pile to bleed out.

If you must cash the goods in, try to sell to another character. Failing that, you can generally get full value from a mentor during training. These powerful personages tend to be connected or have servants that could put such rare valuables to productive use, perhaps even another chartered group. Of course, they never give change, so you'll see some loss for items worth in excess of your training costs, but at least you won't get ripped off.

The best use of these items, by far, is to gift them to your henchmen or, even better, your protégés. It's a way to pass down excellent items and make better use of them in the dungeon by improving the strength and usefulness of your allies.



Experience and Training

Leving Process: Levels 2-5 266
Leveling Process: Level 6+.....268
Length of Required Training....268
Formal Training Venues
Kobars 269
University Training.....269
Guild Training.....269
Monastic Training.....270
Chivalric Training.....270
Master Teacher 270
Self-Training Checklist 272
Formal Training Checklist.....273

Experience Points and Level Advancement

Every character class progresses at the same pace. After accumulating sufficient experience points to advance to the next level, a character receives the benefits listed in each character class description (see ***Chapter 4: Character Classes***).

Level	Experience Points
1	0
2	400
3	1,200
4	2,200
5	3,400
6	4,850
7	6,600
8	8,700
9	11,200
10	14,150
11	17,600
12	21,650
13	26,400
14	31,950
15	38,400
16	45,850
17	54,400
18	64,150
19	75,200
20	87,650

BEYOND FIRST LEVEL: ADVANCING YOUR CLASS

As your character overcomes challenges and defeats foes, the GM will award your PC with experience points and honor awards (should you be roleplaying him appropriately). The character should also have garnered some plunder and perhaps a special, superior or magical goody as well. Eventually your character will acquire his 400th experience point and you'll be hell bent to level him up to second level. Your GM understands this as well. For some reason even players who cannot balance their checkbook or remember to change the oil in their cars are adept at keeping their experience point totals with pinpoint accuracy and can recite exactly how many points they need to earn for the next level at any given time.

The good news is that your character has enough learning and knowledge under his belt from attaining level one to self-train and make his way directly to second level without any formal training. After all, those EPs you gained during the last HackSession are a fairly precise gauge of your PC's progress towards improved aptitude in his chosen class. ***However, level gains are never automatic.*** For one insurmountable obstacle stands between you and the next level: your GameMaster. Technically, only the GM decides if and when a PC advances. Just because Toltus the level 1 fighter has earned 401 EPs doesn't mean he suddenly becomes Toltus level 2 fighter and should send out invitations to friends to come to his kegger party to celebrate his success. Earning the requisite experience point total qualifies him for consideration for level advancement, but the actual award only comes with the GM's blessing and approval upon completion of certain actions.

Luckily, at low level, the only thing your PC needs to do is spend a couple of weeks (game time) focusing on

his skills, latent talents, proficiencies and so-on, and in this fortnight of complete concentration, hard-work and practice, he'll attain the next level of experience. During this time, he can interrupt his training (e.g., to adventure with his pals), but he will have to start over if he delays training prior to completing the first week and must spend two days training for each missed day the second week. Thus, a character who stops training after day five must start over, while a character who skips out after nine days for a three day romp in the dungeon, must spend six days to make up for the three lost plus the remaining two final days (9 + 6÷2 + 2 = 14) for a total of 17 days training.

Timing of Training

Once a character has gained sufficient EPs to place him into the next level, he must begin work on training to acquire that new level and forego any additional experience points until such time as he does train. If the character somehow gains enough experience points to place him two levels higher, he loses all experience points beyond those needed to place him at the maximum number of EPs for the level just above his current one. This means, essentially, that a character cannot rise more than one level at a time. Thus, a character cannot opt to forego the necessary training to advance to the next level in favor of gaining a few more points and then studying and training for two levels at once. That just ain't gonna happen.

The Leveling Process: Levels 2 through 5

After completing the two-week self-training period, your character can roll his hit die for additional hit points, increase his vital statistics, receive BPs to train for skills, talents and proficiencies (or increase stats), specialize and so-on.

TIP: The rules presented here are intended for player use and focus on providing the information you require to make informed choices when your character increases in level. There is more to the process for not all formal training venues are created equal nor can one predict what unusual circumstances may occur of whom you may meet whilst training. These details, of course, are for the GameMaster to reveal.

Roll Hit Points: At even levels, this is a reroll -- an effort to exceed the previous level's roll and improve upon those old learnings with new insights. Any roll below the old roll is ignored, further, any roll below the mid-point roll (half maximum) is increased to half the hit die's maximum amount. At odd levels, this is a full new hit die. ***Hit dice do not penetrate.***

Bump Stats: At each level of advancement, a player may roll a complete set of dice (d20p, d12p, d10p, d8p, d6p, d4p) to increase his character's vital statistics (except Looks, which cannot be increased in this fashion). This represents the character's improvement in his natural abilities and honing of himself while experiencing the world and training. The player simply chooses a stat, rolls a d20p (penetrates to a d6p) and adds the roll to the stat's percentage total. The same process continues with each die type rolled once for each different stat. Once a stat increases beyond "00", the stat improves by one integer. Thus, adding 5 to a 14/95 Strength score results in a 14/00 Strength, while adding 6 results in a 15/01 Strength.

Receive BPs: The character receives 15 Building Points that may be spent on improving skills, buying new proficiencies, specialization, increasing statistics and even new talents. Some, none or the entire 15 BPs may be spent now or banked for a later date, completely at the PC's option.

Extra Stat Bumps: Following the same rules as in character creation (i.e. increase 0/05 per BP until hitting 16 and 0/03 per BP after 16), your PC may spend BPs to improve his statistics. Further, he may spend 1 BP and increase any stat currently below 9/100 by a full 0/10!

Roll New Spell (Mages): The character can now roll for a new random spell, found during research or experimentation – perhaps he had it from his previous master and never understood it fully until now, or found it recently in a long-forgotten tome in a musty library.

What Does 1+re-roll mean?

HackMaster characters do not roll for Hit Points every level. Rather, when advancing to even-numbered levels, the player instead re-rolls the Hit Die roll from the previous level and keeps the higher of the two results. However, if neither of these rolls equaled at least half the maximum Hit Points for that class' die type (e.g., 2 on a d4, 3 on a d6, 4 on a d8, 5 on a d10 or 6 on a d12), the character instead receives half the maximum roll as if he rolled that Hit Point value for the level.

For example, Ragnar is a 1st level human fighter with 15 Constitution. He starts with 25 Hit Points (10 HP for being a human and an additional 15 from his Constitution score) plus one roll of a d10. If his player rolls a "1", Ragnar begins play with a grand total of 26 Hit Points.

Upon advancing to 2nd level, his player can re-roll Ragnar's abysmal "1". He does so and rolls "2". Since both of these rolls were below half the maximum for a d10 roll (i.e. 5), the value of his first Hit Die is adjusted upwards to "5". Ragnar's new Hit Point total is 30.

This re-roll mechanic makes it important to keep track of your previous Hit Die roll.

Note: Characters that roll maximum hit points on their first attempt (e.g. when progressing to an odd level) receive a bonus of 10 fractional points of Constitution in lieu of a re-roll when advancing to the next higher even level.

In any case, the spell is randomly generated. *Note: Fighter/Mages and Thief/Mages may not receive this benefit every level, consult the class.* Rerolls on the appropriate spell level table cost 1 BP and another week of training (research).

Receive Class-Related Skills and Abilities: At this point each character should roll mastery dice for their new skills as appropriate – thieves choose and improve new skills, mages improve arcane lore, clerics improve divine lore, etc.

Improve Skills: As long as the PC used a skill (including universal skills) at least one time during the past level, he may improve any existing skill, but not above Advanced skill level. If the character already possesses advanced mastery in a skill, he may increase the skill, but may not improve to the next mastery level. The foregoing does not apply if the character has had access to another character (including a party member) who has higher mastery in that skill and he has been able to witness use of the skill or has engaged the character in some form of discussion, use, activity, tutoring or mentoring ***in that skill specifically***. Mechanically, the skill is improved by spending the appropriate amount of BPs, rolling the appropriate mastery die and adding the relevant modifiers (based on the lowest relevant ability score, race, etc.).

New Skills: If a PC has been exposed to a new skill and has had a chance (and has stated such) to practice it during the previous level, he may acquire the new skill at the standard price. New languages can be learned from eavesdropping on prisoners or companions, literacy can be learned by observation and practice (and even books coupled with observation or lessons), etc. Here other characters and NPCs can be a great help (e.g., volunteering to help the local carpenter), but also trial and error are possible (e.g., trying to pick locks with a needle). If the new skill to be learned is a class skill such as a previously unstudied thief skill, the character can learn this without exposure during training up to levels 2 through 6 as the character has had rudimentary exposure to the skill while training for level 1. By 6th level, the lessons are not fresh enough and the character will need to find a mentor that has the skill or a way to study it prior to advancing or he cannot learn it. Mechanically, the skill is improved by spending the appropriate amount of BPs, rolling the appropriate mastery die and adding the relevant modifiers (based on the lowest relevant ability score, race, etc.).

New Talents: New talents can be chosen and purchased immediately with building points as suits the character. There are no pre-requisites here, the character has simply discovered that he had a latent talent that he hadn't realized until now. N.B. due to cost, many talents will require banking and saving of BPs for a level or more prior to purchase.

A Note on Training Times and Practice Requirements



In life, nothing is handed to you freely and in HackMaster this proves doubly true. The only way the individual player character can rise up above the masses and become a true hero is to constantly stride toward improving his skills and abilities. Compared to inferior games where characters magically – DING! – level up and suddenly become more powerful mid-stride, in HackMaster learning and improving skills is a rewarding but arduous process. While your PC's options may seem limited because of access requirements and training times, this is, of course, a misconception largely suggested by design for your benefit. An illusion meant to dishearten and discourage those sub par players who think everything should be handed to them on a plate. Such players, of course, lack the spirit and tenacity required to play HackMaster and are destined to become problem players. What better way to weed out such undesirables than to suggest to them that this game is not for them and that they should move on?

The truth is, if they had only stopped whining long enough to apply themselves, such individuals would have learned that HackMaster provides more opportunities for character advancement and improvement than any other role-playing game ever created. In fact, there is a wide variety of leveling up options available to player characters. But they are not free and they certainly are not handed to the player like a pacifier from mommy. Ultimate success comes only to those who apply themselves (and their characters) to the arduous task of forever seeking the higher ground and opening the doors that lead to hidden pathways of opportunity. Pathways that the wuss-of-heart are unprepared (and unworthy) to pursue.

Below, we reveal several ways that player characters can pursue higher learning and become masters both of their chosen classes and skills. Some of these avenues will present themselves (such as Level Progression and Master Teachers). Others must be sought out and/or initiated by you, the player.

You should strive to show an active interest in such endeavors. If you demonstrate desire in finding new ways of improving your character's skills and he applies himself toward that end, you should gradually open a few doors that will lead him further along the path of discovery.

TIP: Improving one's stats does not provide retroactive skill benefits. Bonus BPs for exceptional Intelligence, Wisdom and Charisma are awarded at character creation only, Likewise, improving the ability relevant to one or more skills you possess does not permit you to go back and recompute your mastery with a new base score or improved mastery die modifiers. What you retained was a function of the ability you possessed when you were taught that skill.

New Proficiencies: New proficiencies are more akin to skills in that a character must have access to another character to learn the proficiency. If a PC has been exposed to a new proficiency by another proficient character and has had a chance (and has stated such) to practice it during the previous level, he may acquire the new proficiency at the standard price.

Weapon Specialization: The character may freely purchase specialization in a weapon that he has used in the previous level up until and including +2 specialization level. Beyond +2 requires special training and tutoring from instructors skilled in the art of the weapon/armor. It simply cannot be learned without formal training.

Leveling Up to level 6+: Schools and Training

Training beyond fifth level encompasses very similar mechanics to the first four levels gained. However, more options become available to the character. By the time fifth level rolls around, the character has honed whatever skills he learned from his previous master or masters (the one or more individuals who taught him what he needed to know to become first level). To reach his full potential, the character must seek out a new master that can train him in appropriate level skills, class abilities and so on. This formal training requires some financial expenditure as these instructors demand compensation for their time and efforts, whether it be a cash payment to their own coffers, a donation to the church or guild or whatever motivates or drives the particular NPC. Besides remuneration to the master, other materials must be purchased and consumed during training. These include the mundane (room and board plus expensive meals for the instructor) but the lion's share will be spent in specialized areas: Fighters and their ilk must pay for sparring partners (plus potential family reparations and funeral costs in extreme cases), equipment, equipment repairs, targets, mounts, etc., plus largess and tithes as appropriate; Clerics pay for similar training equipment as well as vestments and significant charitable giving to the faith; Thieves, assassins and rogues pay for such things as new tools, equipment, disguises, manufacture of new shell games and other scam materials, poisons, and so on; Mages purchase special equipment, books, experimental apparatus, damage payments to locals (including reparations and the like in some instances) and components consumed in practicing and/or inventing new spells. Often instructors will accept goods or special items as a trade in-kind in lieu of a cash outlay – ask your GM if you prefer that route before assuming anything. The total for these expenses increases as characters become more powerful and higher level, to wit, 10 gold pieces per level above 5th (e.g., 10 gp to attain 6th level, 50 gp to go from 9th to 10th, 130 gp to earn 18th level from 17th level).

The alternative to finding a master is the old standby, self-training. This method is extremely economical, incurring only 10% of the expense of formal training (for gear, repairs and so-on, which can be purchased in advance of training) and can be performed anywhere; there's no need for seeking out a master or school. Sounds great, doesn't it? Unfortunately, those choosing or forced into this route do not gain the many advantages of formal training. Since formal training is always preferable and more beneficial, your character will likely opt to forego formalized training only in the most dire of circumstances. This may be due to financial constraints, failure to find an acceptable master or an inability to reach a proper training location due to travel restrictions (perhaps he's stuck on a deserted island or in the NetherDeep).

TRAINING

While undergoing training, a qualified teacher (or group of teachers) will take what the character has learned in the field and show him how to apply that knowledge and effectively build upon it (exception: self training). It is only during the intense training of the teacher-student relationship (or wilderness meditation if self-training) that raw knowledge is honed into measurable improvement (i.e., the acquisition of new skills and the improvement of skills already possessed).

Length of Required Training Time for Advancement

The time requirements for formal training remain the same for advancement beyond 5th level as for levels 2 through 5. That is, two weeks of formal training plus double time for interruptions after the first week (and a restart if interrupted during the first week). Self training increases to three weeks of effort because the character must figure things out for himself – during levels two through five, he's still refining concepts learned but not mastered from first level training. After level five, it's all new ideas, concepts and class skills that must be discovered.

FORMAL TRAINING VENUES

Formal institutions vary widely based on their focus and purpose. Typically they are class-oriented and cater to the training of individuals of a particular occupation and similar alignments. For example, there are gladiatorial (fighter) schools, assassin's guilds, etc. Here are the basic choices your character will have when looking for formal instruction:

Kobars

Kobars are small, informal schools that specialize in the training of small groups of students of a specific character class and sometimes alignment. Originally deriving from gladiatorial fighting schools, such schools abound throughout Tellene. The modern, current versions have evolved from purely training slaves. Now they exist outside of lands that cater to the arenas with contemporary schools established by various high-level or wealthy NPCs as a means of filling their coffers without having to engage in dangerous ventures or the mentally strenuous task of running a guild, town or profitable business enterprise. In short, they are in it for the money and have no particular noble purpose or aim (unlike Master Teachers, below). Numerous NPCs, unable to pay for some debt or purchased as slaves, staff the schools. These training assistants, or TAs, actually do the bulk of mentoring. They tend to hail from foreign countries (most slaves do) and have accents ranging from slight to thick to completely incomprehensible. The head of the school will rarely be present. They may be out on sabbatical lounging around their palatial estate sipping mint juleps or they may have retired having put their name on the standard teachings used in courses they once taught or in extreme cases they may have merely lent their name and reputation to the kobar for profit in order that the school might attract students.

Kobars are tend to be run underground since most seats of government frown upon schools training fighters, spellslingers, thieves and the like within their borders. Such activity is seen as a threat by most sane rulers.

The default form of training that most player characters attend to advance to the next level, if a player does not specifically indicate that he is seeking an alternative avenue of training, then the PC is automatically assumed to be attending a Kobar and pays the standard weekly training fees costs. The student can expect to learn, at a minimum, the basic instruction required to advance to the next level. In addition, your character may be able to pick up a few new skills (or improve old ones) depending on what skills the various instructors know.

At this type of school, the tutelage of a character is taken on by an NPC of the same class and profession as the trainee, i.e., a fighter trains under a fighter, a thief under a thief, etc. The teacher must be two levels higher in experience level than the student. Kobars typically accept any combination of gold, gems, magic items, etc. in return for tutelage (but the PC must pay all the applicable conversion costs for foreign currency).

Kobars are common enough that they can be found with relative ease in most nations, however, the quality of coaching tends to be mediocre or worse, but exceptions do exist. They remain one of the best options for learning martial STPs, but are weaker in other STP areas. Clerics and Paladins cannot train at a kobar (see Monastic Training, below).

University Training

Universities are only found in larger communities (10,000 inhabitants or more). They are steeped in tradition and honor and typically conform to the area alignment in which they are centered. These private institutions were created for the purpose of higher learning amongst the intellectual elite but are sometimes subsidized by the local governing body. They are primarily aimed at teaching members of the local citizenry who possess either status or demonstrable potential for book learning. Because they are expensive to run and maintain, however, universities always open up their doors to non-citizens in order to generate more revenue through fees.

Universities specialize in mundane, non-martial skills, especially academia. Nowadays, in order to increase incoming silver, universities also offer martial and even magical training through connections with local talent and underground training, depending on the area. Instruction quality tends to be better (other than in martial areas) as the school has a reputation, tradition, honor and community standing to uphold. Unfortunately, there are fewer of these institutions than kobars. Instruction quality runs the gamut, but tends to be superior to kobars. Only characters of the fighter or mage groups can openly take advantage of universities. Rogues can always scam their way into a university by pretending to be another class, but thieves and assassins are openly shunned.

Guild Training

Guild Training is available only to thieves, rogues and assassins (thieves, beggars and assassins guilds, respectively). Any of the thiefly classes can train at any of the various guilds, however, actual guild membership allows the character to train for a cheaper rate and receive superior quality instruction. Each guild has its superior areas, so choosing which to use will be a matter of which goals you choose to pursue for your character's STPs for any given level. Guilds tend to be easy to locate and exist in any town or larger metropolitan area. While your character may also make some new connections, he may also end up with unanticipated debts and obligations beyond cash.

Thieves Guild:

Membership: A one-time, lump-sum fee plus the successful commission of one criminal act as prescribed by Guild leadership.

Dues: Monthly dues typically in 30% range of all take in the community, no charge outside of the municipality.

Benefits: Permission to ply one's trade within Guild's jurisdiction. Possible mediation with authorities on character's behalf if arrested. Advancement training at reduced cost.

Assassins Guild:

Membership: A one-time, lump-sum fee plus the successful commission of one assassination as prescribed by Guild leadership.

Dues: Monthly dues typically in 20% range of all take in the community, no charge outside of the municipality and its immediate environs. Required to handle any tasks assigned by the Guildmaster as periodically required.

Benefits: Permission to ply one's trade within Guild's jurisdiction. Possible mediation with authorities on character's behalf if arrested. Advancement training at reduced cost.

Beggars Guild:

Membership: A one-time, lump-sum fee plus the successful retrieval of certain information as requested by the guild.

Dues: Monthly dues typically in 50% range of the take in any activity within the community, no charge outside of the municipality.

Benefits: Permission to ply one's trade within Guild's jurisdiction. Possible mediation with authorities on character's behalf if arrested. Advancement training at reduced cost.

Monastic Training

Monastic training refers to any institution that specializes in the training and education of members belonging to a particular faith or order. Monastic Training is restricted to clerics and paladins. Indeed, it is the only way that clerics can train.

Do not be misled into thinking that these institutions exist solely to indoctrinate students in religious orthodoxy. They offer comprehensive instruction and lay members highly skilled in subjects relevant to the faith often act as teachers. Indeed, assuming the mantle of educating the future leadership of the faith is highly prestigious and such temples are able to call upon great resources.

The actual 'school' may be a remote monastery, a city temple or a simple compound set aside for the purpose of training the faithful. It is here where the characters with strict rules and restrictions finally benefit from all the limitations and behavioral requirements imposed by their faith. Part of their periodic tithes goes toward supporting monastic schools and seminaries and accounts for the lower costs of training associated with them. Instruction tends to be very good for lawful monasteries and degrades a bit across the political spectrum.

Chivalric Training

Chivalric training refers to training for knightly orders. Any knight character must train at one of these compounds, which are fairly rare, but exist in any area where the knight's order exists or is strong enough to train new and current knights. Paladins may also train here if they remain knights of the particular order. The rules are strict and instruction is generally very good, especially for martial STPs, riding and the various class skills required of knights, but other STPs are also available for learning.

Master Teacher (aka Meister, Pedagogue, etc)

Master Teachers (Meisters) are Expert NPCs who serve as one-on-one teachers. They are not associated with any particular school or university. They are masters of a particular character class or field of study who are dedicated to advancing their chosen profession by bringing out the best in those select few characters they hand-pick to train. No player finds a master-teacher, a master-teacher finds him. (Your GM will determine if and when a Master Teacher is summoned to your character).

It is considered a matter of great honor when a Master Teacher offers to take on a PC. When a PC accepts the offer of a Master Teacher to take him he must immediately take a god oath that ALL of his level (i.e. not including skills learned from others) training will be taken through his Meister until one or more of the following conditions apply:

1. The character reaches the same level as the teacher. At this time there is no more the Master Teacher can impart to the PC and he must further his training elsewhere;

2. The Master Teacher opts to terminate the relationship; or

3. The character reaches 20th level.

If the PC breaks his oath, he immediately suffers the consequences for breaking a god oath.

A character training under the wing of a Master Teacher ignores the cost of training which other forms of training entail. Instead, he agrees to pay the Meister a flat 80% of any and all treasure he acquires (including 80% of the value of any superior or magic items). Once the relationship has been established the

Master Teacher will appear once per game month to collect his percentage.

While it is true that a Master Teacher could potentially end up costing your PC many times more than the base costs of training, consider that the fee is the same, regardless of how much or how little treasure your character ends up obtaining between levels. The Master Teacher is still obligated to train the character even if they end up receiving 80% of 20 trade coins! This is indeed nice for those characters unable to hold onto their money to save for training, since they pay their mentor as they go.

Once a character has entered into such a relationship it is ongoing. The Master Teacher is available for training each time the character goes up a level until the character has matched the level of the mentor. Then, he must seek a new master. Keep in mind that mentors can only pass on the skills and knowledge that they have, but progression is much more efficient than at a school or university.

Sometimes a Master Teacher might turn out to be a legendary teacher. A legendary teacher can impart knowledge much more efficiently than most; the training imparts a bonus to skills successfully learned or improved. Attracting a legendary teacher also increases the student's Honor and Fame Factor by 10%, but if the student's Honor ever drops below great honor, he will be dropped. Unfortunately, legendary teachers demand 90% of treasure earned.



SELF-TRAINING CHECKLIST

After completing a three-week self-training period, your character can roll his hit die for additional hit points, increase his vital statistics, receive BPs to train for skills, talents and proficiencies (or increase stats), specialize and so-on.

TIP: When advancing in level, items prefaced with a green triangle (▶) are automatically gained with no BP expenditure required. Items prefaced with an amber triangle (▶) are options that you may wish to take advantage of but are not obligated to do so.

TIP: The restriction of not being able to improve a skill beyond Advanced Mastery (or alternatively the next mastery level) applies to Thieves' Core Skills. Functionally, there is no difference between a Thief or a Mage possessing, say, the Pick Pocket skill. A Thieves Guild is more than a criminal organization – it is also a repository of technical know-how!

▶ **Roll Hit Points:** At even levels, this is a reroll -- an effort to exceed the previous level's roll and improve upon those old learnings with new insights. Any roll below the old roll is ignored, further, any roll below the mid-point roll (half maximum) is increased to half the hit die's maximum amount. At odd levels, this is a full new hit die. Hit dice do not penetrate.

▶ **Bump Stats:** At each level of advancement, a player may roll a complete set of dice (d20p, d12p, d10p, d8p, d6p, d4p) to increase his character's vital statistics (except Looks, which cannot be increased in this fashion). This represents the character's improvement in his natural abilities and honing of himself while experiencing the world and training. The player simply chooses a stat, rolls a d20p (penetrates to a d6p) and adds the roll to the stat's percentage total. The same process continues with each die type rolled once for each different stat. Once a stat increases beyond "00", the stat improves by one integer. Thus, adding 5 to a 14/95 Strength score results in a 14/00 Strength, while adding 6 results in a 15/01 Strength.

▶ **Receive BPs:** The character receives 15 Building Points that may be spent on improving skills, buying new proficiencies, specialization, increasing statistics and even new talents. Some, none or the entire 15 BPs may be spent now or banked for a later date, completely at the PC's option.

▶ **Extra Stat Bumps:** Following the same rules as in character creation –increase per BP until hitting 16 and 0/03 per BP after 16 – your PC may spend BPs to improve his statistics. Further, he may spend 1 BP and increase any stat currently below 9/100 by a full 0/10!

▶ **Roll New Spell (Mages):** The character can now roll for a new random spell, found during research or experimentation – perhaps he had it from his previous master and never understood it fully until now, or found it recently in a long-forgotten tome in a musty library. In any case, the spell is randomly generated. *Note: Fighter/Mages and Thief/Mages may not receive this benefit every level, consult the class.* Rerolls on the appropriate spell level table cost 1 BP and another week of training (research).

▶ **Receive Class-Related Skills and Abilities:** At this point each character should roll mastery dice for their new skills as appropriate – thieves choose and improve new skills, mages improve arcane lore, clerics improve divine lore, etc.

▶ **Improve Skills:** As long as the PC used a skill (including universal skills) at least one time during the past level, he may improve any existing skill, but not above Advanced skill level. If the character already possesses advanced mastery in a skill, he may increase the skill, but may not improve to the next mastery level (i.e. his mastery is capped at the maximum permissible for that mastery level - any excess is lost)[1]. The foregoing does not apply if the character has had access to another character (including a party member) who has higher mastery in that skill and he has been able to witness use of the skill or has engaged the character in some form of discussion, use, activity, tutoring or mentoring in that skill specifically. Mechanically, the skill is improved by spending the appropriate amount of BPs, rolling the appropriate mastery die and adding the relevant modifiers (based on the lowest relevant ability score, race, etc.).

▶ **New Skills:** If a PC has been exposed to a new skill and has had a chance (and has stated such) to practice it during the previous level, he may acquire the new skill at the standard price. New languages can be learned from eavesdropping on prisoners or companions, literacy can be learned by observation and practice (and even books coupled with observation or lessons), etc. Here other characters and NPCs can be a great help (e.g., volunteering to help the local carpenter), but also trial and error are possible (e.g., trying to pick locks with a needle). Mechanically, the skill is improved by spending the appropriate amount of BPs, rolling the appropriate mastery die and adding the relevant modifiers (based on the lowest relevant ability score, race, etc.).

▶ **New Talents:** Talents can be chosen and purchased immediately with building points as suits the character. There are no pre-requisites here, the character has simply discovered that he had a latent talent that he hadn't realized until now. N.B. due to cost, many talents will require banking and saving of BPs for a level or more prior to purchase.

▶ **New Proficiencies:** Proficiencies are more akin to skills in that a character must have access to another character to learn the proficiency. If a PC has been exposed to a new proficiency by another proficient character and has had a chance (and has stated such) to practice it during the previous level, he may acquire the new proficiency at the standard price.

▶ **Weapon Specialization:** The character may freely purchase specialization in a weapon that he has used in the previous level up until and including +2 specialization level. Beyond +2 requires special training and tutoring from instructors skilled in the art of the weapon/armor. It simply cannot be learned without formal training.

[1] *Characters desirous of progressing beyond Advanced Mastery may do so if, and only if, they allocate double the normal BPs required before rolling their mastery die.*

FORMAL TRAINING CHECKLIST

After completing the two-week formal training period with your master, your character can roll his hit die for additional hit points, increase his vital statistics, receive BPs to train for skills, talents and proficiencies (or increase stats), specialize and so-on.

▶ **Roll Hit Points:** At even levels, this is a reroll -- an effort to exceed the previous level's roll and improve upon those old learnings with new insights. Any roll below the old roll is ignored, further, any roll below the mid-point roll (half maximum) is increased to half the hit die's maximum amount. At odd levels, this is a full new hit die. Hit dice do not penetrate.

▶ **Bump Stats:** At each level of advancement, a player may roll a complete set of dice (d20p, d12p, d10p, d8p, d6p, d4p) to increase his character's vital statistics (except Looks, which cannot be increased in this fashion). This represents the character's improvement in his natural abilities and honing of himself while experiencing the world and training. The player simply chooses a stat, rolls a d20p (penetrates to a d6p) and adds the roll to the stat's percentage total. The same process continues with each die type rolled once for each different stat. Once a stat increases beyond "00", the stat improves by one integer. Thus, adding 5 to a 14/95 Strength score results in a 14/00 Strength, while adding 6 results in a 15/01 Strength.

▶ **Receive BPs:** The character receives 15 Building Points that may be spent on improving skills, buying new proficiencies, specialization, increasing statistics and even new talents. Some, none or the entire 15 BPs may be spent now or banked for a later date, completely at the PC's option.

▶ **Extra Stat Bumps:** Following the same rules as in character creation –increase per BP until hitting 16 and 0/03 per BP after 16 – your PC may spend BPs to improve his statistics. Further, he may spend 1 BP and increase any stat currently below 9/100 by a full 0/10!

▶ **Roll New Spell (Mages):** The character can now roll for a new random spell, found during research or experimentation or provided by the instructor. In any case, the spell is randomly generated. *Note: Fighter/Mages and Thief/Mages may not receive this benefit every level, consult the class.* Rerolls on the appropriate spell level table cost 1 BP.

▶ **Receive Class-Related Skills and Abilities:** At this point each character should roll mastery dice for their new skills as appropriate – thieves choose and improve new skills, mages improve arcane lore, clerics improve divine lore, etc.

▶ **Improve Existing Skills and/or Learn New Skills:** As long as the PC used a skill (including universal skills) at least one time during the past level, he may improve any existing skill to any level. New skills may be chosen as long as the master possesses the skill or has access to someone that can teach the skill (or if the PC has been previously exposed to the skill as in self-training, above). Mechanically, the skill is improved by spending the appropriate amount of BPs, rolling the appropriate mastery die and adding the relevant modifiers (based on the lowest relevant ability score, race, etc.). Because he is learning with the help of instructor, the character is allowed one mulligan on any skill mastery roll for the entire advancement (that's ONE skill mulligan while advancing a level, not per skill!).

▶ **New Talents:** New talents can be chosen and purchased immediately with building points as suits the character. There are no pre-requisites here, the character has simply discovered that he had a latent talent that he hadn't realized until now. N.B. due to cost, many talents will require banking and saving of BPs for a level or more prior to purchase.

▶ **New Proficiencies:** Proficiencies can be learned freely if the instructor has the proficiency in question. Alternatively, if a character has access to another proficient character, possesses an opportunity to observe and practice it (and states this) during the previous level, he may acquire the new proficiency at the standard price.

▶ **Weapon Specialization:** The character may freely purchase specialization in a weapon to any level, as long as the master has that level or greater or has access to someone that does (e.g., a mage may not be skilled enough in dagger to teach it to your character, but his captain of the guard may be skilled enough to provide the necessary instruction).

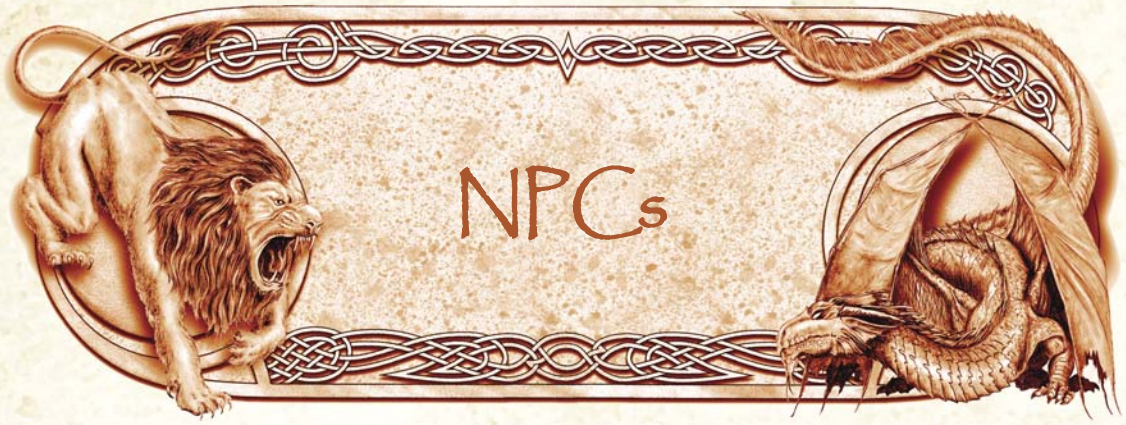
▶ **Roll on the Training Events Table**

A leveling character must roll on the Training Events Table.

Your character will enjoy one final, hidden advantage of formal training: the new contacts he will make. Be it a master, someone in his employ or other folks, formally training provides access to others that self-training does not. Further it may provide access to full organizations, hidden societies, power groups and allies within, either a church, guild, school or so-on. Your character will likely become wealthier in contacts than before – and you never know when you'll need to leverage them for help or information.

TIP: When you advance in level, your **Threshold of Pain** may increase. Don't neglect to recalculate this value (see *Threshold of Pain Formula* under *Trauma* on page 235 in ***Chapter 13: Combat***.

Chapter Sixteen



NPCs

Hirelings.....274
The Hiring Process.....275
Followers.....276
Cronies.....276
Henchmen.....276
Sidekicks.....277
Mentor/Protege.....277-278
Hangers On.....278
Player Character Obligations..278
Rumblings in the Ranks.....279

Player characters cannot fight, survive, wheel, deal, plot or scheme without interacting with persons, creatures and monsters that are controlled by the GM. Collectively, these GM-controlled characters are known as non-player characters or NPCs for short. Indeed, the very heart of the HackMaster game is the relationship between player characters and non-player characters. How the player characters react to and treat NPCs determines the type of game the group plays. Many choices are possible from murder to philanthropy. While bullying tends to be the most fun and often the cheapest route, other players may find that consideration and good treatment of NPCs is the most frequently successful route.

The most common NPCs are humans and other intelligent races that live in local society or monsters – including sentient, semi-intelligent and mindless creatures that aren't normally found in towns and villages. While the term "monster" is a convenient label, it does not necessarily follow that the creature is hostile or even dangerous. For instance, consider that centauress who knows where the back entrance to the orc lair is located and is willing to share this information for some forest protection or maybe some attention and a winning smile from your dashing rogue. Likewise, NPCs who are people are not uniformly accommodating and helpful. For example, that hottie barmaid with whom your cleric is infatuated might actually be a serial killer, serving you up small children in your stew. As with all things, the range of possible reactions of NPCs to PCs covers the entire spectrum.

In the course of your adventures, your player characters will be most concerned with six groups of NPCs: hirelings, followers, cronies, sidekicks, henchmen and hangers-on. It is their aid that helps your player character vanquish deadly monsters and accomplish mighty deeds. As their names imply, these NPCs can be persuaded in various ways to join your player characters in your adventures. The most common methods of persuasion utilized by most players are those of bribery, threat and fear. This is probably due to the fact that most players see NPCs as tools of the GameMaster that he uses to thwart their plans. While quite often the case, NPCs are useful and you would be wise to employ them as needed.

Players who come to HackMaster after having played other role-playing systems should note that the notion of Honor is very important when dealing with NPCs. Since one's Honor is often based on how others view your character, it's usually not in your best interest to treat NPCs poorly or cruelly (though this doesn't stop many PCs from bullying the NPC).

Hirelings

The most frequently employed NPC is the hireling. As the name implies, a hireling is a person who works for money. Most hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts of specialized adventuring skills.

Typical hirelings include the following:

- *Animal Handler*
- *Animal Driver*
- *Archer*
- *Architect*
- *Armorer*
- *Assassin*
- *Baker*
- *Blacksmith*
- *Bladesmith*
- *Crossbow Loader*
- *Foot Soldier*
- *Gibbon Wrangler*
- *Jeweler*
- *Laborer*
- *Latrine Jockey*
- *Messenger*
- *Minstrel*
- *Pack Bearer*
- *Sage*
- *Sailor*
- *Scroll Caddy*
- *Spy*
- *Torch Bearer (link boy)*
- *Tracker*

Of course this list is by no means exhaustive. If you can think of a chore or task you can bet there's an NPC out there willing to do it for a price.

Hirelings are always employed for a stated term of service or for the performance of a specific task. Thus, a mercenary contracts to serve for one season or one adventure. A thief can be hired to steal a named item. A sage works to answer a single question. A blacksmith may indenture himself for a term of months or years. A sailor works for a single voyage. An assassin works on a per victim basis.

Quite often these contracts can be renewed without difficulty, but the only thing that binds a hireling to the player character is regular pay and good treatment. Hirelings do not serve a PC out of any great loyalty. For the most part they are self-serving and looking only for weekend ale money or a way to make an easy buck.

Thus there are some things hirelings will not do. Most hirelings do not foolishly risk their lives. To be sure, when you hired them, they probably talked a lot of guff and assured you they'd be there to back you up if there should be any trouble. But at the first sign of danger most hirelings make like the wind and blow.

There are soldiers willing to take their chances on the field of battle, but even these courageous (or foolish) few do not willingly undertake the greater hazards of adventuring. Fighting other soldiers on terms they understand is one thing. Fighting a pissed off dragon in the confines of a dungeon labyrinth by torchlight is quite another.

Mercenary soldiers are useful when it comes to pulling guard duty, manning castle walls, guarding caravans, collecting taxes and charging a massed foe well enough, but they often refuse to accompany a PC on a dungeon crawl. Even a hireling who regularly undertakes dangerous missions (a thief or an assassin, for example) normally refuses to join player character parties. Such nefarious hirelings are usually loners and like to keep on the move. They contract to do a job and get it done in their own way, without interference from anyone else.

Hirelings are no more loyal than human nature allows. For the most part, if paid and treated well, with opportunities to realize their ambitions, working for a charismatic leader, hirelings can be relied upon to do their jobs faithfully. But poor pay, injustice, discrimination, threats, abuse and humiliation at the hands of their masters make them somewhat less than reliable. A smart leader sees to the comfort and morale of his men before his own concerns. With less savory characters—those hired to perform dark deeds—the player character takes even greater chances, especially given the questionable morals of such characters.

There does exist a certain type of hireling who is willing to accompany PCs into the dungeons and on hair-raising adventures. But they demand three to five times the normal fees. Young male thrill-seekers are the most common hireling of this variety. These individuals greatly value the jingle of silver in their pocket and the opportunity to travel far from their boring little village. In general, they are naïve believing that they are invulnerable (didn't we all at that age?) and that nothing bad can happen to them thus they are willing to take the risk. They often hire themselves out as torch bearers or pack bearers and, as young healthy men, are usually strong, fairly reliable and loathe to exhibit fear in front of their employers lest their manhood be questioned. They are, understandably, in short supply and most mercenary parties hire such individuals for extended periods in order to have exclusivity to their services (as well as to keep them from bolting home to mommy when they realize just how dangerous dungeon delving truly is).

Whatever their personalities, hirelings generally need to make morale checks (explained in the GMG) whenever they are faced with a particularly dangerous situation or are offered a bribe or other temptation. Finding hirelings is not difficult. People need jobs; it is a simple matter of advertising. Under normal circumstances, applicants respond to ads. Only when trying to employ vast numbers or hire those with unusual specialties (such as spies) does the process become complicated.

Just what needs to be done in this situation depends entirely upon the GM's campaign. Your character may have to skulk through the unsavory bars of the waterfront, rely on questionable go-betweens or pay a visit to the thieves' guild (if there is one). Just employing one of these characters can be a small adventure in itself.

Employment costs of hirelings vary from a few coppers a month to thousands of silver coins for an especially dangerous task. The skill and experience of a hireling has a great effect on his salary. A learned sage researching some obscure piece of lore can charge hefty sums. Costs can also be affected by the conditions of the campaign—the setting, the recent events of the world, and the Fame and Honor of the employee (PC). Most hirelings sign on for what they think is fair. While few will turn down more money, most will drive the best bargain they can. Your GM has more information about employment costs, since he may need to alter these to fit his campaign.

The Hiring Process

Care should be taken when employing hirelings. Many communities have strict laws concerning employment. If a hireling is maimed or killed while in the service of another, the employer is usually responsible for paying the hireling (or his survivors) compensation in the form of wergild (literally 'man money'). There are also powerful guilds that keep hireling rates artificially high.

Another problem with hirelings is that they often misrepresent themselves and profess to have skills or knowledge they don't actually have. There's nothing quite so infuriating as hiring a tracker to lead you through the Obakasek Jungle only to find yourself lost for six days and realizing your expert 'tracker' is an idiot. Or how about an animal handler who claims he can control a string of mules that ends up losing all your equipment when the beasts bolt in the middle of the night?

Beware of hireling scams as well. More than one pack bearer loaded down with dungeon-spoils has gone over the hill with the goods never to be seen again. Many hireling guilds are little more than thieves' and/or beggars' guilds with thieves, rogues and beggars hiring themselves out to the unsuspecting with an eye on lightening a party of their hard-earned cash.

You should also make sure you're hiring the very best. Make your silver work for you. Interview prospective hirelings. Give them simple tests to do to see if they're really as good as they claim. At the same time, make sure to filter out any slackers. One simple method of weeding out lazy or poor quality hirelings is the Shirker Test. This is accomplished by dropping a trade coin on the ground in front of the hireling. If he doesn't bend down to pick it up he's either too lazy or doesn't need the money bad enough to bruise his pride. Either way you don't want someone like that on the payroll.

Followers

More reliable than those who are motivated purely by money are those who, while they expect pay, were originally drawn into service by the reputation, Fame or high Honor of the player character. These are followers, usually a unit of soldiers of one type or another. Followers serve only those of significant power and reputation, thus the construction of a stronghold is often a requirement to attract followers. Details on the followers that are attracted by certain character classes are included in the GMG; your GM will give you specifics when you've completed any necessary tasks to earn your PC some of these loyal NPCs.

Followers have the same needs and limitations as hirelings. Most must be paid and well treated. They also do not usually accompany the player characters on group adventures. They have some advantages over hirelings, however. Followers do not serve for a specific term of contract. They remain with the player character as long as their basic needs are met. They are more loyal than the average hireling and are treated as elite troops. Unlike most hirelings, followers can gain levels (although this occurs very slowly since they usually act only as soldiers). Finally, the player character need not seek out followers—they come to him, seeking out positions within his illustrious outfit.

Followers will also seek out professional mercenary groups of notable Fame/Honor. Don't be fooled. Such individuals are looking to hitch their wagon to a rising star in the hopes that the party or characters' prestige and power will help raise their status in life.

Followers appear only once. Replacements do not arrive to fill the ranks of the fallen. (A massive loss of followers in combat gives the character a bad reputation, discouraging others from flocking to his banner.) Player characters should take care of their followers, perhaps treating them as an elite bodyguard.

Some characters attract unique followers such as animals or magical beings. Although termed followers, these creatures are more properly treated as henchmen in terms of loyalty and what they will and will not do. They do not count against the character's limit on henchmen, however, since they are technically followers.

Cronies

During their pre-adventure years, most player characters have managed to make acquaintances and friends who can come in handy once in a while. Such NPCs are referred to as cronies. Cronies are not particularly loyal, but they can come through in a pinch. They usually have some useful skills or know important information and can be counted on to provide a little friendly aid in a cold, cruel world. Cronies are not in it for the long haul. They are fair-weather buddies. They'll never accompany a character on an adventure, but they often provide help simply for old times' sake, and not for profit. A crony is the guy you can barge in on if you're in town and know you can get a free meal and room on his floor to unroll your bedroll. He may be good for the loan of a few coppers here and there. There are some cronies who may ask for compensation in return, but most consider such favors along the line as 'one good turn deserves another.' The GM has more specific information on cronies, and will help you determine how many, and what type of cronies your character has.

Henchmen

Henchmen are much that hirelings are not. They are adventurers who serve out of loyalty. They are willing to risk their lives for those they respect. They are also hard to find.

Henchmen are powerful allies to a player character. Unlike hirelings, they have the nerve and ability to become powerful characters. Although they expect their share of treasure, they do not usually join a player character for money. They are attracted to the PC because of his reputation or other qualities he possesses. As such, henchmen cannot be expected to flock to the banner of a neophyte mercenary. He may gain himself one

or two companions, but others come only when he has earned a greater reputation, met more people, and proven himself a true friend and ally to these NPCs.

Henchmen can come from any source. Most often they are at first mere hirelings or followers who, through distinctive actions, come to the attention of the player character. Some may be more experienced or skilled hirelings who develop a bond with the player character through long employment. Others may be followers who have sound advice for the player character.

A henchman is always of lower level than the PC. Should he ever get within four levels of the PC, the henchman leaves forever; it is time for him to try his luck in the real world. In some ways, the player character is the mentor and the henchman his student. When the student has learned as much as his teacher, it is time for him to go out on his own.

Henchmen are more than just loyal followers, they are friends and allies. Naturally, they expect to be treated as such. They have little need for those who do not trust them or treat them coldly. Abusiveness or taking advantage of the friendship quickly ends the relationship. Just as in real life friendships, player characters must be sensitive to the needs and feelings of their henchmen. Furthermore, henchmen attach themselves to a particular player character, not a group of player characters. Thus, it is only under the direst of circumstances that a henchman accepts the orders of another PC in the party.

Should his friend (the player character) fall, the henchman sees to his needs. He doesn't abandon him and continue with the other player characters unless this is clearly the only way to aid his friend.

A PC's Charisma determines the maximum number of henchmen he can have. This is a lifetime limit, not just a maximum possible at any given time. Word gets around that your friends tend to meet unpleasant ends. Even if they fell under the most unusual or heroic or worthy circumstances, you would still be viewed as a jinx and bad luck for those around him.

Attracting a henchman is fairly difficult. One cannot advertise for friends with any great success. They grow and develop from other relationships. A henchman can be found by placing trust in a skilled hireling. Heroic deeds (saving the life of an NPC) can create a strong and instant bond. Love certainly can form this bond. The player and the GM must trust their own judgment to determine when an NPC becomes a henchman.

There is no clear line a NPC must cross to make the transition from hireling to henchman. Instead, it is a slide from one status to the other. Once an NPC becomes a henchman, the player gains a high degree of control over the character. He should be responsible for the record keeping for that character. It is almost, but not quite, like having a new PC for the player. If the GM allows it, the player can have all information regarding the abilities of the henchman, although the GM may choose not to reveal this information. The player is allowed to make nearly all decisions for the NPC, but the GM can overrule any action as being out of character.

There are certain things henchmen do not do. They do not give away or loan out magical items. They do not allow others free access to their spell books. They do not tolerate spell use that attempts to ascertain their loyalty. They do not accept less than their due share. In general, within these limits, henchmen do what is desired of them. The GM can at any time dictate the actions of a henchman, since the character is still an NPC.

If a PC is inattentive to the wishes and needs of his henchmen, or if he abuses and humiliates them, he can expect the worst. This is the stuff mutinies and rebellions are made of. Should an abusive player character fall at the hands of a once-loyal henchman, he has only himself to blame.

On the other hand, not all henchmen are paragons of loyalty. The player character must always be aware that henchmen are sometimes not what they seem. They can be a means to get at the player character. Throughout history, many a cruel and cunning villain has posed as a true companion, waiting for his chance to strike or spy on his "friend."

Sidekicks

No matter how tough a player character is, friendship is important. Even the Lone Ranger wasn't completely alone. He had his sidekick, and so can PCs. Like Tonto, a sidekick in HackMaster is a sworn friend. He will ride into battle, stand toe-to-toe with a band of bloodthirsty Ogres or storm the gates of Hell itself for his friend. No one is more loyal than a sidekick. While technically henchman, and they count against the total number of available henchman, a sidekick is much more than that and because of the special nature of sidekicks, each PC receives only ONE during his entire career. Sidekicks will expect no payment, but they may be driven away by continued insults or abuse. Sidekicks are loyal, but they're not doormats. Again, your GM can help you with the details of gaining a sidekick. Players often confuse cronies with sidekicks. The difference is easy. You call a crony when you need help moving. You call a sidekick when you need help moving a body.

Mentor/Protégé

The concept of mentors and protégés is unique to HackMaster. Your GM will have more specific rules about this subject, however, players should know a few

basic things about them. In HackMaster, a PC's Charisma determines the number of NPC protégés they may mentor. These NPCs are people who have shown some potential or motivation that has caught the attention of a PC. A PC can act as a sort of sponsor, funneling portions of his own experience and treasure to build up his protégés. He can enroll them in accelerated-development programs, helping them increase in skill level, weapon proficiency, knowledge of languages, etc.

Beginning players may wonder why they would want to be so kind to lowly NPCs, however, experienced players have long since understood the value of such a program. PCs who have "sponsored" NPCs in this way have built what is known as a "prep pool." This is a sort of "life insurance" program designed to help players who have had their high-level characters killed through some cruel twist of fate. When such an unfortunate event occurs, the player can select one of his former character's protégés as his next character, thus saving himself the trouble of having to start at the bottom once again.

If your background indicates you have living siblings (see ***Chapter 7: Priors and Particulars***) you should give serious consideration to making one or more of them your protégés. Brothers and other blood relatives have certain perks and advantages when it comes to character-prepping.

Hangers On

Word should be made of a particularly annoying class of NPCs known collectively as 'hangers on'. These unscrupulous bastards seek out player characters with notable Honor and Fame with the hopes of cashing in or mooching whatever they can get. They try to pass themselves off as henchmen or characters of great skill offering to serve the PC.

As time passes, however, it begins to become apparent that these slackers have no skills whatsoever. They fail to show up to rallies. They also seem to show up at the conclusion of a lethal adventure when the fighting is over explaining they were 'held up' or some other lame excuse. Often, before the PC is aware of the scam, the hanger on has soaked him for hundreds, sometimes thousands, of silver pieces.

"If I had a good sword I'd fight for you!" they promise. "If only I had a horse I wouldn't have been late for the foray planning meeting."

It's tough to avoid these types of characters but you can minimize the damage if you keep your guard up.

Player Character Obligations

Whenever a player character takes on a hireling, follower, crony, sidekick or henchman, he has committed himself to certain obligations and customs that surround such agreements. Some of these are obvious, having been worked out between the player character and the NPC in advance. Usually the wages and terms of service are settled upon before any agreement is reached. For hirelings and followers, this is a set amount of money each day, week, or month or a fee for a specific task. Henchmen commonly receive a portion (half a normal share) of all treasure and magic found on adventures. A player character is normally expected to contribute a little more from his own funds, however.

Other obligations of the player character are varied. Some must always be considered, while others almost never come into effect. A player character is expected to provide meals and boarding (unless the NPC has a home nearby). This is the most common obligation and applies to NPCs of all walks of life. For those engaged in more dangerous pursuits, however, additional concessions must be granted. Since horses are expensive, player characters should be ready to cover the cost of mounts lost in combat or on campaign. It is unreasonable to expect a mercenary to buy a new mount from his meager savings. Likewise, the player character must replace other items of war craft, such as weapons and armor. All soldiers are expected to provide their own equipment when they are first employed, but the player character must replace all losses. Certainly all player characters are expected to pay the cost of special transport—securing passage on ships and arranging wagons for baggage. Of the grimmer duties, player characters are expected to pay for a decent (though hardly lavish) interment.

One of the more unusual obligations of a player character is to ransom his men. This is especially true of men lost during a campaign. The greater number of soldiers lost in a battle are not slain but captured. A common practice of the medieval period was to officially ransom these prisoners for well-established prices. A common yeoman footman might ransom for 2 sp, a minor cleric for 80 sp, a knight's squire for 200 sp, and a king's man for 500 sp. The lord of the prisoner pays his ransom. A player character (as a lord and master) is expected to do the same. Of course, the player character can pass much of this cost on to his own subjects and the relatives of the prisoner. When funds are scarce, men might languish for long periods in the hands of the enemy before their ransom is raised.

Furthermore, should a player character ransom a hireling, follower, or henchman, he has every reason to expect loyal service from that man in the future. After

all, he has demonstrated his willingness to save that NPC from hardship and death.

In a fantasy world, a player character is also expected to bear the cost of magical spells cast to the benefit of his men. He may arrange to have his men blessed before battle or healed after it. He shouldn't grumble about the expense, because the spells also make good tactical sense. The Blessing spell increases the success of his army in the field. Clerical cures get his army back on its feet quicker. All these things can make him very successful while also making him popular with his hired men.

Finally, the player character is expected to make an effort to restore the health of maimed henchmen to the best available (or purchasable) method. This is not a normal expectation of hirelings or followers (although compensation is, as previously mentioned). The effort should be honest and true. A player character should not fool himself into thinking no one will notice if he doesn't do his utmost. The player character who returns from an adventure minus or with a crippled or maimed henchman is automatically under a cloud of suspicion, despite his most vehement protests. A player character must take great care to maintain his reputation as a good and upright employer.

Rumblings in the Ranks: Now, there will be times when hirelings, followers and henchmen will begin to grumble and express discontentment. This may happen despite your best efforts to live up to your obligations such as treating them well and paying them as promised. Every situation is unique but you must handle such situations quickly and decisively. Dissension, especially among hirelings is contagious. You'll need to deal with any open displays of rebellion before they blow up in your face.

Sometimes such a situation can be defused by offering more shares of the booty or increasing pay. This can backfire, however, especially with hirelings. They'll view such actions more as a sign of weakness than an act of kindness and push for more and more. When it comes to you and those who work for you or follow you, respect is paramount. You need to keep the lines of superior and underling well defined. You'd be surprised what a good attitude adjustment can do for morale. Cold cock a surly torchbearer in front of his peers and suddenly that unruly mob forming outside the quartermaster's tent disperses and you might not hear a peep of out them for days.

Caution: Hirelings are not without pride. Putting a hireling in his place is different than humiliating him. Nothing is more dangerous than a disgruntled hireling or follower who feels he's been slighted or maltreated. Such an individual will hate the PC who he feels did him wrong till the day he dies and will be bent on his ruin.



Chapter Seventeen



Miscellaneous Rules

Illumination 280
Low-Light Vision 280
Movement in Complete Darkness 281
Lighting Torches under Duress 281
Torches as Weapons 281
Falling Damage 282
Falling Adjustments 281
Doors & Portcullises 283
Secret Doors.....283
Healing Time 283
Speeding Up Healing Time.....283

ILLUMINATION

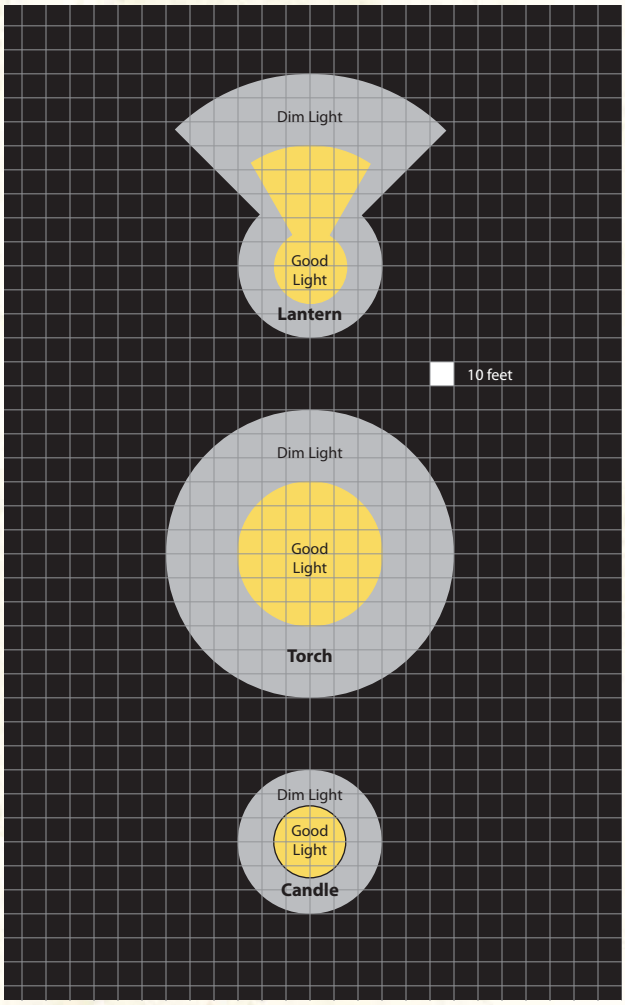
Adequate light is imperative in order to accurately target an opponent with missiles or to engage in melee. Ordinarily, this limits an attacker to choose a target within the illumination radius of a friend's or foe's torch, lantern or other light source.

The given illumination radii are a convenient approximation of "good light" that is adequate to read by and to perform other tasks dependant upon visual acuity.

Stepping beyond a candle's feeble 15-foot lumination radius does not, however, plunge one into absolute darkness. For all light sources, a shadowy region of dim light exists beyond the normal radius of illumination.

Within this region of dim light, all combatants suffer both -4 attack and -2 defense penalties.

Beyond this sphere of dim light, it is effectively pitch black. Fighting in such circumstances is extremely difficult and subject to both -8 attack and -4 defense penalties.



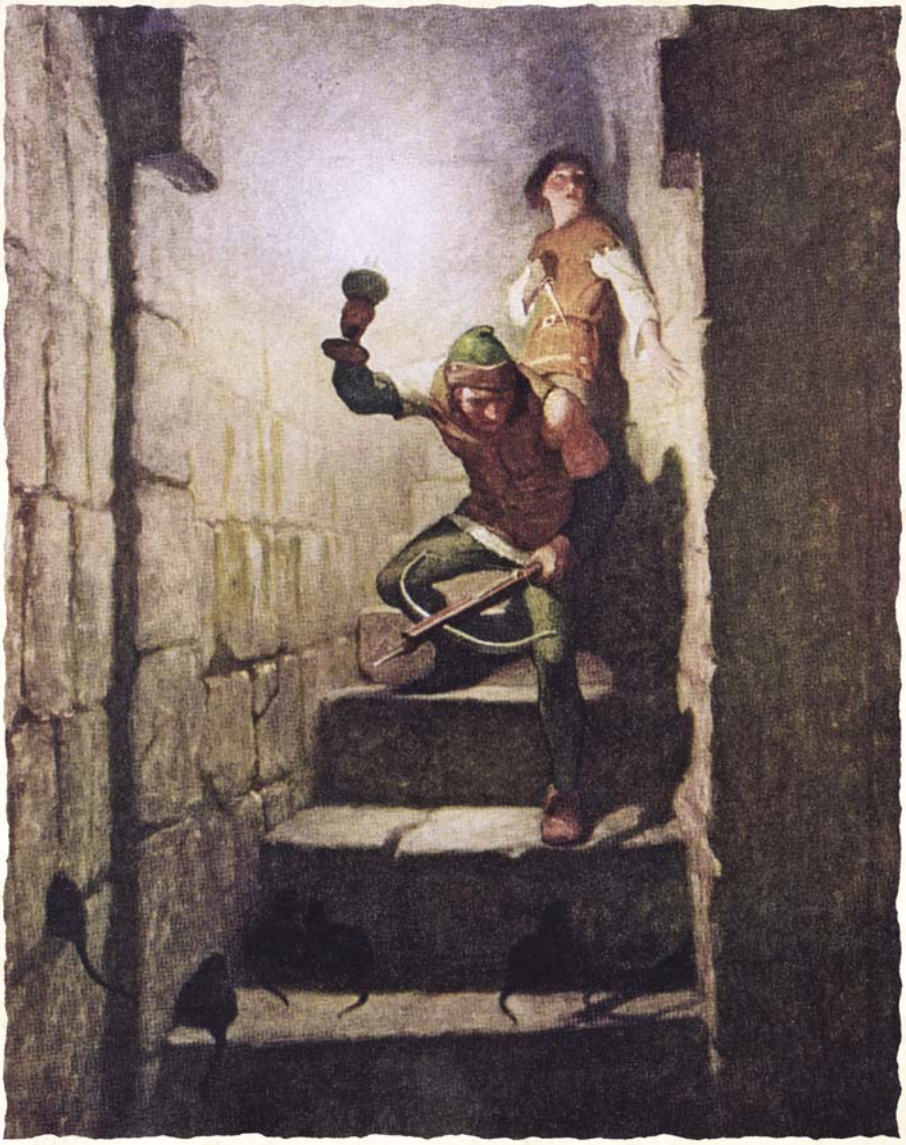
Low-Light Vision

Characters (and monsters) with low-light vision may operate without penalty in the region of dim, shadowy light created by any light source.

Such is the visual acuity of these individuals that they can still make out objects if within 120 feet of a torch or lantern. They are, however, subject to both -4 attack and -2 defense penalties in this extended range.

Light Source	Light shed	Dim (-4/-2)	Dark (-8/-4)	Burn Time	notes
Candle	15-ft-radius	15'1" to 30 ft	30'1" and up	6 hours	very easy to blow out
Lantern, miner's	15-ft-radius + 50 foot beam	*see illustration*	*see illustration*	9 hours *(per half pint of oil)*	
Torch	30-ft-radius	30'1" to 60 ft	60'1" and up	30 minutes	auxillary weapon use

TIP: Campfires and bonfires can be as big or as small as you'd like. With enough wood (and time), you can make a conflagration the size of a house that will shed good light for a city block. Alternatively, you can have a campfire made of little more than some embers or a bit of coal that sheds less light than a typical candle. A standard-sized campfire will be roughly the equivalent of 2-3 torches but require twice to thrice the brands as the wood itself, proximity to the ground, protective stones, recessed or uneven ground and so-forth limits illumination somewhat.



Movement in Complete Darkness

While it is physically possible to sprint in complete darkness, this is an exceeding foolish maneuver. Those attempting such idiocy will likely run face first into a wall if not spared from such ignominy by simply disappearing into a pit and letting Darwinism take its natural course. Your GameMaster, of course, is in possession of rules to handle such situations.

The only safe movement rate in these circumstances is to proceed at a rate commensurate with crawling. However, if continuous contact is maintained with a wall, one may safely proceed at a walking pace.

Lighting Torches under Duress

Normally lighting a torch isn't a major concern. However, there may be instances wherein this becomes a critical concern such as when the party's lighting has been compromised as a prelude to or during a melee encounter.

In this case, flint & tinder must be found (d4p seconds) and the torch must then be ignited. Given the stress of the situation, this is not a given. This task requires d6p seconds and a successful Fire Building skill check (average difficulty). In the case of failure, subsequent checks may be made without additional penalties but each one requires an additional d6p seconds.

Once lit, the torch does not immediately provide good light. There is a delay of 2d6p seconds before illumination can be considered "good light". Until such time, the torch provides only "dim light" in a 30 foot radius.

Torches as Weapons

Torches are essentially a stick with a flammable rag wrapped around one end. They may be used in combat as an improvised weapon (in this case having a speed of 10) by thrusting it at an opponent.

The character wielding a torch must make a successful attack. At this point, the opponent must Give Ground or suffer 1d4p points of fire damage. Armor does not mitigate this wound.

FALLING DAMAGE

Falling characters suffer damage (when they hit the ground) as indicated on the chart.

Distance Fallen	Damage
1 -5 feet	d6p-3 (min. 1 point of damage)
up to 10 feet	d6p-1 (min. 1 point of damage)
up to 15 feet	2d6p
up to 20 feet	3d6p
up to 25 feet	2d12p
up to 30 feet	3d12p
up to 35 feet	4d12p
up to 40 feet	5d12p
up to 45 feet	6d12p
up to 50 feet	7d12p
up to 55 feet	8d12p
55'1" or more	9d12p

Note that these are unexpected falls onto hard stone. Any goof can safely lower himself into a 10 foot deep pit. Well, a human-sized goof anyway…

Falling Adjustments

Adjust the effective distance fallen as noted below (modifications from Character Actions and Surface Conditions are cumulative).

Character Actions:

Expected Fall: This involves such actions as consciously jumping into a pit. Reduce distance fallen by 10 feet.

Lowering First: If a character lowers himself over the edge, reduce the chart's distance fallen by 11 feet plus the character's height.

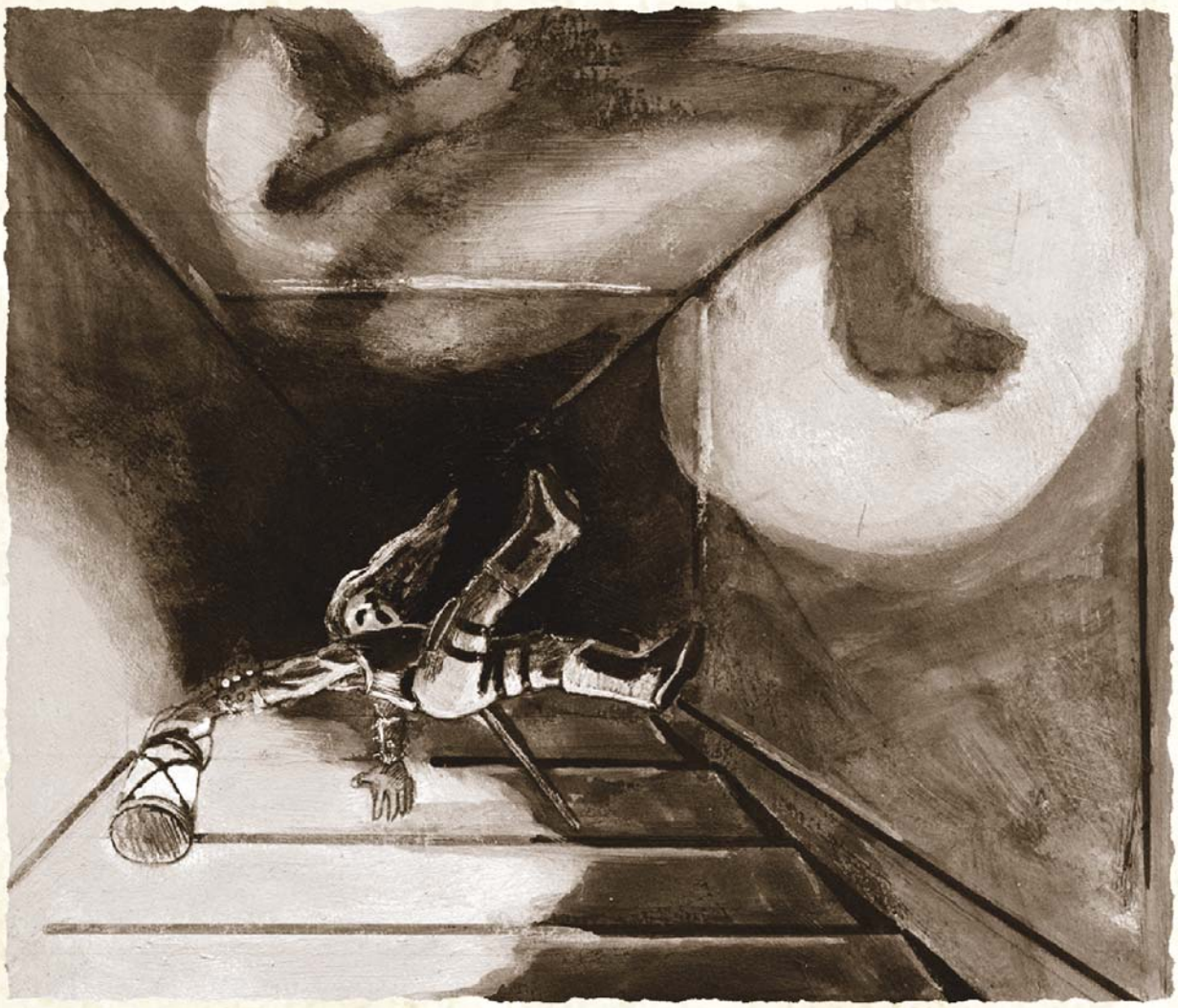
Surface Conditions:

Dirt Landing: If the character falls onto earth, topsoil or sand, reduce the chart's distance fallen by 5 feet.

Water Landing: Reduce the distance fallen by 15 feet.

Soft Landing: If falling onto piled hay or a similar cushioned surface, reduce distance fallen by 20 feet.

For example, Sir Dealaan the Hasty could purposely jump off a 30 foot tower (an Expected Fall, -10 feet) onto a large pile of hay (a Soft Landing, -20 feet) and suffer no damage. If he were pushed, he only receives the Soft Landing modi-



fier (-20 feet) and suffers d6p-1 points of damage for a 10 foot fall.

If he is pushed off the tower onto open ground without any hay piles (a Dirt Landing, -5 feet), he suffers 2d12p damage. If, in a worst case scenario, the ground were covered in cobblestones, he would suffer the full 3d12p points of damage.

Armor: Armor absorption of damage vis-à-vis falling is an exclusive property of padded armor. Any other armor type does not permit damage reduction in this case.

DOORS & PORTCULLISES

As mentioned in ***Chapter 1: Character Creation***, opening doors or bending bars requires a Feat of Strength check. This is a competing d20p roll in which the character rolls a d20p and adds his Feat of Strength modifier while the GM rolls a d20p and adds the value for the object being acted upon.

Your GM is in possession of information with regards to typical values for obstructions.

Secret Doors

During the course of your character's adventures, he will undoubtedly come across entrances that others wish to remain hidden. These are known as concealed and secret doors, respectively.

Concealed doors are access points (they need not be actual doors, but can be windows, doorways, or other portals or openings) that have been covered. Examples include curtains covering an entrance, a rug over a trap door and so on. Discovering concealed doors generally involves searching behind the covering. If your character suspects that a wall hides a concealed door, either because you informed your GM that you plan to search an area or because something may seem askew and your character might have a chance to notice, your GM will call for a competing scrutiny check against the door (set by the quality of the concealment).

Secret doors, while similar in purpose, differ from concealed doors in that the portal or covering itself is designed such that it blends in with the surrounds. The classic spinning bookcase or stone door sealed tightly with a stone wall are examples of secret doors. Generally these doors will require your character to use close examination of a suspected area – again, your GM will call for a competing scrutiny check against the door (set by the quality of the secreting). Depending on the nature of the door, your character may also need to discover an activation mechanism such as removing a loose stone or turning a wall sconce.

HEALING TIME

Without the intervention of divine aid or first aid, each wound heals in a number of rest days based on the amount of damage suffered. Thus, a 4 point wound takes 4 days of rest to regain a Hit Point and become a 3 point wound. After 3 more days of rest, another Hit Point returns and the injury becomes a 2 point wound. Note however that individual wounds heal in parallel. Thus a character with four individual 5 hit point wounds recovers in the same time as a character with a single wound of the same severity!

For example, let's postulate that Urgaz the dwarf survives a brigand attack. He takes three wounds in that scrape, one that causes 3 points of damage, one that causes 5 points and another trifling injury of just 1 HP.

Without access to first aid or curative magic, Urgaz needs to recuperate for six days on account of the 3 point wound (3+2+1=6), fifteen days for the 5 point wound (5+4+3+2+1=15) and one day for the 1 point wound. Of course, since all the wounds heal simultaneously, Urgaz should be completely healed in fifteen days.

While this may entail an extended period of downtime for characters suffering grievous injuries, you can take comfort in the fact that your wounds heal simultaneously.

Speeding Up Healing Time

Injured characters under the care of a first aid provider heal their wounds faster. This takes two forms: Critical Care and Nursing.

Critical Care provides the opportunity to immediately treat individual wounds and lessen their severity. If successful, it restores 1 hit point per wound. This can be particularly beneficial when an injured party has suffered a fair number of individually minor injuries.

Nursing allows natural healing to proceed at a quicker pace. *For example, a 4 Hit Point wound ordinarily takes 10 days (4+3+2+1 = 10) to heal. A first aid provider (of at least Novice mastery) can reduce this to 7 days (3+2+1+1=7). A Master of First Aid can even reduce a 4 Hit Point wound from 10 days to only 3¾ days (2+1+½+¼ = 3¾ days; i.e., 3 days and 18 hours).*

If your character's lucky enough to know a cleric, stay on his good side! Clerics have access to certain divine spells that allow them to heal wounds instantly. Hit Points restored from clerical healing apply to one wound at a time (cleric's choice). Any extra healing gets applied to another wound (again, cleric's choice). Certain magical potions also provide immediate or improved healing.

Pro Tip: It is extremely beneficial to have a member of your team skilled in First Aid. This individual can be a true "combat multiplier" by treating wounds as they occur thereby extending your dwell time in an unfriendly environment. While 1 hit point at a time may seem insignificant, taken as an aggregate they can often restore more lost hit points than a cleric beseeching his god for divine aid. His abilities to stabilize characters in trauma or assist the dying are simply icing on the cake!

Chapter Eighteen

Clerical Spells

Each of the following spells is listed alphabetically. Following the spell's name are its attributes: Components, Casting Time, Range, Volume/Area of Effect, Duration and Saving Throws (if any). See *Chapter 13: Combat* for information about casting clerical spells in combat.

Components: Clerics use a variety of components to cast their spells: verbal (V) sounds and speech, somatic (S) gestures and material (M) components such as damp ash, a drop of red wine, willow bark and so on.

Material components are consumed (vanish) when a spell is cast. Note that there is a subcategory of material components, designated (C) for catalyst, that are not expended upon completion of the spell. These special material components (generally fabricated items of greater cost) facilitate the spellcasting. A cleric's divine icon is one such item.

Since many divine spells utilize the cleric's divine icon as a catalyst, this requirement is annotated as DI rather than C in order to avoid needless repetition.

Unless materials are readied (generally out of their container and in-hand) prior to casting, the spell cannot be initiated for d4p seconds while the divine spellcaster produces them. Costs of materials (if any) will be determined by the GM.

Casting Time: Once a priest starts to cast a spell, it requires a certain amount of time to complete the beseechment of the miracle before it is granted and discharges.

Clerical spells are not disrupted if the priest is struck by an enemy in combat. The injured cleric simply needs to begin his prayer again from the initial verse (*i.e. begin casting all over again and repeat casting time*).

Range: When a spell lists a range in feet, its effects begin within or at the end of this range, at the mage's discretion. Touch attacks require a normal attack roll. If the target in question chooses to use a shield against the mage, it guarantees an automatically hit (*i.e.*, the spell travels through the shield and counts as a successful touch).

Area/Volume of Effect: Each spell affects a certain creature, object, volume, weight, etc., as specified by the spell and desired by the caster.

Duration: All spells last for a certain amount of time, be it seconds, minutes, hours or longer. Some spell durations may even pass so quickly that they seem to take almost no time at all.

Saving Throws: Creatures subject to a spell may attempt a saving throw by rolling a d20p and adding their bonus listed under "Saves" in the monster's Combat Data Block to the roll. Each spell for which a save is allowed lists whether the Physical, Mental or Dodge bonus should be used. (Player Characters and NPCs add their level*).

The mage rolls a d20p and adds his level. If the target's score equals or exceeds the mage's score, he succeeds at the saving throw and the spell has no effect on him (unless otherwise specified in the description).

A natural "1" result on any saving throw indicates failure, unless the mage himself rolls a "1" on the opposed die check.

*Ability scores may modify this.

Damage: Unless otherwise stated, all damaging spells ignore Damage Reduction (*e.g.*, from shields and armor).

Spell Fatigue: Clerical spell powers derives from otherwordly agents of the gods and does not tax the stamina of the caster. Accordingly, divine magic does not cause Spell Fatigue.

Mage Spells: Certain clerics have access to spells from the Mage spell list. When casting these spells, they do so at the spell's baseline efficacy and casting time is increased by 3 seconds. The ability to enhance these dweomers with spell points is purely a function of arcane spellcasters.

Mage spells included in any particular religion's spell list are denoted in bold followed by the mage spell's level.



A

Alert
Age
Aggravate Pain
Alleviate Fatigue
Alleviate Trauma
Alter Emotion: Frighten
Analgesic
Animate Skeleton
Animate Skeletons
Animate Zombie
Animate Zombies
Antitoxin
Assembly's Destiny

B

Bearskin
Bless
Blessing
Bless Weapon
Bless Weaponry
Bless Weapons
Blessed Warmth
Break Camp
Breeze
Bug

C

Call to Action
Catalepsy
Celestial Prognosis
Ceremony: Anoint
Ceremony: Consecrate Divine Icon
Ceremony: Investiture
Command
Commune with Higher Power
Consecrate Armor
Contagion
Create Campsite
Create Water
Cure Critical Injury
Cure Wound
- *Cure Trifling Wound*
- *Cure Trivial Wound*
- *Cure Minor Wound*
- *Cure Small Wound*
- *Cure Light Wound*
- *Cure Lesser Wound*
- *Cure Middling Wound*
- *Cure Moderate Wound*
- *Cure Medium Wound*
- *Cure Intermediate Wound*
- *Cure Serious Wound*
- *Cure Large Wound*
- *Cure Considerable Wound*
- *Cure Substantial Wound*
- *Cure Heavy Wound*
- *Cure Severe Wound*
- *Cure Extensive Wound*
- *Cure Terrible Wound*
- *Cure Extreme Wound*
- *Cure Massive Wound*
- *Cure Great Wound*

Curse, Petty
Cursing

D

Decay
Detect Influence
Detect Poison
Diagnose Injuries
Directed Strike
Disinter
Dismiss Enchantment
Divine Grace
Divine Providence
Divine Steward
Doeskin
Doeskins

E

Emotion Shielding
Enchanted Vestments (Unum)
Enchanted Vestments (Duae)
Enchanted Vestments (Trium)
Enchanted Vestments (Quattuor)
Enchanted Vestments (Quinque)
Endure Cold
Endure Heat
Enervating Blast
Enthrall Medium Animal
Enthrall Small Animal
Enthrall Tiny Animal
Erode
Exalt Warrior
Exhume
Exorcism
Extend Fuel
Extinguish

F

Faith Shield (Unum)
Faith Shield (Duae)
Faith Shield (Trium)
Faith Shield (Quattuor)
Faith Weapon
Faith Weaponry
Faith Weapons
Fiery Furnace
Find Item
Fire Strike
Flaming Weapon
Fortify
Freedom of Motion

G

Gale Force Wind
Glitterlight
God's Guidance

H

Hail to Fire
Hallowed Weapon
Heavenly Luck
Heighten Vigilance
Helping Hand
Hex: Augment Toxicity
Hex: Enhance Toxicity
Hex: Exacerbate Wound
Hex: Immunosuppressant
Hex: Intensify Virulence
Hold in Place
Hold Persons
Holy Blessing
Hurricane Force Wind
Hush

I

Icewalking
Identify Poison
Illumination: Lantern
Illumination: Torch
Imperceptibility to Undead

Impression of Propriety
Improve Vigilance
Indifference
Induce Drunkenness: Buzzed
Induce Drunkenness: Sloshed
Induce Drunkenness: Wasted
Induce Migraine
Induce Sobriety
Indulgence, Lesser
Indulgence, Minor
Inflict Pain
Inflict Severe Pain
Inflict Wound
- *Inflict Trifling Wound*
- *Inflict Trivial Wound*
- *Inflict Minor Wound*
- *Inflict Small Wound*
- *Inflict Light Wound*
- *Inflict Lesser Wound*
- *Inflict Middling Wound*
- *Inflict Moderate Wound*
- *Inflict Medium Wound*
- *Inflict Intermediate Wound*
- *Inflict Serious Wound*
- *Inflict Large Wound*
- *Inflict Considerable Wound*
- *Inflict Substantial Wound*
- *Inflict Heavy Wound*
- *Inflict Severe Wound*
- *Inflict Extensive Wound*
- *Inflict Terrible Wound*
- *Inflict Extreme Wound*
- *Inflict Massive Wound*
- *Inflict Great Wound*

Influence
Influence (Minor)
Innocuousness
Invigorate

K

Kismet
Know North
Know Position

L

Laryngitis
Liana

M

Magic Beanstalk
Mass Influence
Mend Broken Bone
Mend Muscle Tear
Mildew Growth
Miracle Meal
Moderate Elemental Damage
Moderate Emotion: Cause Fear
Moderate Emotion: Remove Fear
Moderate Personal Climate
Moonblade

P

Part Lake
Part Pond
Part River
Part Stream
Pestilent Swarm
Pillar of Fire
Pine Tar
Purify Food
Purify Water

Q

Quest

R

Reattach: Finger/Toe
Rectify Sprain/Hyperextension
Rectify Strain
Re-energize
Regenerate Wounds
Rejuvenate
Remedy Supernatural Blindness
Remedy Supernatural Deafness
Repair Torn Tendon/Ligament
Resist Acid or Caustic
Reveal Pits and Snares
Righteous Cursing
Rigor Mortis

S

Safe Haven
Sanctify Weapon
Sanctify Weaponry
Sanctify Weapons
Searing Metal
Sense Divine Magic
Sense Presence of Evil
Sense Presence of Good
Seraphic Weapon
Sow Fear, Uncertainty and Doubt
Speak to the Dead
Speed of the Divine
Speed of the Devout
Speed of the Righteous
Spider Charm
Staff to Serpent
Staunch Bleeding
Sterilize
Stigmata
Stirring Lecture
Stirring Oration
Stirring Sermon
Stirring Speech
Stones to Spiders
Storm Force Wind
Strong Breeze
Summon Pest

T

Taint Food
Taint Water
Tangle
Therapeutic Touch
Total Control
Trackless Passage
Treat Disease
Treat Poison
True Strike
Twist Truth

U

Unholy Laud
Unholy Resolve (Unum)
Unholy Resolve (Duae)
Unyielding

W

Walk on Air
Walk on Water
Warding Sigil
Warp
White Energy Shield
White Energy Shroud

Alert

Components: V, S
Casting Time: 1 second
Range: Touch
Volume of Effect: Creature touched
Duration: Instantaneous
Saving Throw: not applicable

By alerting another character, the cleric allows the recipient to react immediately to a situation, regardless of his Initiative roll. In game terms, after casting, the beneficiary's Initiative number is the same as the seconds number at the end of the spell.

For example, a cleric on combat second 4 spots a warg bearing down on his party. He opts to cast Alert on the bumbling fighter who is completely surprised, as usual. The fighter may act on second 5.

The cleric must physically strike the recipient while shouting 'pay attention' or a similar colloquialism.

Age

Components: V, S, DI
Casting Time: 10 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: Negates (Physical)

When the cleric utters this horrible chant and touches the intended victim with his divine icon, the target must save or over the next hour he will age 2d12p months. His hair will grow (possibly graying or receding slightly if appropriate) as will his nails, skin will slough off and so forth.

Those who question the efficacy of this spell are obviously shortsighted. Aging a median of 14 months is sufficient to bring many species to maturity. Longer-lived species have their lifespan curtailed and are rapidly propelled towards the decrepitude of old age (your GM has details on the effects of aging). Note that elves will manifest the physical signs of having aged (hair growth, etc) but are otherwise unaffected.

Aggravate Pain

Components: V, S
Casting Time: 3 seconds
Range: 15 feet
Volume of Effect: 1 creature currently incapacitated by trauma
Duration: 60 seconds
Saving Throw: Negates (Mental)

With this spell, a priest causes the incapacitating pain resulting from traumatic damage to lengthen in duration. This may prove useful when the cleric desires to capture an irascible foe rather than to slay him outright or when so overwhelmed by opponents that there's no time to dispatch casualties.

Alleviate Fatigue

Components: V, S, M
Casting Time: 5 seconds
Range: Touch
Volume of Effect: Creature touched
Duration: Instantaneous
Saving Throw: not applicable

This spell eliminates all current fatigue penalties from a chosen individual, as if he'd just had sufficient natural rest. This includes "non-combat" fatigue such as that resulting from the Hiking/Roadmarching proficiency.

The material and somatic component for this spell is a small blessed cloth used to mop the sweat off the target's brow.

Alleviate Trauma

Components: V, S
Casting Time: 3 seconds
Range: Touch
Volume of Effect: Creature touched
Duration: Instantaneous
Saving Throw: not applicable

With this spell, a priest relieves the incapacitating agony caused by a particularly grievous wound. The recipient of this spell immediately recovers from his debilitating condition and may take any action he desires (after taking a second to get on his feet). This spell does not restore any lost Hit Points nor does it provide protection against subsequent traumatic injury(ies).

Alter Emotion: Frighten

Components: V, S. M
Casting Time: 3 seconds
Range: 30 feet
Volume of Effect: 1 living creature
Duration: 1d4p+2 minutes
Saving Throw: Negates (Mental)

When this spell is cast, the target creature must make a saving throw or be gripped with an irrational fear of the caster Those stricken with fear flee from the evangelist's presence for the duration of the spell. However, if prevented from such flight and engaged in combat, their trembling fits impart a -2 penalty to attack and defense rolls.

Creatures without emotions are unaffected by this spell.

The material component for this spell is a piece of bone or flesh from an undead creature.

Analgesic

Components: V, S
Casting Time: 4 seconds
Range: Touch
Volume of Effect: Creature touched
Duration: 5 minutes
Saving Throw: not applicable

This spell allows the recipient to endure great physical pain without succumbing. Should he be required to make a Trauma Check, he does so with a -4 bonus to the die roll.

Animate Skeleton

Components: V, S, DI
Casting Time: 2 hours
Range: Touch
Volume of Effect: bones of a single man-sized bipedal creature
Duration: Permanent
Saving Throw: not applicable

This ceremony allows an evil cleric to animate the bones of a human or humanoid creature to serve as an undead minion. Generally any man-sized biped suffices as feedstock for the ritual. The creature's former skills in life are immaterial – once animated they take on the characteristics of Skeletons as defined in the *Hacklopedia of Beasts*.

Clerics have control of any skeletons they create (e.g. they are not required to make a commanding undead check). This is permanent unless their control is temporarily disrupted by another cleric forcibly commanding the undead in question.

This unholy liturgy permits animating one skeleton. Only certain religions condone this practice.

Animate Skeletons

Components: V, S, DI
Casting Time: 2 hours
Range: Touch
Volume of Effect: bones of a dozen man-sized bipedal creatures
Duration: Permanent
Saving Throw: not applicable

Except for the increased efficacy in being able to animate 3d4p skeletons, this spell is identical to *Animate Skeleton*.

Animate Zombie

Components: V, S, DI
Casting Time: 3 hours
Range: Touch
Volume of Effect: corpse of a single man-sized bipedal creature
Duration: Permanent
Saving Throw: not applicable

This ceremony allows an evil cleric to animate the cadaver of a human or humanoid creature to serve as an undead minion. Generally any man-sized biped will suffice as feedstock for the ritual. The creature's former skills in life are immaterial – once animated they take on the characteristics of Zombies as defined in the *Hacklopedia of Beasts*.

Clerics have control of any zombies they create (e.g. they are not required to make a commanding undead check). This is permanent unless their control is temporarily disrupted by another cleric forcibly commanding the undead in question.

This unholy liturgy permits animating a single zombie. Only certain religions condone this practice.

Animate Zombies

Components: V, S, DI
Casting Time: 3 hours
Range: Touch
Volume of Effect: corpses of a dozen man-sized bipedal creatures
Duration: Permanent
Saving Throw: not applicable

Except for the increased efficacy in being able to animate 3d4p zombies, this spell is identical to *Animate Zombie*.

Antitoxin

Components: V, S
Casting Time: 10 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent (or 1d4p days with alternate usage)
Saving Throw: Negagtes (Physical)

This spell completely eliminates the effect of all toxins within the subject creature's bloodstream at the time of casting. Even if a character has died from poisoning, the spell will resuscitate him provided it is cast within 60 seconds of a failed saving throw.

If used offensively, the spell neutralizes the target creature's poison glands until such time as they are naturally replenished (1d4p days). This application requires a successful touch attack followed by a failed saving throw on the part of the target to be successful.

Assembly's Destiny

Components: V, S, C
Casting Time: 5 seconds
Range: 3 feet
Volume of Effect: up to 4 creatures
Duration: 30 seconds
Saving Throw: not applicable

By means of this blessing, the recipients are granted a joint pool of four mulligans that must be used within 30 seconds. Any of the characters receiving this divine favor may use a mulligan on any die roll (though use must be instantly declared at the time of the roll – taking the time to confer with others negates the opportunity to use the mulligan). Thus, one erstwhile unlucky (or greedy) character could use all four before the others even make a roll.

In any case, only one mulligan can be used per roll (*i.e.*, repeated mulligans for the same failed attempt are not allowed).

The cleric's divine icon serves as the spell catalyst.

Bearskin

Components: V, S, DI
Casting Time: 5 seconds
Range: Touch
Area of Effect: Personal
Duration: Lesser of one battle or one hour
Saving Throw: not applicable

The cleric calls upon the power and will of his deity to temporarily grant his skin the toughness of a bear's hide. For one engagement over the next hour (a break of 30 seconds of melee ends the spell), the priest's epidermis gains the physical toughness of a bear's. While his outward appearance remains the same (he does not become furry), the *Bearskin* spell provides a +2 bonus to damage reduction against all injuries during that battle. The effect is cumulative with any armor or other DR modifiers.

Bless

Components: V, S
Casting Time: 5 seconds
Range: Touch
Volume of Effect: 1 living creature
Duration: 5 minutes
Saving Throw: not applicable

This spell imparts a small measure of divine favor upon the recipient. If engaged in combat, he may add +1 to all attack and defense rolls while blessed. He may also add +1 to saving throws and improves his chance of succeeding at a skill check by 5%. Anointed followers of the priest's deity receive a blessing of twice normal duration.

Blessing

Components: V, S
Casting Time: 7 seconds
Range: 10 feet
Volume of Effect: 1 living creature per level of the cleric (maximum of 7)
Duration: 5 minutes
Saving Throw: not applicable

The recipients of a Blessing receive a small measure of divine favor. If engaged in combat, they may add +1 to all attack and defense rolls. They also receive a +1 bonus to any saving throw. In other circumstances, their chances of succeeding at a skill check are improved by 5%.

Anointed followers of the priest's deity receive a Blessing of twice normal duration.

Bless Weapon

Components: V, S, DI, C
Casting Time: 5 minutes
Range: Touch
Volume of Effect: weapon touched
Duration: 4 hours or 1-2 Attacks
Saving Throw: not applicable

This blessing confers a +1 Attack bonus to a weapon for one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus works for two attacks.

The weapon serves as a spell catalyst temporarily storing the blessing until discharged. The wielder of a blessed weapon may chose when to expend the Attack bonus (so long as they're still within the 4 hour duration) but must do so *before* rolling his Attack die.

Bless Weaponry

Components: V, S, DI
Casting Time: 5 minutes
Range: Touch
Volume of Effect: up to 5 weapons touched
Duration: 4 hours
Saving Throw: not applicable

This blessing confers a +5 Attack bonus to five weapons for three attacks. If any of the blessed weapons are the preferred weapons of the clergy, the bonus applies for six attacks made with those specific weapons only.

Bless Weapons

Components: V, S, DI, C
Casting Time: 5 minutes
Range: 5 feet
Volume of Effect: up to 3 weapons touched
Duration: 4 hours or 3-4 Attacks
Saving Throw: not applicable

This blessing confers a +3 Attack bonus to three weapons for two attacks. If any of the blessed weapons are the preferred weapons of the clergy, the bonus is extended such that it is in effect for four attacks made with those specific weapons only.

The weapons serve as spell catalysts temporarily storing the blessing until discharged. The wielder of a blessed weapon may chose when to expend the Attack bonus (so long as they're still within the 4 hour duration) but must do so *before* rolling his Attack die.

Blessed Warmth

Components: V, S
Casting Time: 5 seconds
Range: Touch
Volume of Effect: Special
Duration: 10 seconds per level
Saving Throw: not applicable

This spell causes a narrow shaft of light to shine down upon the recipient. This ray makes him immune to the effects of natural cold (such as a blizzard) and grants him 12 DR for every 10s interval against supernatural cold.

For every 2 levels the cleric possesses above the level at which he obtains access to this spell, he may create an additional beam of light to protect another creature. All those affected must stand within five feet of the cleric.

Break Camp

Components: V, S, M
Casting Time: 3 seconds
Range: 0
Area of Effect: 50 foot radius
Duration: Permanent
Saving Throw: not applicable

Break Camp permits the priest to summon a team of *Divine Stewards* with the express purpose of striking a campsite (an area of 50-foot radius or less). The servants extinguish fires, dispose of debris and pack gear for a number of people up to 1.5 times the level of the caster. The entire process takes 4-16 (4d4) minutes to complete. When completed, all traces of the campsite are eliminated. The material components are a piece of string, a bit of wood, a drop of water and 10 copper coins.

Breeze

Components: V, S, DI
Casting Time: 4 seconds
Range: 50 feet
Volume of Effect: 40 foot cone with 20 foot diameter at terminus
Duration: d6p seconds
Saving Throw: not applicable

This spell permits the cleric to direct a breeze of air in a conical volume. Beginning as a point source no more than 50 feet from the priest, the breeze is effective to forty linear feet and affects a 20 foot diameter wide area at this distance.

The breeze is a mere 10 mph – sufficient to ruffle light cloaks and tousle hair. However, uncovered light sources have a 25% of extinguishing. Clouds or gasses (be they merely obscuring fog or lethal nerve gas) in the area of effect have a 50% chance of being dispersed. Obviously this overrides the descriptions in other spells.

Bug

Components: V, S, DI
Casting Time: 15 seconds
Range: unlimited
Volume of Effect: 1 insect
Duration: 10 minutes
Saving Throw: not applicable

This spell permits the cleric to employ a flying insect as a remote surveillance tool. Upon casting the incantation, the priest assumes full mental control over the insect being able to direct its flight (up to 20'/s) as well as seeing and hearing all the bug sees or hears.

Physical barriers will block the bug but given its size these must truly be secure for the narrowest crack will permit the bug to crawl through.

The bug receives no extraordinary powers of concealment relying rather on its innocuousness to escape detection. It is subject to attack though most weaponry is rather ineffective (every try to swat a fly with a baseball bat?). The greatest threat it faces is the possibility of capture in spiderwebbing.

The cleric must retain concentration to control the bug. Losing such does not end the spell but does permit the insect to buzz about on its own (possibly flying away some great distance) while the priest is distracted.



Call to Action

Components: V, S
Casting Time: 1 second
Range: 15 feet
Volume of Effect: 1 creature
Duration: Instantaneous
Saving Throw: not applicable

By means of *Call to Action*, the cleric allows the recipient to react immediately to a situation, regardless of his Initiative roll. In game terms, after casting, the beneficiary's initiative number is the same as the Count at the end of the spell.

For example, a cleric acting on second 4 seeing three orcs bearing down on his party, opts to cast Call to Action on the bumbling fighter who is completely surprised, as usual. The fighter may act on second 5.

The cleric must scornfully make a back-handed smacking motion, while shouting 'pay attention' or the like.

Catalepsy

Components: V, S
Casting Time: 1 second
Range: Touch
Volume of Effect: 1 willing creature
Duration: 1 hour + 10 minutes per level of cleric
Saving Throw: not applicable

A cleric can induce a cataleptic state indistinguishable from death to any willing recipient of this spell. While in this state, the individual retains auditory and olfactory senses but neither sight nor touch. As such, he is aware of his or her surroundings but cannot respond to physical stimulus of any type, effectively allowing him to feign death.

The individual's metabolism is also greatly slowed with the result that any toxins affecting the person are held in check for the spell's duration.

The recipient of this spell may terminate the cataleptic state of his own volition prior to its normal duration. However, it requires a minute for resuscitation.

Celestial Prognosis

Components: V, S, DI
Casting Time: 4 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: Instantaneous
Saving Throw: not applicable

By simply touching an individual and chanting this hymn a cleric can discern precisely all wounds on an individual, what their effects are, the target's remaining Hit Points and how much time he has to live based on the current wounds (or the fact that he is not in mortal danger if that is the case).

Unlike the similar spell *Diagnose Injuries*, this divine insight provide specific metagaming information such as numerical hit points.

Ceremony: Anoint

Components: V, S, DI
Casting Time: 10 minutes
Range: Touch
Volume of Effect: Creature Touched
Duration: Permanent unless Deity disavowed
Saving Throw: not applicable

When a character expresses an interest in allying himself to a particular religion, he seeks out a priest of that faith. If the priest believes that the character is sincere in his claims, he performs a special ceremony (with several more allied followers present to participate and bear witness, if possible).

Once the ceremony is complete, the character is allied to the faith and its deity, receiving all the appropriate benefits from membership. Common benefits include bonuses from certain spells cast by priests of his faith, while other benefits may vary depending on the GM and his campaign.

The character may still sacrifice, pray and pay tribute to other deities when he believes their influence would be helpful. However, if he disavows his beliefs in this faith or is anointed by a different priest of a different faith, he loses all the benefits of the previous faith.

The catalyst for this spell is the cleric's divine icon.

Ceremony: Consecrate Divine Icon

Components: V, S, DI
Casting Time: 5 minutes
Range: Touch
Volume of Effect: Icon Touched
Duration: Permanent
Saving Throw: not applicable

This spell allows the priest to turn a mundane symbol of his faith into a divine icon. Naturally, the priest can only consecrate an icon of his own faith. For example, a priest of The True must cast this spell on a tiny golden sword, while a priest of The Overlord would cast it on a mailed gauntlet.

Once a divine icon is consecrated, it may function as a spell catalyst and as a focal point enabling a cleric's Turning or Commanding undead powers.

The catalyst for this spell is the symbol *to be consecrated*.

Ceremony: Investiture

Components: V, S, M, DI
Casting Time: 1 hour
Range: Touch
Volume of Effect: 1 anointed follower
Duration: Permanent unless Deity disavowed
Saving Throw: not applicable

When a novice priest has completed his training and is prepared to take on the mantle of responsibility of being an ordained priest, his superior performs a Ceremony of Investiture. This ceremony is also performed to induct lay officials and others that have already been anointed (i.e., had the *Ceremony: Anoint* spell cast upon them) and have a strong tie to the church.

Once the investiture is complete, the character becomes a sworn and true servant of his deity, receiving all appropriate benefits according to his station. These benefits vary depending on church, as well as the GM and his campaign.

An invested character may not sacrifice, pray or pay tribute to other deities in any way. If he does so, the GM should remove all the benefits of this faith for a period of time appropriate to the infraction. If an invested character goes so far as to disavow his beliefs in this faith or is anointed by a priest of a different faith, he is excommunicated by the previous faith and loses any and all benefits.

The catalyst for this spell is the priest's divine icon and various incense, food, drink and possibly other items depending on the customs particular to said religion form the material components.

Command

Components: V
Casting Time: 1 second
Range: 30 feet
Volume of Effect: 1 living creature
Duration: 10 seconds
Saving Throw: negates (Mental)

With this spell, a priest can force another sentient creature to perform a single action. The desired action is stated as a command and is limited to a single verb spoken in a language comprehensible to the target.

This command cannot make a creature take an action of which he is incapable, such as commanding a man to fly. Further, a character commanded to 'die' will not drop dead, but will rather drop into a comatose state for 10 seconds.

The somatic component of this spell is the caster pointing at the subject. When a command requires the subject to act on another object, the caster must use two hands to point both at the subject and the object, such as pointing at a person and at a nearby door and commanding 'Open.' Both the subject and the object to be affected must be within the spell's range limit as well as line of sight.

Commune with Higher Power

Components: V, S, M
Casting Time: 10 minutes
Range: Personal
Area of Effect: Special
Duration: Special
Saving Throw: not applicable

This prayer permits the cleric to gain insight from his deity. He is permitted to ask 1 question for every 2 levels of experience. These must be of a form that can be answered in 140 characters or less (the higher power being far too busy to return a lengthy essay as a response). If a vague or non-specific question is asked, the reply certainly will be cut short, with no relevant information conveyed.

Priests must be cognizant that their god's time is exceedingly valuable and they should not abuse the exalted privilege this spell affords. Such communing should further a purpose of interest to the religion. Frequent or frivolous communing is likely to be met with very serious negative repercussions.

The material component varies by religion but is generally of a form typifying a "high holidays" sacrifice to the deity.

Consecrate Armor

Components: V, S, DI, C
Casting Time: 6 seconds
Range: Touch
Volumeof Effect: Armor Touched
Duration: One Battle
Saving Throw: not applicable

One suit of armor becomes blessed by this spell. For one battle (a break of 30 seconds of melee ends the spell), the armor glows with a faint light in the color(s) of the deity, granting a +1 to Damage Reduction and reducing Defensive, Movement and Speed Penalties (if any) by one point or level each.

The armor serves as a spell catalyst temporarily storing divine power until the protective blessing is expended.

Contagion

Components: V, S, DI
Casting Time: 5 seconds
Range: Touch
Volume of Effect: 1 living creature
Duration: 1d3p weeks
Saving Throw: negates (Physical)

This spell infects the victim with a magical disease, instantly causing pus-ridden boils to erupt all over his body. They are disfiguring, painful and irritating resulting in the temporary loss of 2 points of Strength, Dexterity and Looks. In addition, the target suffers a -2 Attack penalty (which may compound with a lessened Attack Bonus from reduced Dexterity). Because the disease is magical in origin, it is not communicable and affects only the target (though anyone viewing the character is not aware of this and will likely shun him for fear of catching this contagion). Recovery requires 1d3p continuous weeks of complete bed rest.

Creatures without defined ability scores suffer penalties of -2 Attack, -1 Defense and -1 Damage.

Create Campsite

Components: V, S, M
Casting Time: 1 minute
Range: 0
Area of Effect: 50 foot radius
Duration: Permanent
Saving Throw: not applicable

With this spell, the caster generates a team of *Divine Stewards* who create a campsite for the caster and his companions. The caster indicates the desired area for the

campsite (an area of 50-foot radius or less) and the number of persons the campsite will accommodate (with a maximum number of persons equal to 1.5 times the level of the caster).

The servants clear the area of debris, set up tents and bedrolls, start a campfire if the cleric desires, fetch water and prepare a viable, if bland, meal. The campsite is so skillfully prepared that it blends with the surrounding terrain, reducing the chance that the camp could be noticed by 50%. Campfires, loud noises and other activities can negate this, of course. The entire process takes 4-16 (4d4) minutes to complete.

The servants make camp with the gear and equipment provided for them; otherwise, the servants improvise with materials available in the immediate area (within 50 yards of the designated campsite). For instance, if the party has no tents or beds, the servants construct crude but comfortable beds of weeds and grass and temporary shelters of leaves and branches. If no materials are available, such as in the desert or similarly barren terrain, the servants do their best to make the party as comfortable as possible within the environmental limitations.

The servants are extremely focused in their labor and will not perform any other actions other than creating the campsite.

The material components are a piece of string, a bit of wood and a drop of water.

Create Water

Components: V, S
Casting Time: 1 minute
Range: 0
Volume of Effect: 1 gallon per level of cleric
Duration: Permanent
Saving Throw: not applicable

Upon completing the spell, the priest's cupped and outstretched hands fill with cool, distilled water and remain full until the final volume of water has poured out. Thus it's useful to have a bowl ready into which to decant the liquid. The created water is safe to drink provided the cleric's hands are sanitary. It doesn't contain a disinfectant and can be fouled after creation.

Cure Critical Injury

Components: V, S
Casting Time: 10 minutes
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: not applicable

This beneficence alleviates all extraordinary penalties resulting from a horrific injury by regenerating the underlying damage (pulled muscles, torn ligaments or tendons and broken bones). In so doing, it also restores all lost hit points resulting from that specific wound.

This curative cannot remedy severed limbs or other appendages shorn from a victim.

Cure Wound

Components: V, S
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: none

Cure Wound is a family of spells that have similar but increasingly beneficial effects. Casting any of these spells enables a cleric to heal a damaged individual's wound(s), restoring a varying amount of hit points in so doing.

Cure Wound Spell specifics

Spell Name	*Casting Time (s)*	*HP restored*	*HP restored (anointed followers)*
Cure Trifling Wound	3	d3p	d4p
Cure Trivial Wound	3	d4p	d6p
Cure Minor Wound	4	d6p	d6p+1
Cure Small Wound	4	d6p+1	d8p+1
Cure Light Wound	5	d8p+1	2d4p+2
Cure Lesser Wound	5	2d4p+2	2d6p+1
Cure Middling Wound	6	2d6p+1	2d6p+2
Cure Moderate Wound	6	2d6p+2	3d4p+2
Cure Medium Wound	6	3d4p+2	2d8p+3
Cure Intermediate Wound	6	3d4p+3	2d8p+4
Cure Serious Wound	7	2d8p+3	4d4p+3
Cure Large Wound	7	2d8p+4	4d4p+4
Cure Considerable Wound	7	4d4p+3	4d4p+6
Cure Substantial Wound	7	4d4p+4	3d6p+7
Cure Heavy Wound	7	3d6p+5	3d8p+5
Cure Severe Wound	8	4d4p+6	3d8p+6
Cure Extensive Wound	8	3d6p+7	4d6p+7
Cure Terrible Wound	8	3d8p+5	4d6p+8
Cure Extreme Wound	8	3d8p+6	3d10+7
Cure Massive Wound	8	4d6p+6	5d6p+6
Cure Great Wound	9	4d6p+7	5d6p+8

Anointed followers of the cleric's deity always receive more potent healing. These spells do not function on non-living creatures or non-corporeal creatures and actually harm undead should the priest dare to risk physical contact with these beings.

The table lists the individual spells that comprise the curing suite and each one's unique properties.

Curse, Petty

Components: V
Casting Time: 1 second
Range: 30 feet
Volume of Effect: 1 creature
Duration: 5 minutes
Saving Throw: none

The recipient of a divine explicative suffers a 1-point penalty to all Attack and Defense rolls as well as saving throws.

Cursing

Components: V
Casting Time: 2 seconds
Range: 30 feet
Volume of Effect: 1 creature per level (maximum 6)
Duration: 5 minutes
Saving Throw: none

The recipients of a Cursing receive a transient measure of godly displeasure that negatively impacts their performance. If engaged in combat, they must subtract -1 from all attack and defense rolls. In other circumstances, their chances of succeeding at a skill check are decreased by five percent.

While the spell is effect, those cursed will have a barely perceptible ringing in their ears.

Decay

Components: V, S, DI
Casting Time: 6 seconds
Range: Touch
Volume of Effect: 6 cubic feet
Duration: Permanent
Saving Throw: not applicable

This spell causes formerly living carbon-based objects to decay; it has no effect on the living or undead. Materials affected include wood, leather, food, leaves, hides and even corpses and dead animals. When the cleric chants this prayer and touches the affected item with his divine icon, its decay begins to accelerate. After five minutes, the target decays. Animals become husks, wood becomes rotted and brittle, leather cracks and withers and so on.

Light and medium armor as well as shields are destroyed by this spell.

Detect Influence

Components: V, S
Casting Time: 1 minute
Range: 5 feet
Volume of Effect: 1 creature
Duration: Instantaneous
Saving Throw: not applicable

This spell enables the caster to determine whether a creature is under the magical influence of another, such as through some form of charm or enchantment. The spell does not reveal the specific type of magic used, nor does it provide any information as to the identity or location of the individual exercising the control.

Detect Poison

Components: V, S, DI
Casting Time: 1 minute
Range: 1 foot
Area of Effect: target concentrated upon
Duration: 20 seconds per level of cleric
Saving Throw: not applicable

By means of this spell, a cleric may concentrate on a particular object or being within one foot of his outstretched palm and determine whether it contains poison. Determination requires a definite target (a bottle, dagger, incapacitated person, plant, insect, etc.) and twenty seconds of concentration to make the determination. The test is a binary litmus test that provides no other information as to the strength, antidote or nature of the poison.

Alcohol and tobacco (despite the admonitions of the Surgeon General) are not considered poisons.

Diagnose Injuries

Components: V, S
Casting Time: 1 minute
Range: Touch
Volume of Effect: 1 creature
Duration: Instantaneous
Saving Throw: not applicable

This spell allows the cleric to qualitatively determine the current health of a creature, as well as the effects of any critical hits the person has suffered. The cleric does not understand this insight as precise numerical game mechanics.

For example, if a creature with 30 Hit Points has lost 14 Hit Points, the spell could reveal that the creature "has lost about half his fighting spirit."

Directed Strike

Components: V, S, C
Casting Time: 4 seconds
Range: Personal
Volume of Effect: Personal
Duration: 30 seconds or until next melee strike
Saving Throw: not applicable

This prayer implores the cleric's god for divine aid with the cleric's next attack. On the cleric's next immediate attack roll, he may roll twice and use whichever result he prefers.

The spell catalyst is the clergy's preferred weapon, which must be held ready for battle at the time of casting.

Disinter

Components: V, S, M
Casting Time: 6 minutes
Range: Touch
Volume of Effect: 30 foot radius
Duration: 6 hours
Saving Throw: none

When the cleric completes this ritual, the occupants of any graves within the radius of effect attempt to claw out. The bodies do not become undead, nor are they technically animated as undead; the inanimate bodies simply dig upward until either the spell expires or they burst out from their former resting place. If unable to claw out, for example if in a wooden coffin that cannot be break through, the grave will show signs of an attempt (though in the case of a coffin, it may need to be unearthed and examined for this fact to be known). If no physical remains exist, this spell has no affect whatsoever. The catalyst is a small shovel.

Dismiss Enchantment

Components: V, S
Casting Time: 10 minutes
Range: 30 feet
Area of Effect: Special
Duration: Permanent or d8p days
Saving Throw: Special

A cleric can cast this spell in order to end another caster's magical effect. Doing so requires an opposed check (d20p + cleric level vs. d20p + original caster level).

Enchanted items (as opposed to permanent spell effects) are by their very nature far more resilient examples of magical handiwork. Their dweomers cannot be readily extirpated from the material host. As such, this spell merely renders them powerless for d8p days (no opposed check required) after which time their magical properties return. Note that certain powerful objects may be immune to this spell's effect.

Note further that superior quality weapons, armor and shields are not magical, nor are many potions.

Divine Grace

Components: V, S
Casting Time: 6 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 60 seconds
Saving Throw: not applicable

By placing his hands on the kneeling recipient, the cleric confers the grace of his deity on the character. For the next 60 seconds, the character cannot catastrophically fail at any endeavor he attempts or starts. The spell confers no aid for standard failures, but all critical failures, fumbles and so on are allowed a reroll.

For example, if a character sanctified by this spell rolls a one for defense, he may immediately reroll (and continue to reroll if another '1' is rolled), the attacker receives no free attack and the second roll counts in all respects (unless it is also a '1').

Divine Providence

Components: V, S, M
Casting Time: 6 minutes
Range: Touch
Volume of Effect: 1 creature
Duration: up to 4 hours
Saving Throw: not applicable

By marking the recipient's forehead with a divine sigil, the cleric consecrates his follower for the immediate fu-

ture (four hours). During that time, the character gains 4 Luck Points that expire either at the end of the duration or 30 seconds after the first is used, whichever occurs first. If the Luck Points fail to help, it is obviously because the recipient's faith was lacking in some way.

The material component is damp ash that must be used to draw the divine sigil.

Divine Steward

Components: V, S, DI
Casting Time: 5 minutes
Range: Special
Area of Effect: Special
Duration: 4 hours + 1 hour per level of the cleric
Saving Throw: not applicable

This spell summons a (very) minor being from the deity's plane of existence. This divine steward follows the priest's verbal direction just like a normal, obedient servant would, but does not speak or display any signs of emotion. It responds only to the priest that summoned it.

The steward can only perform minor tasks such as opening doors, fetching, carrying, holding or cleaning and has an effective strength of 3/01 for purposes of determining how much it can carry, lift or drag. It appears as a translucent humanoid with no distinguishable facial features; its true body exists primarily on another plane.

The divine steward disappears when the spell duration ends, if the caster prematurely ends the spell or if the steward suffers 1 or more points of damage (it uses a d20p-4 for Defense if physically attacked). If the caster abuses the steward (e.g. employing it as a 'trap detector'), it disappears immediately and the priest loses the ability to cast spells or use his priestly powers for 24 hours.

Doeskin

Components: V, S, DI
Casting Time: 5 seconds
Range: Touch
Area of Effect: Personal
Duration: lesser of one battle or 1 hour
Saving Throw: not applicable

The cleric calls upon the power and will of his deity to temporarily transform his skin's strength into that of a deer. For one engagement over the next hour (a break of 30 seconds of melee ends the spell), the priest's skin acquires the physical toughness of a deer's hide. While his outward appearance remains the same (he does not become furry), the Doeskin spell provides a +1 bonus to damage reduction against all injuries during that battle. The effect is cumulative with any armor or other DR modifiers.

Doeskins

Components: V, S, M
Casting Time: 7 seconds
Range: Touch
Area of Effect: Personal plus d2 additional creatures
Duration: lesser of one battle or 1 hour
Saving Throw: not applicable

The cleric calls upon the power and will of his deity to temporarily transform his and up to d2 allies' skin's strength into that of a deer. For one engagement over the next hour (a break of 30 seconds of melee ends the spell), the affected skin(s) exhibits the physical toughness of a deer. While the outward appearance remains the same (recipients do not become furry), the Doeskins spell provides a +1 bonus to damage reduction against all injuries during that battle. The effect is cumulative with any armor or other DR modifiers.

Emotion Shielding

Components: V, S, DI
Casting Time: 5 seconds
Range: 0
Volume of Effect: Personal
Duration: 5 minutes
Saving Throw: not applicable

This spell allows a cleric to shield his true emotions from both perceptive individuals and magical examination. This can provide a 20% situational bonus to Resist Persuasion when resisting the effects of certain skills. It also blocks magic-user spells such as *Mind Reading*.

While *Emotion Control* is in effect, anyone using one of these spells will sense the false thoughts designated by the cleric rather than his true emotions.

Emotion Control also grants the cleric a +4 bonus to saving throws against spells requiring a Mental Save. When anyone uses one of these spells on the cleric, the priest is immediately aware of the attempt, although he does not automatically learn the source of the spell.

Enchanted Vestments (Unum)

Components: V, S, C
Casting Time: 1 minute
Range: Touch
Volume of Effect: Personal
Duration: 30 minutes
Saving Throw: not applicable

Casting this spell imbues a cleric's raiment with Damage Reduction 1. This ceremonial clothing is appropriate to his religion but generally consist of lightweight robes that do not hinder movement. As such, they incur no negative Defense Adjustment or Speed Modifier and provide a -1 bonus to Initiative.

If the vestments are worn over body armor, only the better DR of the two applies (either the enchanted vestments or the armor). Defensive, Initiative and Speed penalties for wearing armor continue to apply in this situation.

The catalyst for this spell is a set of clerical vestments (e.g., the robes or tunics of that cleric's faith) worth at least 40 silver pieces. Enchanted vestments are not damaged if stuck by a weapon for damage greater than their DR capability. They are also flame retardant.

Enchanted Vestments (Duae)

Components: V, S, C
Casting Time: 2 minutes
Range: Touch
Volume of Effect: Personal
Duration: 45 minutes
Saving Throw: not applicable

Casting this spell imbues a cleric's raiment with Damage Reduction 2. This ceremonial clothing is appropriate to his religion but generally consist of lightweight robes that do not hinder movement. As such, they incur no negative Defense Adjustment or Speed Modifier and provide a -1 bonus to Initiative.

If the vestments are worn over body armor, only the better DR of the two applies (either the enchanted vestments or the armor). Defensive, Initiative and Speed penalties for wearing armor continue to apply in this situation.

The catalyst for this spell is a set of clerical vestments (e.g., the robes or tunics of that cleric's faith) worth at least 75 silver pieces. Enchanted vestments are not damaged if stuck by a weapon for damage greater than their DR capability. They are also flame retardant.

Enchanted Vestments (Trium)

Components: V, S, C
Casting Time: 3 minutes
Range: Touch
Volume of Effect: Personal
Duration: 60 minutes
Saving Throw: not applicable

Casting this spell imbues a cleric's raiment with Damage Reduction 3. This ceremonial clothing is appropriate to his religion but generally consist of lightweight robes that do not hinder movement. As such, they incur no negative Defense Adjustment or Speed Modifier and provide a -1 bonus to Initiative.

If the vestments are worn over body armor, only the better DR of the two applies (either the enchanted vestments or the armor). Defensive, Initiative and Speed penalties for wearing armor continue to apply in this situation.

The catalyst for this spell is a set of clerical vestments (e.g., the robes or tunics of that cleric's faith) worth at least 120 silver pieces. Enchanted vestments are not damaged if stuck by a weapon for damage greater than their DR capability. They are also flame retardant.

Enchanted Vestments (Quattuor)

Components: V, S, C
Casting Time: 4 minutes
Range: Touch
Volume of Effect: Personal
Duration: 1 ½ hours
Saving Throw: not applicable

Casting this spell imbues a cleric's raiment with Damage Reduction 4. This ceremonial clothing is appropriate to his religion but generally consist of lightweight robes that do not hinder movement. As such, they incur no negative Defense Adjustment or Speed Modifier and provide a -1 bonus to Initiative.

If the vestments are worn over body armor, only the better DR of the two applies (either the enchanted vestments or the armor). Defensive, Initiative and Speed penalties for wearing armor continue to apply in this situation.

The catalyst for this spell is a set of clerical vestments (e.g., the robes or tunics of that cleric's faith) worth at least 200 silver pieces. Enchanted vestments are not damaged if stuck by a weapon for damage greater than their DR capability. They are also flame retardant.

Enchanted Vestments (Quinque)

Components: V, S, C
Casting Time: 5 minutes
Range: Touch
Volume of Effect: Personal
Duration: 2½ hours
Saving Throw: not applicable

Casting this spell imbues a cleric's raiment with Damage Reduction 5. This ceremonial clothing is appropriate to his religion but generally consist of lightweight robes that do not hinder movement. As such, they incur no negative Defense Adjustment or Speed Modifier and provide a -1 bonus to Initiative.

If the vestments are worn over body armor, only the better DR of the two applies (either the enchanted vestments or the armor). Defensive, Initiative and Speed penalties for wearing armor continue to apply in this situation.

The catalyst for this spell is a set of clerical vestments (e.g., the robes or tunics of that cleric's faith) worth at least 300 silver pieces. Enchanted vestments are not damaged if stuck by a weapon for damage greater than their DR capability. They are also flame retardant.

Endure Cold

Components: V, S
Casting Time: 1 minute
Range: Touch
Volume of Effect: 1 creature
Duration: 1 hour per level of the cleric
Saving Throw: not applicable

After the casting is complete, the spell recipient can comfortably survive in cold environments (down to -30° Fahrenheit), feeling nothing more than the mildest of chills. If the temperate goes beyond the spell's efficacy, the enchantment is broken.

If the character is attacked by magical cold (e.g. spells or breath weapons), this spell ends prematurely but in so doing reduces the amount of damage dealt by 1 point per two cleric levels (up to a maximum of 6 hp of damage).

Endure Heat

Components: V, S
Casting Time: 1 minute
Range: Touch
Volume of Effect: 1 creature
Duration: 1 hour per level of the cleric
Saving Throw: not applicable

Upon casting this spell, the recipient can easily endure unusually high temperatures (up to 135° Fahrenheit) without even breaking a sweat. If the temperate rises beyond the spell's efficacy, its protection immediately ceases.

If the character is attacked by magical heat (e.g. spells or breath weapons), this spell ends prematurely but in so doing reduces the amount of damage dealt by 1 point per two cleric levels (up to a maximum of 6 hp of damage).

Enervating Blast

Components: V, S
Casting Time: 5 seconds
Range: 120 feet
Volume of Effect: 1 creature
Duration: 6 hours
Saving Throw: negates (Physical)

Pointing his finger and muttering words of faith, the cleric releases a black energy bolt that strikes the victim and drains him of his life force. If the victim fails his saving throw, he immediately loses 1 point of Strength and Constitution for every four caster levels. Damage modifiers due to Strength loss should be recalculated from the ability score chart (if the target's Strength is not explicitly defined assess a -1 damage penalty for every 2 points of Strength lost), while Constitution loss causes a reduction of Hit Points on a one-for-one basis. Once the spell duration ends, drained ability scores return at a rate of 1 point each, per hour of complete rest. If this spell reduces either ability to zero or lower, the victim immediately perishes.

Non-living and unliving creatures are unaffected by an enervating blast.

Enthrall Medium Animal

Components: V, S, M
Casting Time: 1 hour plus special
Range: 18 feet
Volume of Effect: 1 size M animal
Duration: creature's lifespan
Saving Throw: negates (Mental)

Through this hour-long ritual, the cleric gains the trusted loyalty of one animal, making it his personal pet and companion until the end of its days. The target creature must be available (the spell affords no ability to locate a desirable animal), have an intelligence of 5/26 or lower and can weigh no larger than size Medium (humans and other intelligent bipeds, even if of Intelligence lower than 5/26 cannot be ensorcelled by this spell). The animal must make a saving throw immediately when the cleric begins casting, failure indicates that it remains in

the vicinity and responsive to the cleric's overtures of friendship until the cleric completes the spell at which time the animal companion becomes enthralled. Thereafter, as long as the cleric continues to provide for the needs of the animal (nutritionally and emotionally), the animal remains a devout follower of the cleric, existing only to delight him. If the cleric abandons the animal or fails to care for it for one week, the animal will receive another saving throw and once again for each week thereafter.

The cleric may teach the animal d3p tricks per point of intelligence of the animal. Tricks can be no more complex than that typically taught to animals – sit, stay, play dead, fetch me a beer, and so on – they can be creative, but not complex (e.g., how to retrieve a ring of keys from a hook but not how to pick locks). Your GM will arbitrate if a given trick is feasible. Training for each trick requires a full week of effort on the part of the cleric, however, he does not have to possess the animal training skill. If abandoned or sold, the creature will not forget how to do the trick and any new master can command the animal if it has accepted him as a master based on treatment/inducement (at the GM's discretion).

A cleric may use this spell to attract twice as many hit points of creatures as the cleric himself has (this limit supercedes lesser enthrall animal spells). The material component includes two meals considered pleasing to the animal in question.

Enthrall Small Animal

Components: V, S, M
Casting Time: 1 hour plus special
Range: 15 feet
Volume of Effect: 1 small animal
Duration: creature's lifespan
Saving Throw: negates (Mental)

Through this hour-long ritual, the cleric gains the trusted loyalty of one animal, making it his personal pet and companion until the end of its days. The target creature must be available (the spell affords no ability to locate a desirable animal), have an intelligence of 5/26 or lower and can weigh no more than 25 pounds. The animal must make a saving throw immediately when the cleric begins casting, failure indicates that it remains in the vicinity and responsive to the cleric's overtures of friendship until the cleric completes the spell at which time the animal companion becomes enthralled. Thereafter, as long as the cleric continues to provide for the needs of the animal (nutritionally and emotionally), the animal remains a devout follower of the cleric, existing only to delight him. If the cleric abandons the animal or fails to care for it for one week, the animal will receive another saving throw and once again for each week thereafter.

The cleric may teach the animal d3p tricks per point of intelligence of the animal. Tricks can be no more complex than that typically taught to animals – sit, stay, play dead, fetch me a beer, and so on – they can be creative, but not complex (e.g., how to retrieve a ring of keys from a hook but not how to pick locks). Your GM will arbitrate if a given trick is feasible. Training for each trick requires a full week of effort on the part of the cleric, however, he does not have to possess the animal training skill. If abandoned or sold, the creature will not forget how to do the trick and any new master can command the animal if it has accepted him as a master based on treatment/inducement (at the GM's discretion).

A cleric may use this spell to attract half again as many hit points of creatures as the cleric himself has (this limit supercedes lesser enthrall animal spells). The material component includes two meals considered pleasing to the animal in question.

Enthrall Tiny Animal

Components: V, S, M
Casting Time: 1 hour plus special
Range: 12 feet
Volume of Effect: 1 tiny animal
Duration: creature's lifespan
Saving Throw: negates (Mental)

Through this hour-long ritual, the cleric gains the trusted loyalty of one animal, making it his personal pet and companion until the end of its days. The target creature must be available (the spell affords no ability to locate a desirable animal), have an intelligence of 5/26 or lower and can weigh no more than 5 pounds. The animal must make a saving throw immediately when the cleric begins casting, failure indicates that it remains in the vicinity and responsive to the cleric's overtures of friendship until the cleric completes the spell at which time the animal companion becomes enthralled. Thereafter, as long as the cleric continues to provide for the needs of the animal (nutritionally and emotionally), the animal remains a devout follower of the cleric, existing only to delight him. If the cleric abandons the animal or fails to care for it for one week, the animal will receive another saving throw and once again for each week thereafter.

The cleric may teach the animal d3p tricks per point of intelligence of the animal. Tricks can be no more complex than that typically taught to animals – sit, stay, play dead, fetch me a beer, and so on – they can be creative, but not complex (e.g., how to retrieve a ring of keys from a hook but not how to pick locks). Your GM will arbitrate

if a given trick is feasible. Training for each trick requires a full week of effort on the part of the cleric, however, he does not have to possess the animal training skill. If abandoned or sold, the creature will not forget how to do the trick and any new master can command the animal if it has accepted him as a master based on treatment/inducement (at the GM's discretion).

A cleric may use this spell to attract as many hit points of creatures as the cleric himself has. The material component includes two meals considered pleasing to the animal in question.

Erode

Components: V, S, DI
Casting Time: 10 seconds
Range: Touch
Area of Effect: 50 square feet
Duration: Permanent
Saving Throw: not applicable (or negates)

This spell causes rock, dirt and minerals to erode. Living matter and metals are unaffected. When the cleric chants this prayer and demarks the affected area with his divine icon, its erosion begins to accelerate. Over the next five minutes, the target is struck by winds that wear away at the surface. The materials erode according to the following table:

Material	Erosion
Gemstones	¼ inch
Hard stone (e.g granite)	two inches
Soft stone (e.g., sandstone)	8 inches
Packed dirt	12 inches
Loose dirt	24 inches

Creatures composed entirely of stone or earth suffer the loss of 1 hit point every 15 seconds if the target of this spell. They may attempt a saving throw which, if successful, negates the effect.

Exalt Warrior

Components: V, S, C
Casting Time: 6 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 20+5d6p seconds
Saving Throw: not applicable

After receiving the blessing and kissing the ring of the casting cleric, the recipient receives an additional 2d8p Hit Points added to his current total. The new sum may even exceed the maximum total Hit Points of the character. Any injuries the character would normally sustain (after DR or other reductions) are first removed from these Hit Points. Any remaining bonus Hit Points at the end of the duration simply expire.

The cleric must possess a properly consecrated (*e.g. prepared with a Ceremony: Consecrate Divine Icon*) ring embossed with the symbol of his deity in order to cast this spell. Such a ring costs no less than 10 silver pieces.

Exhume

Components: V, S, C
Casting Time: 6 minutes
Range: Touch
Volume of Effect: 1 grave
Duration: 6 hours
Saving Throw: not applicable

When the cleric completes this rite, the occupant of the grave attempts to claw its way out. The body does not become undead, nor is it technically animated as undead; the inanimate body simply digs upward until either the spell expires or its body bursts forth from its former resting place. If unable to claw out, for example if in a wooden coffin that it cannot break through, the grave will show signs of an attempt (though in the case of a coffin, it may need to be unearthed and examined for this fact to be known). If no physical remains exist, this spell has no affect whatsoever. The catalyst is a small spade.

Exorcism

Components: V, S, DI
Casting Time: 1 hour
Range: 5 feet
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: negates (Mental)

An *Exorcism* permits the cleric to free the target creature from either external mental control or supernatural possession. The ritual is best performed with the target of the *Exorcism* under physical restraint, as it will become readily clear what the priest's intention is. The creature being exorcised will do everything in its power to disrupt the casting – escaping if possible otherwise employing duplicitous means to trick the priest into ceasing the spell before completion. It may attempt to summon allies to kill or incapacitate the cleric, fake physical pain to convince others that it's being tortured by the priest, attempt to bribe others nearby to free it or utilize other physiological tactics.

At the conclusion of the *Exorcism*, the controlling power must make a saving throw. If it fails, the being in

control of the target of the *Exorcism* is either cast out of its body (if a physical possession) or has its control severed. In case of success by the possessing power, the *Exorcism* fails and the cleric may not attempt another *Exorcism* for 1 week. Note that a possessing power may fake losing control as a surreptitious means of putting the cleric at ease in preparation for seeking revenge before another *Exorcism* can be attempted.

Exorcism may be attempted upon intelligent undead. If successful, the undead creature is destroyed and its soul is dispatched to an outer plane appropriate to the alignment of the creature the undead was in life.

Extend Fuel

Components: V, S, M
Casting Time: 10 seconds
Range: 1 foot
Volume of Effect: one light source
Duration: see text
Saving Throw: not applicable

This spell permits the a light source to consume its fuel more efficiently, thereby doubling the length of time it can provide illumination. This spell does not affect the intensity or the damage caused by the light source if employed as an improvised weapon. Only torches and lanterns may be enchanted, broad interpretation of "light source" as bonfires or illumination not stemming from combustion is disallowed.

The material component for this spell is the flame to be affected.

Extinguish

Components: V, S, M, DI
Casting Time: 6 seconds
Range: 25 feet
Volume of Effect: 100 cubic feet
Duration: Instantaneous
Saving Throw: reduced damage if Physical save successful (for creatures of flame)

This spell creates a spray of foamy white water that can extinguish any non-magical blaze. Creature of flame may attempt a saving throw against the effect, suffering 2d6p points of damage on a failure but only 1d6p with a success).

The material component for this spell is a handful of crushed soap.

Faith Shield (Unum)

Components: V, S
Casting Time: 1 second
Range: Personal
Area of Effect: up to one frontal opponent
Duration: 30 seconds + 10 seconds per level of cleric
Saving Throw: not applicable

This spell conjures a translucent force field in the shape of a buckler. It functions just as a 'real' buckler (providing improved defense and cover) and may be employed to full effect even if the cleric does not have proficiency in use of said.

A tremendous blow may not physically destroy a *Faith Shield*, as it is force and not matter. A *Faith Shield* may not be employed to perform a Shield Bash (per ***Unarmed Combat*** on page 240).

Faith Shield (Duae)

Components: V, S
Casting Time: 1 second
Range: Personal
Area of Effect: up to two frontal opponents
Duration: 60 seconds + 10 seconds per level of cleric
Saving Throw: not applicable

This spell conjures a translucent force field in the shape of a small shield. It functions just as a 'real' small shield (providing improved defense and cover) and may be employed to full defensive benefit even if the cleric does not have proficiency in use of said.

A tremendous blow may not physically destroy a *Faith Shield*, as it is force and not matter. A *Faith Shield* may not be employed to perform a Shield Bash.

Faith Shield (Trium)

Components: V, S
Casting Time: 1 second
Range: Personal
Area of Effect: up to three frontal opponents
Duration: 90 seconds + 10 seconds per level of cleric
Saving Throw: not applicable

This spell conjures a translucent force field in the shape of a medium shield. It functions just as a 'real' medium shield (providing improved defense and cover) and may be employed to full defensive benefit even if the cleric does not have proficiency in use of said.

A tremendous blow may not physically destroy a *Faith Shield*, as it is force and not matter. A *Faith Shield* may not be employed to perform a Shield Bash.

Faith Shield (Quattuor)

Components: V, S
Casting Time: 2 seconds
Range: Personal
Area of Effect: up to three frontal opponents
Duration: 120 seconds + 10 seconds per level of cleric
Saving Throw: not applicable

This spell conjures a translucent force field in the shape of a body shield. It functions just as a 'real' body shield (providing improved defense and cover) and may be employed to full defensive benefit even if the cleric does not have proficiency in use of said.

A tremendous blow may not physically destroy a *Faith Shield*, as it is force and not matter. A *Faith Shield* may not be employed to perform a Shield Bash.

Faith Weapon

Components: V, S, DI, C
Casting Time: 5 minutes
Range: Touch
Volume of Effect: weapon touched
Duration: 4 hours or 1-2 successful Attacks
Saving Throw: not applicable

This blessing confers a +1 Damage bonus to a weapon for one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus works for two attacks.

The weapon serves as a spell catalyst temporarily storing divine power until discharged. This additional damage is applied to the wielder's next successful attack and cannot be held in reserve for a spectacularly opportune moment.

Faith Weaponry

Components: V, S, DI, C
Casting Time: 5 minutes
Range: Touch
Volume of Effect: weapons touched
Duration: 4 hours or 5-8 successful Attacks
Saving Throw: not applicable

This blessing confers a +3 Damage bonus to up to five weapons for five attacks. If the blessed weapon is the preferred weapon of the clergy, the bonus works for eight attacks.

The weapons serve as spell catalysts temporarily storing divine power until discharged. This additional damage is applied sequentially to the wielder's next series of successful attacks provided they occur before the spell elapses.

Faith Weapons

Components: V, S, DI, C
Casting Time: 5 minutes
Range: Touch
Volume of Effect: up to 3 weapons touched
Duration: 4 hours or 3-5 successful Attacks
Saving Throw: not applicable

This blessing confers a +2 Damage bonus to up to three weapons for three attacks. If the blessed weapon is the preferred weapon of the clergy, the bonus works for five attacks.

The weapons serve as spell catalysts temporarily storing divine power until discharged. This additional damage is applied to the wielder's next series of successful attacks provided they occur before the blessing elapses.

Fiery Furnace

Components: V, S
Casting Time: 1 minute
Range: Touch
Volume of Effect: Cleric plus up to three allies in a 15-foot cube
Duration: 2 hours
Saving Throw: not applicable

This spell provides the caster and up to three anointed followers with Damage Reduction 15 against fire. This divine gift protects against the hottest of natural fires (and more severe magical fires) and is particularly useful when being accused of heresy or witchcraft and thus tossed into a fiery pit or burned at the stake. This divine gift is a flat DR (not cumulative with armor or other bonuses) that absorbs no more than 15 total points of fire damage during any 10-second interval.

Find Item

Components: V, S, DI
Casting Time: 5 minutes
Range: 30 feet per level of cleric
Volume of Effect: 1 object
Duration: 8 hours
Saving Throw: special

A cleric can use this spell to locate a particular object chosen at the time of casting. It works like a homing beacon that leads the cleric towards the item. This could be a unique item (of which the caster must have an accurate mental image) or some common object (e.g., ladder, rope, shield). However, there is no guarantee of a common object's size, durability or other such aspects. Should there be multiple such objects within range, the spell detects only the one in closest proximity to the caster.

If the item is hidden (e.g., disguised or invisible) by a equivalently leveled spell, both spells are negated. If *Find Item* is cast against a stronger or weaker leveled spell of hiding, only the lesser spell is negated.

Fire Strike

Components: V, S, DI
Casting Time: 5 seconds
Range: 400 feet
Volume of Effect: 20x20 ft square, 60 ft in height
Duration: 10 seconds
Saving Throw: half damage (Dodge)

Raising his fist overhead and shouting a curse, the cleric summons-forth a conflagration just as his fist hammers down in the direction of his foes. All vegetable material and flammable materials are set aflame. Those within the area of effect suffer 12d8p damage, a successful save reduces the damage to only the first 6d8p.

Flaming Weapon

Components: V, S, C
Casting Time: 1 second
Range: Touch
Volume of Effect: 1 weapon
Duration: 60 seconds
Saving Throw: not applicable

This incantation produces torch-like flames that issue from a weapon's blade or warhead (or any other object the cleric chooses). These are as hot as a normal torch and provide equivalent illumination while doing no damage to the host object (even if flammable).

Anyone stuck by a *Flaming Weapon* suffers an additional d4p point of damage unless resistant to fire. Though it does not ignite clothing as the mage's *Fire Finger* spell, it can be used as an ignition source.

The weapon acts as a spell catalyst.

Fortify

Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 2d3p food items touched
Duration: 1 day
Saving Throw: not applicable

This spell imbues ordinary foodstuff with a compliment of 12 vitamins and minerals that transform the item (be it a berry, vegetable or hard biscuit) into a veritable superfood with regenerative properties. Eating the item provides 1 Hit Point of healing.

The beneficial properties of eating fortified meals is limited to 3 HP in a 24-hour period (one per meal). The restored hit point should be applied to a randomly determined wound if the character is suffering from multiple injuries.

The food is the material component and is literally consumed to provide the spell's benefit.

Freedom of Motion

Components: V
Casting Time: 6 seconds
Range: 5 feet
Volume of Effect: 1 creature
Duration: 40 + 2d12p minutes
Saving Throw: not applicable

By way of this incantation, the cleric or the creature touched may freely move and act during the duration without hindrance from physical or magical impediments of any type. The character so affected will simply be unimpaired by movement through water (even complete submersion), sticky webbing, winds, foliage, thorns, and even magic that holds, slows or otherwise binds. Further, the character cannot be bound, cuffed, tied or held by ropes or opponents.



Gale Force Wind

Components: V, S, DI
Casting Time: 6 seconds
Range: 150 feet
Volume of Effect: 80 foot long cone with 30 foot radius at terminus
Duration: 3d6p seconds
Saving Throw: half knockback (Physical)

This spell permits the cleric to direct a gust of gale force wind in a conical volume. Beginning as a point source up to 150 away from the priest, the breeze is effective to eighty feet and affects a 60 foot diameter wide area at this distance.

The *Gale Force Wind* is 40 mph. This is sufficiently powerful to break twigs off of trees and will impede movement. Missiles passing through this strong wind receive a -8 Attack penalty and illumination sources smaller than a bonfire are automatically extinguished.

Anyone in the gale's area of effect who fails to save vs. the spell sustains the equivalent of 2d12p damage for knockback purposes. Even if not blown back, forward movement is limited to walking speed. Any melee combatant in a gale force wind suffers a -4 Attack penalty.

Any small object (2 pounds or less) not securely fastened will be propelled 3d12p feet in the wind's direction. Any gasses the gale contacts will be dispersed.

Glitterlight

Components: V
Casting Time: 3 seconds
Range: 80 feet
Length of Effect: 24 linear feet
Duration: 2 minutes
Saving Throw: not applicable

This spell permits the caster to outline an individual or object in sparkly yellow light. In optimal lighting conditions (i.e. full or near daylight), this effect merely serves to enhance the attractiveness of the subject (+1 Looks for the duration).

However, in less optimal lighting, this effect makes it easier to identify the creature so limned. In torchlight or lantern light, any attacks made on the outlined being are made at a +1 bonus. In dim or no light, the subject of this illumination can be targeted without any penalty.

Note that the *Glitterlight* will illuminate nearby creatures as well. In dim light, all within 15 feet of the target are effectively in good light. In pitch darkness, those within 15 feet are considered to be in dim light.

** If cast on mobile objects (e.g. humans or monsters), it is sufficient to envelop 4 size S creatures, 2 M creatures, or a single L or H creature. It cannot be used to backlight invisible beings.*

God's Guidance

Components: V, S
Casting Time: 5 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 1 skill check
Saving Throw: not applicable

By beseeching his deity and holding his ally's upturned hands in his own, the cleric allows an individual to obtain divine aid in the form of improved insight for one undertaking. Immediately after the spell is cast, the character in question can begin an action requiring a skill check. The recipient of the spell may roll percentage dice twice for his skill check, using whichever roll he prefers.

The spell ends after one check or if the character fails to begin a task requiring a skill check within 5 minutes of receiving the blessing.



Hail to Fire

Components: V, S
Casting Time: 12 seconds
Range: 100 feet
Volume of Effect: 30 foot diameter cyliner
Duration: 10 seconds
Saving Throw: none

Raising his hands skyward, the priest summons forth the power of his deity, causing hail to rain down from the sky (or ceiling, roof, etc.) on his foes, then burst into flame. All within the area of effect suffer 12d8p damage, with a successful save reducing the damage to only 6d8p.

In the case of creatures or individuals resistant to either fire or cold, ⅓ of the total damage is from cold, ⅓ from fire and ⅓ the result of concussive damage from the golf ball-sized hailstones. Use this knowledge to determine their ability to slough off either frost or cold damage.

Hallowed Weapon

Components: V, S, C
Casting Time: 1 second
Range: Touch
Volume of Effect: 1 weapon
Duration: 1 hour
Saving Throw: not applicable

This spell allows the priest to temporarily enchant a nonmagical weapon, giving it the ability to hit creatures that normally can only be struck by silver weapons. This spell also provides the weapon a +1 attack and +1 damage bonus. A priest may only cast this spell on a weapon his deity favors, though he need not personally wield it. The material component is the weapon to be enhanced. It is not expended in the casting.

Heavenly Luck

Components: V, S, DI
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 creature
Duration: 30 minutes
Saving Throw: not applicable

By means of this blessing, the recipient receives a mulligan on a roll of his choice during the next 30 minutes of game time.

Heighten Vigilance

Components: V, S
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 2 creatures
Duration: 4 hours
Saving Throw: not applicable

The recipients of this blessing become more alert. The next Initiative roll they make is improved by two die types (with d3 the best roll possible).

This benefit is cumulative with reductions in the Initiative die gained via a character's class, race or talents.

Helping Hand

Components: V, S
Casting Time: 10 seconds
Range: 5 miles
Volume of Effect: Special
Duration: 30 minutes per cleric level
Saving Throw: not applicable

This spell provides help when a cleric is trapped or otherwise endangered. The spell creates a hovering, ghostly image of a human-sized hand. The caster can command it to locate a character or creature of the caster's choice based on a physical description. The caster can specify race, gender, and appearance

After the hand receives its orders, it begins to search for the indicated creature, flying at a movement rate of 35' per second. The hand can search within a 5-mile radius of the caster.

If the hand cannot locate the indicated creature, it returns to the caster (provided he is still within the area of effect). The hand displays an outstretched palm, indicating that no such character or creature could be found, then disappears.

If the hand locates the indicated subject, the hand beckons the subject to follow it. If the subject follows, the hand points in the direction of the caster, leading the subject in the most direct, feasible route for the individual being summoned. The hand hovers 10 feet in front of the subject, moving before him. Once the hand leads the subject to the caster, it disappears.

The subject need not follow the hand nor help the caster. If the subject chooses not to follow the hand, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to the caster, the hand disappears; the subject will have to rely on his own devices to locate the caster.

If there is more than one subject within a 5-mile radius that meets the caster's description, the hand locates the nearest such creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

The ghostly hand has no physical form. Only the caster and potential targets can see the hand. It cannot engage in combat or execute any other task aside from locating the subject and leading him back to the caster. The hand cannot pass through solid objects, but can pass through small cracks and slits.

Hex: Augment Toxicity

Components: V, S, M
Casting Time: 4 seconds
Range: 120 feet
Volume of Effect: 1 creature
Duration: Up to 4 weeks
Saving Throw: Special

When the cleric casts this curse on a target creature it suffers no immediate ill effects. However, the next non-lethal poison the subject comes in contact with is more potent; the victim must roll two saving throws, taking the least favorable as final. The material component is a is pinch of arsenic.

Hex: Enhance Toxicity

Components: V, S, M
Casting Time: 4 seconds
Range: 120 feet
Volume of Effect: 1 creature
Duration: Up to 4 weeks
Saving Throw: Special

When the cleric casts this curse on a target creature it suffers no immediate ill effects. However, the next toxin (regarless of lethality) to which the subject is exposed is more potent; to wit, its Virulence Factor is increased by +5 above the stated value of the poison. The material component is a poisonous spider.

Hex: Exacerbate Wound

Components: V, S, M
Casting Time: 6 seconds
Range: 60 feet
Volume of Effect: 1 creature
Duration: Until next wound
Saving Throw: none

When the cleric casts this curse on a target creature it suffers no immediate ill effects. However, the next time it suffers a wound of at least 1 damage, the actual damage doubles. The extra damage does not affect knock-backs, but will affect Threshold of Pain. The damage doubled is that actually suffered by the creature, thus DR is not a factor. For example, if a cleric casts exacerbate wound on a Gnole with DR of 4 that then suffers a 15 point hit, the Gnole would instead suffer 22 points of damage (15 – 4 DR = 11, doubled); it is not knocked-back since 15 is not enough to knock-back a Gnole, despite the high actual total. However, it will need to make a Trauma check as 22 clearly exceeds the Gnole's Threshold of Pain. The material component is salt or a lemon slice.

Hex: Immunosuppressant

Components: V, S, M
Casting Time: 4 seconds
Range: 120 feet
Volume of Effect: 1 creature
Duration: Up to 4 weeks
Saving Throw: Special

When the cleric casts this curse on a target creature it suffers no immediate ill effects. However, the next time the target encounters a contagion of any sort, it must roll twice for susceptibility, keeping the least favorable roll. The material component is a tick.

Hex: Intensify Virulence

Components: V, S, M
Casting Time: 4 seconds
Range: 120 feet
Volume of Effect: 1 creature
Duration: Up to 4 weeks
Saving Throw: Special

When the cleric casts this blight on a target creature it suffers no immediate ill effects. However, the spell increases the potency of the next contagion encountered, to wit, a Virulence Factor of +4 above that called for by the disease. This spell has no effect on susceptibility. The material component is a bit of rat meat.

Hold in Place

Components: V, S, M
Casting Time: 5 seconds
Range: 20 feet per cleric level (maximum 200 feet)
Volume of Effect: 1 creature
Duration: 60 seconds
Saving Throw: negates (Physical)

This spell holds a creature in place by magically grasping one of its feet. The creature can pivot and act however he likes, but cannot otherwise move. The creature suffers a 2 point penalty all combat rolls and dodge saves due to hindered movement, and cannot make any combat maneuvers that require movement (such as flee, aggressive attack, give ground, fighting withdrawal, etc.).

Creatures with more than two legs suffer the same penalties as bipeds. Beings that do not use limbs for locomotion have a portion of their cell membrane, skin or

exoskeleton affixed to the ground preventing movement and applying identical penalties.

For the spell to function, a creature must be in contact with the ground. Those in flight or hovering cannot be held in place.

The material component for this spell is a single iron nail or small spike used with a somatic component that resembles stabbing a spike into the ground.

Hold Persons

Components: V, S
Casting Time: 6 seconds
Range: 25 feet per cleric level (maximum 300 feet)
Volume of Effect: 1-4 persons within a 20' square area
Duration: 90 seconds
Saving Throw: negates (Mental)

This spell induces psychosomatic paralysis affecting potentially multiple creatures within a 20'x 20' area. The cleric chooses the individuals he wished to hold when casting the spell. If the cleric chooses to affect fewer individuals than the maximum possible by focusing the spell only onto certain persons, the chosen individuals suffer a -2 penalty (per missing individual up to a maximum of -6) to the saving throw.

For example, if the spell is directed at only one person instead of the potential maximum of four, that victim suffers a -6 penalty to his saving throw. If only two persons are selected they suffer -4 each, and three targeted persons suffer -2 each. If the spell is directed at the maximum four individuals, no penalties apply.

This spell is only effective against "persons" – broadly defined as sapient bipedal creatures including the races of man, elf, dwarf, halfling and gnomes as well as humanoid races (i.e. kobolds, goblinoids, gnoles and similar species).

Holy Blessing

Components: V, S
Casting Time: 10 seconds
Range: 10 feet
Volume of Effect: 1 creature per cleric level (maximum 7)
Duration: 5 minutes
Saving Throw: not applicable

The recipients of a *Holy Blessing* receive a measure of divine favor. If engaged in combat, they may add +2 to all attack and defense rolls. In other circumstances, their chances of succeeding at a skill check are improved by ten percent. Anointed followers of the cleric's deity receive a blessing of twice normal duration.

Hurricane Force Wind

Components: V, S, DI
Casting Time: 8 seconds
Range: 300 feet
Volume of Effect: 300 foot diameter cylinder 100 feet in height
Duration: 5d12p seconds
Saving Throw: half knockback (Physical)

This spell permits the cleric to invoke a cylinder of whirling winds provided there is sufficient overhead clearance.

The *Hurricane Force Wind* is 80 mph. This is sufficiently powerful to uproot large trees, blow down small wooden buildings or to capsize small vessels. Missiles cannot pass through this strong windshear and any fire will be extinguished

Anyone in the cyclone's area of effect who fails to save vs. the spell sustains the equivalent of 6d12p damage for knockback purposes (or 3d12p should they succeed). Even if not blown back, forward movement is impossible as is melee combat.

Objects weighing up to 10 pounds that are not secured will be propelled 2d12p feet radially – items up to 5 pounds will tumble 5d12p feet. Any gasses the hurricane force wind contacts will be dispersed (even partial contact with a cloud of magical vapor will draw the full extent of the spell into the whirling vortex).

Hush

Components: V, S
Casting Time: 5 seconds
Range: 100 feet
Volume of Effect: 30 foot radius
Duration: 5 minutes
Saving Throw: none

By pressing his index finger to his lips and uttering "Shhhh", the cleric invokes a sound-dampening sphere. It may be centered on a fixed point or a sentient creature (though in the latter case a physical saving throw is applicable though it may be voluntarily forgone).

Within the sphere all noise is muted to whisper quiet. Vocalizations required to invoke magic are permissible as is communication (albeit requiring shouting). Loud noises originating from within the sphere such as the din of battle, alarm claxons or the barking of guard animals will not alert anyone that something is amiss. Anyone within the effective radius of this spell receives a +2 Initiative penalty whether friendly or hostile because they can barely hear anything.



Icewalking

Components: V, S
Casting Time: 4 seconds
Range: Touch
Area of Effect: Personal (with the possibility of additional individuals depending on the cleric's level)
Duration: 1 hour
Saving Throw: not applicable

This spell permits the cleric to safely walk on ice or snow. In the former case, the cleric is completely safe from slipping and may move at any rate possible (including sprinting) without risk of falling. With regards to snow, it permits him to walk upon the surface without leaving telltale tracks. However, should he fall from a height onto a snowdrift, the snow will not cushion his fall (treat as a fall to solid ground).

The cleric may extend this miracle to an additional individual for every 2 levels he possesses beyond the minimum necessary to cast this spell.

Identify Poison

Components: V, S
Casting Time: 1 minute
Range: 1 foot
Area of Effect: area concentrated upon
Duration: 20 seconds per cleric level
Saving Throw: not applicable

By means of this spell, a cleric may concentrate on a particular object or being within one foot of his outstretched palm and determine if a toxin is present and the type, nature and antidote (if any) of said poison contained within or on the object. Determination requires a definite target (a bottle, dagger, poisoned associate, plant, insect, etc.) and twenty seconds of concentration to make the determination.

Obviously the cleric can shift his focus to identify if other items are poisoned for as long as the spell remains in effect.

Illumination: Lantern

Components: V, S
Casting Time: 10 seconds
Range: Touch
Volume of Effect: equivalent to lantern light
Duration: 1 hour per cleric level
Saving Throw: not applicable

This spell enables the caster to summon luminous energy in the likeness of lantern light.

When cast, the flame must be anchored to some physical item, be it a pole, weapon or even the priest's open palm.

The flame casts light equivalent to a lantern but produces no heat. As such, it cannot be used as an ignition source.

Illumination: Torch

Components: V, S
Casting Time: 10 seconds
Range: Touch
Volume of Effect: equivalent to torchlight
Duration: 20 minutes per cleric level
Saving Throw: not applicable

This spell enables the caster to summon luminous energy in the likeness of a torch flame. When cast, the flame must be anchored to some physical item, be it a pole, weapon or even the priest's open palm. The flame casts light equivalent to a torch but produces no heat. As such, it cannot be used as an ignition source.

Imperceptibility to Undead

Components: V, S
Casting Time: 4 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 5 minutes per cleric level
Saving Throw: not applicable

This spell blinds undead creatures to the recipient's presence. However, it is only effective on creatures with a Will Factor less than the priest's level. More powerful undead will immediately see through this veil of secrecy. The spell is broken if the recipient takes any aggressive action.

Impression of Propriety

Components: V, S, M
Casting Time: 10 minutes
Range: Touch

Volume of Effect: Persons Encountered
Duration: 50 + 2d12p minutes
Saving Throw: Mental (negates)

Once cast, either on the cleric himself or on a willing recipient, the affected character gives off an aura of respectability. The target appears to be the model of propriety to any onlooker that fails a Will Save. Those that succeed in a save are unaffected by the spell, but do not automatically suspect anything is amiss with the character – they are simply free to react as normal. Those that fail consider the character to be an upstanding citizen or standard member of whatever group in which the onlooker belongs. This spell does not transcend race nor does it physically change the recipient's appearance – the recipient still appears as before. Onlookers with a failed save simply consider him to be the paragon of whatever community is standard from their perspective. The recipient need not be versed in the particular society, religion, or culture to blend in. Any *faux pas* simply does not seem amiss to those that fail their save. The material component is a tiny glob of grease.

Improve Vigilance

Components: V, S, DI
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 creature
Duration: 2 hours
Saving Throw: not applicable

The recipient of this blessing becomes more alert. The next Initiative roll the character makes is improved by one die type (with d3 the best die type possible).

This benefit is cumulative with reductions in the Initiative die gained via a character's class, race or talents.

Indifference

Components: V, S
Casting Time: 5 seconds
Range: 5 feet per level of cleric
Volume of Effect: 1 living creature
Duration: 1d4p minutes plus 1 minute per level of cleric
Saving Throw: negates (Mental)

Indifference causes a creature to reassess its aggressive posture towards the caster and his associates. If a save is failed, the creature adopts a neutral stance, regarding the priest as neither friend nor foe. The creature doesn't initiate violence unless attacked and will end combat peaceably if allowed to do so. *Indifference* won't cause the creature to be neglect its duties.

For example, a guard charged with barring a passage won't permit the cleric to traipse in unchallenged (a guard dog, on the other hand, lacking higher intelligence would let the priest pass). It will, however, discourage him from sounding an alarm but not permit the priest or his associates to openly loot or steal his property.

The enchantment ends immediately if the subject of an *Indifference* spell is attacked. The creature reverts to his normal mindset when the spell wears off.

Induce Drunkenness: Buzzed

Components: V, S, M
Casting Time: 1 second
Range: 30 feet
Volume of Effect: 1 creature
Duration: 1 hour
Saving Throw: negates (Physical)

This spell causes the target to become mildly intoxicated (buzzed). In this state, he is more prone to suggestion and peer pressure (suffering -5% to Resist Persuasion). Only minor physical impairment results (effectively a -1 penalty to Defense).

The material component is a drop of beer. This spell is ineffective if cast on creatures that are immune to poison.

Induce Drunkenness: Sloshed

Components: V, S, M
Casting Time: 2 seconds
Range: 30 feet
Volume of Effect: 1 creature
Duration: 3 hours (plus 1 hr residual at buzzed)
Saving Throw: negates (Physical)

This spell causes the target to become inebriated (sloshed level). In this state, individuals often become more belligerent and inclined to violence (+1 morale level, -15% to Resist Persuasion). Unfortunately, their mental faculties are diminished as well as coordination (drunk character is +3 Initiative, -3 Attack & Defense & +1 Speed).

After the spell wears off, the character is affected as if by *Induce Drunkenness: Buzzed.*

The material component is a drop of red wine. This spell is ineffective if cast on creatures that are immune to poison.

Induce Drunkenness: Wasted

Components: V, S, M
Casting Time: 3 seconds
Range: 30 feet

Volume of Effect: 1 creature
Duration: 5 hours (plus 3 hrs at sloshed and 1 hr at buzzed)
Saving Throw: negates (Physical)

This spell causes the target to become inebriated (wasted level). In this state, individuals are largely incapable of rational thought and their actions are driven by base desires. They can easily be goaded or manipulated to perform dangerous actions with little fear of the consequences (+2 morale level, -25% to Resist Persuasion). This level of intoxication brings with it severe diminution of physical capabilities (drunk character is +6 Initiative, -6 Attack & Defense & +2 Speed).

After the spell wears off, the character is affected as if by *Induce Drunkenness: Sloshed*.

The material component is a drop of liquor. This spell is ineffective if cast on creatures that are immune to poison.

Induce Migraine

Components: V, S
Casting Time: 3 seconds
Range: 60 feet
Volume of Effect: 1 creature
Duration: Until Target succeeds at a Saving Throw
Saving Throw: negates (Mental)

This spell causes a severe and painful migraine headache in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms. He will become grumpy and unpleasant to be around. While under the effect of the spell, all attack, defense and saving throw rolls are penalized by 2. In addition, skill checks become more difficult (10% so). The victim of the spell is allowed a new saving throw each day the spell is in effect. The effect persists until the character makes a successful saving throw. If the character has not made a successful saving throw in an amount of days equal to his Constitution score, he will begin to permanently lose one point of Intelligence per day.

Induce Sobriety

Components: V, S
Casting Time: 1 minute
Range: Touch
Volume of Effect: 1 intoxicated creature
Duration: Instantaneous
Saving Throw: not applicable

When this spell is cast, the cleric can reduce the effects of alcohol and other narcotics on a character. Highly intoxicated individuals, however, require greater spell efficacy achievable only by higher level clerics.

The four stages of intoxication are: buzzed (1-2 hours recovery time), sloshed (2-4 hours), wasted (4-6 hours), and passed out (7-10 hours). Normally, a character must rest for a number of hours until his recovery time equals the maximum recovery time for the next lowest stage, and so on. However, this spell instantly lowers a character's intoxication level by one stage for every four caster levels the cleric possesses. A 13th level cleric can bring a passed out character to full sobriety instantly.

This spell is ineffective against toxins (that is, chemical agents unaccompanied by mood-altering effects).

Indulgence, Lesser

Components: V, S, DI
Casting Time: 10 minutes
Range: 5 feet
Volume of Effect: 1 creature
Duration: Permanent (with caveats)
Saving Throw: not applicable

This ritual allows for a full remission of temporal punishment. It can be cast only on anointed followers. For a donation of a special item plus silver to the church (must be delivered to the church), the character will receive back d4p Honor points up to all lost Honor based on alignment transgressions only for one previous level. This spell can be cast multiple times. Note, it does not affect Honor burned or used in other ways, simply losses due to alignment infractions. Items donated must be at least half the level of the PC in 'value' plus 25 SP per level. More valuable or less valuable items can improve/weaken the results. If the cash/items are donated to the local (party) cleric for safekeeping, the spell works, but if the cleric uses the item or borrows or spends the money or in any way fails to deliver the items to the church, the PC loses all Honor restored and the pilfering cleric suffers a similiar Honor hit.

Indulgence, Minor

Components: V, S, M
Casting Time: 5 minutes
Range: 5 feet
Volume of Effect: 1 creature
Duration: Permanent (with caveats)
Saving Throw: not applicable

A cleric may listen to a devout confession of a dishonorable act and, given the proper financial incentive (10 silver coins per character level is recommended), intermediate on his behalf to restore a portion of honor lost.

Naturally, such confessions can only be acted upon for anointed followers – other confessions are simply juicy gossip.

A *Minor Indulgence* restores 1 point of Honor based on alignment transgressions. Note that the particular infraction being forgiven must not be repeated. Repeating offenses for which one has received an indulgence cause twice the Honor hit per reoccurrence (in addition to crushing guilt).

Clerics accepting donations to their church in exchange for issuing indulgences to fellow adventurers are obligated to remit these funds to their superiors.

Inflict Pain

Components: V, S
Casting Time: 5 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 5-95 seconds
Saving Throw: special (Constitution check required)

With this spell, the priest causes traumatic wracking pain to course through the target's body. The creature must immediately attempt a Constitution check (d20p vs. CON score). Rolling under his CON score permits the target to shrug off the pain. Rolling equal or above causes the creature to collapse from the agony, incapacitated for 5 seconds times the difference between his CON check and his CON score. For creatures whose Constitution score is undefined, use twice their required-ToP Save as the basis of this d20 check.

Creatures listed in the *Hacklopedia of Beasts* as having n/a for their ToP Save are immune to this spell.

A priest has up to 30 seconds from completing the spell to attempt to inflict pain on a victim. If the target is an active combatant, the cleric must land an unarmed attack. Only one such attempt is permitted - if the attack fails the spell is ineffective.

Inflict Severe Pain

Components: V, S
Casting Time: 4 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 60 seconds
Saving Throw: special (Trauma check required)

This spell permits the cleric to cause incapacitating pain in a living creature. To do so, he must touch the desired victim within 20 seconds of completing the spell. This necessitates a successful unarmed attack against a mobile and unwilling opponent. If the priest can accomplish this, the victim must make a Trauma Check or collapse in utter agony for 60 seconds.

Inflict Wound

Components: V, S
Casting Time: varies
Range: Touch
Volume of Effect: 1 creature
Duration: Instantaneous
Saving Throw: none

By calling upon the wrath of his deity, a cleric inflicts bodily injury to anyone whom he touches by acting as a conduit for this divine fury. A priest has up to 30 seconds from completion of the spell to attempt to inflict a supernatural wound. If the target is an active combatant, the cleric must land an unarmed attack. Only one such attempt is permitted - if the attack fails the spell is ineffective.

Inflict Wound Spell specifics

Spell Name	Casting Time (s)	HP damage inflicted
Inflict Trifling Wound	2	d4p
Inflict Trivial Wound	2	d6p
Inflict Minor Wound	3	d6p+1
Inflict Small Wound	3	d8p+1
Inflict Light Wound	3	2d4p+2
Inflict Lesser Wound	4	2d6p+1
Inflict Middling Wound	4	2d6p+2
Inflict Moderate Wound	4	3d4p+2
Inflict Medium Wound	4	2d8p+3
Inflict Intermediate Wound	5	2d8p+4
Inflict Serious Wound	5	4d4p+3
Inflict Large Wound	5	4d4p+4
Inflict Considerable Wound	5	4d4p+6
Inflict Substantial Wound	6	3d6p+7
Inflict Heavy Wound	6	3d8p+5
Inflict Severe Wound	6	3d8p+6
Inflict Extensive Wound	7	4d6p+7
Inflict Terrible Wound	7	4d6p+8
Inflict Extreme Wound	7	3d10+7
Inflict Massive Wound	8	5d6p+6
Inflict Great Wound	9	5d6p+8

These spells ignore Damage Reduction whether natural or gained via armor. The undead, however, are immune to this family of spells.

Influence

Components: V, S
Casting Time: 4 seconds
Range: 5 feet per level of cleric
Volume of Effect: 1 living creature
Duration: 1d4p minutes plus 1 minutes per level of cleric
Saving Throw: negates (Mental)

Upon a successful casting of this spell, the priest causes an indifferent creature to enter into a particular emotional state. For example, the priest might cast this spell to make a uninterested guard turn helpful, make an apathetic bar wench become flirtatious, an uncaring merchant become generous or so on. Bear in mind the limited duration of the spell's effect when contemplating excessively complicated applications.

Characters influenced by this spell will interpret the new emotional state according to their personality not the caster's idea of what a person in said emotional state should do.

For example, an unsympathetic merchant made to feel compassionate by this spell will probably give out a few silver pieces but would never, even in this unusual mood, contemplate selling his business and giving the proceeds to the poor. The GM determines precisely what emotions can be caused and how the creature reacts.

Anger, anxiousness, compassion, delight, depression, disgust, envy, greed, happiness, laziness, lust, pride, sadness, shame and even smugness are examples of potential mental states the caster can command. This spell does not affect biological needs, such as hunger, pain, thirst or an animal's natural mating instinct.

When the spell wears off, the creature realizes that he has been magically influenced.

Influence (Minor)

Components: V, S
Casting Time: 5 seconds
Range: 5 feet per level of cleric
Volume of Effect: 1 living creature
Duration: 1d4p minutes plus 1 minutes per level of cleric
Saving Throw: negates (Mental)

Upon casting this spell, the target's current mental state becomes more or less exaggerated, depending on the caster's preference. For example, the cleric might cast this spell to push an angry merchant over the edge into starting a fight, or make him calm down and resume negotiations over the price of an item. An officious guard might become more or less stringent about following the rules, or so on. The creature must not be actively combative when the spell is cast or it will be ineffective.

Should the successfully influenced individual face severe consequences for his action, he receives an additional saving throw to resist potentially disastrous actions. A merchant grumbling about taxes in front of a royal parade, who knows he faces death for yelling insults at the king, will be loath to do so even if magically influenced. Instead, he may redirect his anger and punch someone else in the crowd. The GM determines whether a particular emotion can be influenced, and exactly how the creature reacts.

Anger, anxiousness, compassion, delight, depression, disgust, envy, greed, happiness, laziness, lust, pride, sadness, shame, and even smugness are examples of potential mental states the caster can goad. This spell does not affect biological urges, such as hunger, pain or thirst.

When the spell wears off, the target creature becomes aware that it has been magically influenced.

Innocuousness

Components: V, S
Casting Time: 5 seconds
Range: Touch
Volume of Effect: 1 living creature
Duration: 10 minutes per level of cleric
Saving Throw: negates (Mental) - viewer save permitted only under unusual circumstances

The target of this spell becomes cloaked in a form of mental camouflage. While he can clearly be seen, a viewer's perception is subtly altered to interpret the character as just some schmuck in the crowd unworthy of close scrutiny. For example, an armored warrior may simply be assumed to be a city guardsman of whom passers-by take no special note.

Likewise, a lone traveler might pass by a group of ruffians without drawing their attention as a potential victim.

The spell has its limits – it's not going to allow an obvious elf to wander freely around a goblin lair. Additionally, if the person cloaked by innocuousness takes a hostile or threatening action, the spell is immediately broken.

Invigorate

Components: V, S, M
Casting Time: 8 seconds
Range: 60 feet
Volume of Effect: 30 foot radius
Duration: Instantaneous
Saving Throw: not applicable

After reciting this prayer, up to six allies of the cleric in the area of effect become completely revitalized. Any effects of fatigue immediately dissipate, leaving the characters feeling fully rested, if not just a bit edgy. The material component is a handful of coffee beans that are first blessed, then scattered into the area.



Kismet

Components: V, S, DI
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 creature
Duration: 30 minutes
Saving Throw: not applicable

By means of this blessing, the recipient may choose to take a mulligan (a 'do-over') on a single die roll of his choice within 30 minutes of game time after receiving this beneficence.

Know North

Components: S
Casting Time: 1 minute
Range: Personal
Volume of Effect: 1 creature
Duration: Instantaneous
Saving Throw: not applicable

This spell enables the caster to determine which direction is true north. He stretches out his arm, points forward and slowly circles in place. When aligned to the proper direction, he receives a distinct sensation. The efficacy of this spell enables it to function even in areas designed to disorient the caster's sense of direction.

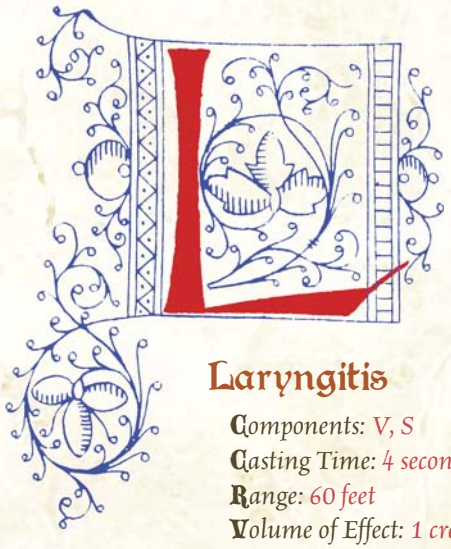
Know Position

Components: V
Casting Time: 1 minute
Range: Personal
Volume of Effect: Personal
Duration: Instantaneous
Saving Throw: not applicable

This spell enables a cleric to instantly know his position in relation to a single landmark or population center, or in absolute terms (latitude, longitude and elevation).

The priest receives the former information in situational-appropriate X (east-west) and Y (north-south) axis units, such as '20 miles east and 16 miles south of Bet Rogala', or '30 feet east and 44 feet north of that old tree that looks like it got hit by lightning.' If desired, the priest can also determine his location on the Z (height-depth) axis, such as '5 feet west and 90 feet south of the dungeon entrance and 65 feet below ground level.' The priest may substitute 'ground level' for 'sea level' as a reference point for convenience.

This spell provides one data point only.



Laryngitis

Components: V, S
Casting Time: 4 seconds
Range: 60 feet
Volume of Effect: 1 creature
Duration: 30 minutes
Saving Throw: negates (Physical)

A cleric can cause acute inflammation of the target's vocal cords rendering speech (or growls, roars or similar vocalizations) impossible for half an hour by casting this spell upon them. If a victim fails their saving throw, they are incapable of casting spells with a verbal component, speaking command words, shouting for help or even retorting with a snappy comeback.

Liana

Components: V, S
Casting Time: 1 second
Range: Touch
Length of Effect: 50 feet
Duration: 1 hour
Saving Throw: not applicable

When cast upon a natural vine, this spell causes it to grow to 50 feet in length. It may thereafter be used as a rope.

Magic Beanstalk

Components: V, S, M
Casting Time: 1 minute
Range: Touch
Volume of Effect: Special
Duration: 1 day
Saving Throw: not applicable

This spell must be cast on a bean that is then planted in the ground (the material component). The bean then sprouts and within 5 minutes grows to height of 20 feet per level of the caster. The beanstalk may be climbed (an Average difficulty check).

Mass Influence

Components: V, S
Casting Time: 20 seconds
Range: 5 feet per level of cleric
Volume of Effect: 1 creature per level of cleric
Duration: 1d6p minutes plus 1 minute per cleric level
Saving Throw: negates (Mental)

Upon a successful casting of this spell, the cleric causes creatures to enter into a particular emotional state. For example, an angry crowd could be made apathetic and likely to dissipate. (Bear in mind the limited duration of the spell's effect when contemplating excessively complicated applications.)

Characters influenced by this spell will interpret the new emotional state according to their personality, not the caster's idea of what a person in said emotional state should do. The GM determines precisely what emotions can be caused and how the creature reacts.

Anger, anxiousness, compassion, delight, depression, disgust, envy, greed, happiness, laziness, lust, pride, sadness, shame and even smugness are examples of potential mental states the caster can command. This spell does not affect biological needs, such as hunger, pain, thirst or an animal's natural mating instinct.

When the spell wears off, the creatures influenced by this spell only realize that their emotions have been manipulated if they make a saving throw. However, subsequent provocative actions on the part of the cleric are subject to a normal response (i.e., creatures cannot be permanently pacified).

Mend Broken Bone

Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 broken bone
Duration: Permanent
Saving Throw: not applicable

Clerics can use this spell to instantly mend a broken bone, as long as the bone is not crushed and was not broken more than a certain a number of days ago (60+2d8-(CONx2)). In the event of a compound fracture where the bone pierces the skin and is exposed to the air, the bone should be mended before healing the wound. Otherwise, the mending of the bone will force a repetition of that same wound (i.e., an equivalent loss of Hit Points).

The material components are the strips of fabric and sticks of wood used to immobilize the limb and set the bone in place.

Mend Muscle Tear

Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 torn muscle
Duration: Permanent
Saving Throw: not applicable

By means of this spell a cleric may immediately mend a muscle tear and restore any capabilities compromised by the injury. Though no hit points are restored, this treatment of the underlying cause allows any hit point damage sustained in tandem with the tear to heal at a normal rate.

The material component is willow bark that the subject of the spell must consume.

Mildew Growth

Components: V, S, M
Casting Time: 2 hours
Range: Touch
Volume of Effect: 1000 cubic feet of cereal
Duration: 1 month
Saving Throw: none

The casting cleric creates a mildew, fungus or mold growth at the bottom of a food store or granary. During the ensuing month, the invasive plant material overruns the food stores, destroying its edibility. The material component is a tuft of mold, fungus or the like.

Miracle Meal

Components: V, S, C
Casting Time: 10 minutes
Range: Touch
Weight of Effect: 7 pounds of food per level of cleric
Duration: Permanent
Saving Throw: not applicable

This spells allows a cleric to take edible foodstuffs and replicate them in mass quantities. For example, a cleric might cast this spell on a handful of loaves and fishes in order to feed a hungry multitude. This spell does not create new foodstuffs different from the base item (e.g., replicating apples from oranges), nor will it replicate poisonous or inedible foodstuffs that the caster could not easily consume without harm to himself.

The catalyst for this spell is the edible foodstuffs that can be held within the cleric's cupped and outstretched hands.

Moderate Elemental Damage

Components: V, S
Casting Time: 10 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 5 minutes per level of the cleric
Saving Throw: not applicable

This beatitude provides the spell recipient with greater resistance to damage from natural or magical cold, fire and lightning attacks. The subject gains a +2 bonus on all saving throws v. such effects (if applicable) and all damage dealt to the individual so protected is reduced by 1 point per two cleric levels (up to a maximum reduction of 4 hp of damage or 7 points for anointed followers).

Moderate Emotion: Cause Fear

Components: V, S
Casting Time: 4 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 1d4p minutes plus 1 minute per cleric level
Saving Throw: negates (Mental)

By touching an individual, the priest is able to implant the fear of his god in their psyche. The creature touched must immediately make a saving throw or flee in terror from the cleric until the spell's duration wanes.

Moderate Emotion: Remove Fear

Components: V, S
Casting Time: 3 seconds
Range: 5 feet per level of the cleric
Volume of Effect: 1 living creature
Duration: 5 minutes per cleric level
Saving Throw: not applicable

This spell causes courage to well up in the breast of a living creature, giving him a +6 bonus on saving throws against fear spells and effects as well as increasing Tenacity or Morale by two gradients (i.e. cowardly recipients become steady for the duration of the spell). If the creature is already under a fear effect when this spell is cast, he may immediately attempt a saving throw (with a +3 bonus) to end the effect.

Moderate Personal Climate

Components: V, S
Casting Time: 1 minute
Range: Personal
Volume of Effect: Personal
Duration: 1 hour per level of the cleric
Saving Throw: not applicable

This spell keeps the cleric's immediate surrounding at a comfortable 68° Fahrenheit, whether the ambient temperature is as low as freezing (32° F) or uncomfortably hot (95° F). He suffers no ill effects of natural temperature within those ranges.

The spell ends if the local temperature drops below 32° F or rises above 95° F.

Moonblade

Components: V, S
Casting Time: 4 seconds
Range: Personal
Volume of Effect: Special
Duration: 10 seconds per level of the cleric
Saving Throw: none

This spell conjures a crescent shaped beam of moonlight. The cleric may wield the moonblade as a scimitar. Proficiency with this weapon isn't necessary but if the cleric has specialized in this type of weapon any such bonuses may be applicable. Supplemental damage from high strength is irrelevant.

The blade is immaterial and readily passes through solid objects*. If used against mortal creatures, it inflicts 1d8p damage plus 1 point for every 4 levels of the priest. The cleric must make a successful attack to strike an opponent, but if successful any Damage Reduction is ignored. The blade will pass through the defender's shield and armor draining the creature's élan vital but leaving no visible wound.

If used against the undead, the moonblade inflicts 2d8p damage +1 point for every 2 levels of the cleric. In this instance, it will leave ragged wounds in the undead being.

**If a defender is using a shield, any defensive benefits it provides are ignored.*

Part Lake

Components: V, S, DI
Casting Time: 10 minutes
Range: 500 feet
Volume of Effect: path 500' long, 20' wide and 100' deep
Duration: 30 minutes
Saving Throw: not applicable

When the cleric raises his arms and chants, winds pick up and blow across the target body of water, which cannot be wider than 500 feet nor deeper than 100 feet. Over the next two minutes of casting time, the winds buffet the water, slowly creating a twenty-foot wide alley of dry land across the lake at the five-minute mark. The cleric can maintain the parted waters for up to twenty-five minutes while he chants with arms raised. During this time, the cleric can take no other action other than walk at a standard pace. At the expiration of the spell, the divine wind ceases and the water crashes back to its previous position.

Those deeper than chest-high are automatically engulfed in the water. For every full 50 feet a character is below water level, he suffers d12p points of damage from the concussive force of the waters crashing down upon him. A more serious concern is drowning.

The cleric can voluntarily (or involuntarily) end the spell at any time by lowering his arms or stopping his chant.

Part Pond

Components: V, S, DI
Casting Time: 8 minutes
Range: 100 feet
Volume of Effect: path 100' long, 8' wide and 30' deep
Duration: 8 minutes
Saving Throw: not applicable

When the cleric raises his arms and chants, winds pick up and blow across the target pond, whose water must be static and cannot be wider than 100 feet nor deeper than 30 feet. This spell is ineffective on running water.

Over the next two minutes of casting time, the winds buffet the water, slowly creating an eight-foot wide alley of dry land across the pond at the two-minute mark. The cleric can maintain the parted waters for up to three minutes while he chants with arms raised. During this time, the cleric can take no other action other than walk at a standard pace.

At the expiration of the spell, the divine wind ceases and the built-up water crashes back to its previous position. Anyone caught in the crash must make a dodge-based save or slip and fall if near the edges, or be engulfed in the water if deeper than chest-high. The water has no other effects beyond its natural intrinsic properties. The cleric can voluntarily (or involuntarily) end the spell at any time by lowering his arms or stopping his chant.

Part River

Components: V, S, DI
Casting Time: 10 minutes
Range: 100 feet
Volume of Effect: path 100' long, 10' wide and 30' deep
Duration: 10 minutes
Saving Throw: Special (difficult swimming skill check)

When the cleric raises his arms and chants, winds pick up and blow across the target waterway, which cannot be wider than 100 feet nor deeper than 30 feet. Over the next two minutes of casting time, the winds buffet the water, slowly creating a ten-foot wide alley of dry land across the river at the two-minute mark. The cleric can maintain the parted stream for up to eight minutes while he chants with arms raised. During this time, the cleric can take no other action other than walk at a standard pace.

At the expiration of the spell, the divine wind ceases and the built-up upstream water crashes back to its previous position. Anyone caught in the crash will be swept away and suffer 2d12p damage, half damage with a successful difficult swimming check. The distance swept will depend

on the rate of the current (i.e., how much water had built up). The cleric can voluntarily (or involuntarily) end the spell at any time by lowering his arms or stopping his chant.

Part Stream

Components: V, S, DI
Casting Time: 5 minutes
Range: 10 feet
Volume of Effect: path 10' long, 5' wide and 30" deep
Duration: 5 minutes
Saving Throw: Dodge (negates slipping and falling)

When the cleric raises his arms and chants, winds pick up and blow across the target stream, which cannot be wider than 10 feet nor deeper than 30 inches. Over the next two minutes of casting time, the winds buffet the water, slowly creating a five-foot wide alley of dry land across the stream at the two-minute mark. The cleric can maintain the parted stream for up to three minutes while he chants with arms raised. During this time, the cleric can take no other action other than walk at a standard pace.

At the expiration of the spell, the divine wind ceases and the built-up upstream water crashes back to its previous position. Anyone caught in the crash must make a dodge-based save or slip and fall. The cleric can voluntarily (or involuntarily) end the spell at any time by lowering his arms or stopping his chant.

Pestilent Swarm

Components: V, S
Casting Time: 8 seconds
Range: 60 feet
Volume of Effect: 10 foot diameter sphere
Duration: special
Saving Throw: none

This spell summons a dense but stationary 10 foot diameter sphere of biting and/or stinging bugs. The pests will feed upon anyone within the confines of the swarm. Actively flailing one's arms (precluding all other activity) mitigates the damage to 1 hit point per 10 seconds (though armor cannot reduce this damage). Any other activity, including fleeing or traversing the cloud, subjects the individual to 1d4+1 points of damage (again, armor is ineffective in reducing this damage).

Conventional weaponry is ineffective in battling the swarm though fog, wind or fire spells directed at the bugs will destroy them.

A cleric may maintain the spell indefinitely provided he neither moves nor loses his focus through injury or voluntary choice of another action. Once he relinquishes control of the pestilence, the bugs fly off within 20 seconds.

*Note: Natural DR is **not** armor. A thick hide will mitigate damage from a Pestilent Swarm.*

Pillar of Fire

Components: V, S, M
Casting Time: 8 seconds
Range: 300 feet
Volume of Effect: 15 foot radius, 100 foot tall cylinder
Duration: 5 minutes
Saving Throw: half damage (Dodge)

The cleric must beseech the heavens with a prayer, while lifting his fist enclosed about a fire opal, then hurl it skyward in order to call down this spell. The gem flies to the heavens, where it disappears in the clouds (or sky, clouds need not be present). In an instant, lightning flashes down on the desired location and creates an immediate conflagration in the form of a pillar. Any creature standing in the pillar's area must save or suffer 6d8p damage, 3d8p with a successful Save. Any character unable or unwilling to exit the pillar will continue to suffer d8p damage every second (d4p with a save, new save required each second).

Those choosing to pass through the pillar (animals or creatures with Intelligence below 5/26 will simply refuse to enter), suffer 2d8p, 1d8 p with a successful save. Additionally, the pillar will ignite any combustibles and generally burn non-metallic, non-stone items to cinders by the time the pillar extinguishes in 5 minutes. A creature may spend a few seconds (1d6p second delay) to extinguish the flames from a single item once outside the pillar.

This spell may only be cast outdoors. A fire opal valued at no less than 100 silver pieces is the sole material component.

Pine Tar

Components: V, S, M
Casting Time: 5 seconds
Range: 0, range as throwing knife if hurled
Volume of Effect: object touched (special)
Duration: 1 day
Saving Throw: none

This spell allows the cleric to conjure a sticky wad of pine resin. He may hurl this as a missile or employ it manually to hold a stationary object fast.

The cleric may target the creature's feet by making a *Called Shot* (see ***Chapter 13: Combat*** page 231). If successful, the target is stuck in place (if size T, S or M) and suffers a 4 point penalty all combat rolls and dodge saves due to immobility, and cannot make any combat maneuvers that require movement (such as flee, aggressive attack, give

ground, fighting withdrawal, etc.). Alternatively, he may simply aim center of mass. A defender is entitled to cover value from its shield (which deflects enough of the sticky blob to render the spell ineffective if successful). If struck on its body, the target suffers a 2 point penalty all combat rolls due to the retarding effect it has on his ability to move freely.

Any object up to 250 pounds in mass may be so held (examples include securing a prisoner, barring a door). The object may be secured regardless of orientation provided the surface it is attach to will bear its weight. Thus a chest could be glued to a ceiling to keep it temporarily out of reach.

Feeing an object from *Pine Tar* requires a Feat of Strength (vs. d20+12).

The material component is a sticky pine cone.

Purify Food

Components: *V, S*
Casting Time: *1 minute*
Range: *Touch*
Volume of Effect: *1 cubic food of food per cleric level*
Duration: *Permanent*
Saving Throw: *not applicable*

This spell eliminates harmful bacteria, micro-organisms and other pestilences such as maggots from food thus making it suitable for consumption. It does not improve the food's original appearance, smell, or taste but will remove the rancid taste and odor of putrification. It does not remove toxins from food (other than the by-products of decay such as botulism).

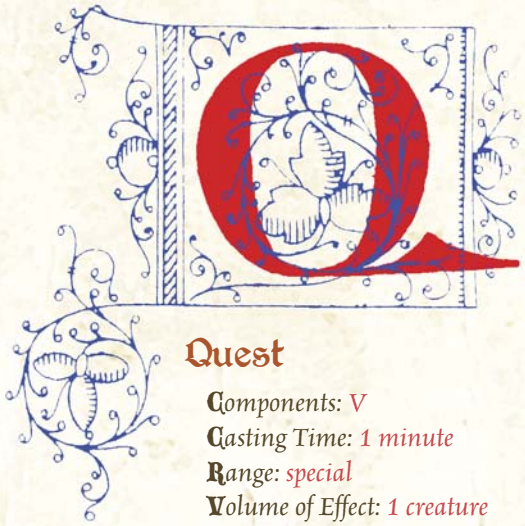
Purify Water

Components: *V, S, M*
Casting Time: *1 minute*
Range: *Touch*
Volume of Effect: *1 gallon per cleric level*
Duration: *Permanent*
Saving Throw: *not applicable*

This spell eliminates all harmful bacteria and microorganisms as well as foul tasting sulfides, iron and suspended solids from water. The result is water suitable for drinking. Casting it on beverages such as milk, beer or wine is deleterious as they will be reduced to plain water. The spell does not affect toxins (alcohol is here considered a narcotic not a toxin) or magical potions.

A Potion of Poison would, for example, be transformed into a crystal clear liquid every bit as lethal as it was prior to purifying it. Desalinization requires a caster of no less than 5th level to accomplish.

The material component for this spell is the water to be purified. Purify Water must be cast on water intended to be sanctified as holy water (but not unholy water). Naturally, the water is not consumed in the casting.



Quest

Components: *V*
Casting Time: *1 minute*
Range: *special*
Volume of Effect: *1 creature*
Duration: *until Quest is complete*
Saving Throw: *Mental (negates)*

This ecclesiastical dictum compels a creature to perform a great service for the cleric or his religious order. The nature of the quest must be a consequential task directly in line with the interests ***and philosophy*** of the cleric's god and religion. As such, a cleric of the Caregiver could not issue a *Quest* to "slaughter the orkin army that besieges our fair city" for, although the end result would indeed be beneficial to the congregation, implementation would violate the basic tenants of the religion.

Anointed followers of the cleric's faith receive no saving throw when issued a right and proper *Quest*. Non-practitioners of a similar moral and ethical outlook (e.g. alignment) may attempt to resist the charge (receiving a normal saving throw) while those of dissimilar beliefs save at +6. In no instance can a *Quest* compel a creature to violate its intrinsic moral principals – any attempt to coerce such services automatically meet with failure.

Those on a *Quest* must set aside all other concerns, important though they may be, and focus entirely upon the accomplishment of their assigned task. Diverting one's attention from the *Quest* has repercussions. All persons will slowly weaken and die, their bodies unable to recuperate (this results in the loss of 1 hit point per day and natural healing becomes ineffective). In addition, any divine curatives (be they for wounds, toxins or disease) will fail if cast upon the intransigent. This divine goading is withdrawn as soon as those tasked with the god's mission resume the *Quest*.

Completing a *Quest* is an extremely honorable accomplishment richly deserving of reward (the details of which are determined by the GameMaster).



Reattach: Finger/Toe

Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 severed finger or toe
Duration: Permanent
Saving Throw: not applicable

Casting this spell enables a cleric to reattach a severed finger or toe. A few caveats apply - the digit may not have been severed more than 12 hours ago, nor may it be severely damaged (crushed, charred, gangrenous or so on).

The material component is a bit of a spider's silk and a bone needle.

Rectify Sprain/Hyperextension

Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 sprain or hyperextension
Duration: Permanent
Saving Throw: not applicable

This spell repairs the muscles damaged by a sprain or hyperextension, thereby restoring full movement and contributing to a faster recovery. The debilitating effects of the injury cease immediately and lost Hit Points (if the sprain/hyperextension was collateral damage from a critical hit) are healed as an ordinary wound.

The material component is liniment balm that must be applied to the injury.

Rectify Strain

Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 strain or pulled muscle
Duration: Permanent
Saving Throw: not applicable

This spell repairs a strain or pulled muscle injury thereby restoring full movement and contributing to a faster recovery. The debilitating effects of the injury cease immediately and lost Hit Points (if the strain was collateral damage from a critical hit) are healed as an ordinary wound.

The material component is liniment balm applied to the injury.

Re-energize

Components: V, S, DI
Casting Time: 12 minutes
Range: Touch
Volume of Effect: 1 creature
Duration: Instantaneous
Saving Throw: not applicable

Immediately following the conclusion of this service (which involves chanting, humming, rocking and responsive intonations between the characters), the recipient has the opportunity to cast off all ill-effects of any energy drain attack suffered in the last two hours. The follower may immediately resolve all saves related to the energy drain results rather than waiting an hour in-between each. The character receives no other healing benefits (i.e., his Hit Points must be cured or healed separately).

Re-energize may only be cast upon anointed followers of the cleric's religion.

Regenerate Wounds

Components: V, S, DI, C
Casting Time: 1 hour
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: not applicable

By means of this hour-long ceremony, during which the cleric lays a shroud (the catalyst) over the genuflecting recipient, the cleric confers a restorative ability far beyond that of the natural. After the casting, the recipient heals at a rate of one Hit Point every 10 minutes. The spell has no effect on non-physical wounds (such as those inflicted by poison or energy drain attacks) or new wounds incurred after casting. Anointed followers heal at a rate of 1 HP every 5 minutes. The spell ends when all wounds are healed.

Rejuvenate

Components: V, S, M
Casting Time: 5 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: Instantaneous
Saving Throw: not applicable

The cleric blesses a coffee bean and deposits it into the mouth of his ally (or himself). After chewing the bean the recipient becomes completely revitalized; any effects of fatigue immediately dissipate, leaving the character feeling fully rested, if not a tad overexcited.

Remedy Supernatural Blindness

Components: V, S
Casting Time: 5 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: not applicable

With this spell, a cleric can eliminate magical blindness, restoring sight (and removing the associated penalties) in an afflicted individual. This spell does not heal blindness or remove any visual impairment caused by injury, disease or other non-magical event.

Remedy Supernatural Deafness

Components: V, S
Casting Time: 6 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: not applicable

With this spell, a cleric can eliminate magical deafness, restoring the ability to hear (and removing the associated penalties) in an afflicted individual. This spell does not heal deafness or remove any hearing impairment caused by injury, disease or other non-magical event.

Repair Torn Tendon/Ligament

Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 torn ligament or tendon
Duration: Permanent
Saving Throw: not applicable

This rehabilitative spell will repair a torn ligament or tendon and restore all deleterious consequences of the injury. No hit points are returned but any damage sustained in conjunction with the torn ligament may be healed as a normal wound.

The material component is a ligament or tendon from a fresh cadaver.

Note: This spell will not restore permanent disabilities acquired after allowing this type of injury to heal naturally.

Resist Acid or Caustic

Components: V, S
Casting Time: 5 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 2 minutes
Saving Throw: not applicable

This spell provides the subject with Damage Reduction 12 against acid or similarly caustic substances. However, this divine gift is a flat DR (not cumulative with armor or other bonuses) that absorbs no more than 12 total points of acid or caustic damage during any 10-second interval.

For example, let's say that the newly enspelled Dorgren the fighter suffers multiple acid attacks of 7 and 8 points of damage on seconds 6 and 14 of the fight. The spell fully protects against the 7 points of damage from the first attack, but only 5 points from the next attack (12 total points). The remaining damage (3 points) may then be further reduced by his armor, shield or other special defense, but is unaffected by this spell. The spell will no longer protect Dorgren until it restores to full protection on second 16 (the first attack on second 6 + the 10-second interval).

On the other hand, perhaps Dorgren suffers acid attacks of 6, 9 and 11 points of damage on seconds 4, 15 and 27 of the fight. In that example, the DR 12 absorbs all the damage, since each attack dealt less than 12 points and each occurred more than 10 seconds apart.

Reveal Pits and Snares

Components: V, S
Casting Time: 3 seconds
Range: Personal
Volume of Effect: 30 foot radius
Duration: 5 minutes
Saving Throw: not applicable

This spell provides the cleric with heightened perception such that he can discern the presence of various types of traps typically used by hunters to capture animals. It is at its greatest efficacy when used to detect traps con-

structed from indigenous materials (i.e. pits covered by brush, deadfalls, snares, foothold traps or swinging logs) or those enhancing a natural hazard such as quicksand.

It is ineffective at revealing complex mechanical traps involving gears, stonework or any elaborate metalwork (as is typical of many traps set to foil tomb raiders).

Righteous Cursing

Components: V
Casting Time: 1 second
Range: 30 feet
Volume of Effect: One creature/level (maximum 6)
Duration: 5 minutes
Saving Throw: not applicable

The recipients of a *Righteous Cursing* receive a measure of godly displeasure that negatively impacts their performance. If engaged in combat, they must subtract -2 from all attack and defense rolls. In other circumstances, their chances of succeeding at a skill check are decreased by ten percent.

While the spell is effect, those cursed will have a perceptible ringing in their ears.

Rigor Mortis

Components: V, S
Casting Time: 5 seconds
Range: 120 feet
Volume of Effect: 1 creature
Duration: 10 seconds per level of cleric
Saving Throw: negates (Physical)

When this spell is cast upon a creature it causes its muscles to stiffen up, rendering the victim rigid and immobile. While in this state, the victim is fully conscious and aware of his surroundings but is unable to take any physical actions. Creatures without muscles or physical bodies are immune to this spell, as are extraplanar creatures.



Safe Haven

Components: V, S
Casting Time: 3 seconds
Range: Touch
Volume of Effect: Personal
Duration: 2 min. plus 1 min. per cleric's level
Saving Throw: negates (Mental)

Once the priest casts this spell, any creature intending to attack him must attempt a saving throw. On a successful save, the creature is unaffected by the spell and may act freely. If the saving throw fails, the attacker ignores the cleric's presence for the rest of the spell's duration.

If the priest makes an attack, the spell is broken (i.e. anyone may attack him). This spell does not protect the priest from the collateral damage of an area effect spell.

Sanctify Weapon

Components: V, S, DI, C
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 weapon
Duration: up to 4 hours
Saving Throw: not applicable

This blessing confers a +1 Defense bonus to a weapon against one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus is doubled.

The weapon serves as a spell catalyst temporarily storing divine power until discharged. This protective bonus is applied to the weapon wielder's next Defense roll for which he uses adjustments stemming from his weapon (or would if he were specialized). Thus it is neither discharged by nor provides protection against missile fire or attacks from the rear. The protective aura cannot be held in reserve to defend against a particular attack of the defender's choosing.

Sanctify Weaponry

Components: V, S, DI, C
Casting Time: 5 minutes
Range: Touch
Volume of Effect: up to 5 weapons
Duration: up to 4 hours
Saving Throw: not applicable

This blessing is sufficient to imbue up to five weapons with additional defensive capabilities. When defending

against the next five sequential attacks, the wielder receives the benefit of +5 to his Defense roll. Should any of the weaponry be of the cleric's religion's preferred type, the Defensive bonus is doubled to +10.

Sanctify Weapons

Components: V, S, DI, C
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 3 weapons
Duration: up to 4 hours
Saving Throw: not applicable

This blessing confers a +3 Defense bonus to up to three individual weapons sufficient to defend against three attacks each. If the blessed weapons are the preferred weapon of the clergy, the bonus is doubled.

Searing Metal

Components: S
Casting Time: 10 seconds
Range: 200 feet
Volume of Effect: single metallic object
Duration: Special
Saving Throw: not applicable

When cast, the cleric focuses the light of the sun upon a single metal object causing it to become painfully hot (400° F).

Creatures suffer d4p points of damage every 10 seconds they are in contact with the affected metal – this may be unavoidable in the case of body armor, but a weapon may be dropped to avoid damage. The cleric may maintain the object at this temperature indefinitely provided he continues to concentrate upon the spell and the sun is visible.

Such heating is insufficient to do any lasting damage to the object nor is it sufficiently hot to ignite flammable material the subject may be in contact with. It may only be cast during daylight.

Sense Divine Magic

Components: V, S
Casting Time: 5 seconds
Range: Personal
Volume of Effect: 10 foot radius
Duration: 2 minutes per cleric's level
Saving Throw: not applicable

This spell enables the caster to locate divine magical auras, such as those emitted by priestly spells, holy water, icons and other sanctified objects. By spreading his arms and uttering a short phrase, the caster becomes sensitive to divine energy in a 10-foot radius. The caster can then 'feel' the power of the magical radiations, which may be faint, weak, moderate, strong or powerful. The caster also has a 3% chance per level to determine whether the magic is of a particular type (such as enchantment or summoning) and what religion is responsible for its creation.

A cleric may move about at a walking pace while sensing divine magic.

Wood (3' thick), stone (1' thick), or metal (1" thick) blocks this spell.

Sense Presence of Evil

Components: V, S
Casting Time: 3 seconds
Range: Personal
Volume of Effect: 15 foot radius
Duration: 5 minutes per cleric's level
Saving Throw: not applicable

This spell enables the caster to locate negative energy forces, such as those emitted by sentient undead creatures. The spell does not detect creatures of evil alignment unless they are of supernatural origin. Evil relics may be sensed with this spell but ordinary cursed items are merely baneful and not 'evil' per se.

By spreading his arms and chanting the incantation, the caster can then 'feel' the power of an evil presence. As long as the spell remains in effect, the caster can move to a new location and search again for the presence of evil.

Sense Presence of Good

Components: V, S
Casting Time: 3 seconds
Range: Personal
Volume of Effect: 15 foot radius
Duration: 5 minutes per cleric's level
Saving Throw: not applicable

This spell can be cast to detect positive energy forces, like those radiating from angels or blessed objects. The spell does not identify a creature of good alignment unless it is a supernatural being.

By spreading his arms and chanting the incantation, the caster can then 'feel' the power of a good presence. As long as the spell remains in effect, the caster can move to a new location and search again for the presence of good.

Seraphic Weapon

Components: V, S, M
Casting Time: 5 seconds
Range: 5 feet per level of the cleric
Volume of Effect: Special
Duration: 30 seconds plus 5 seconds per cleric's level
Saving Throw: not applicable

By beseeching his deity, a cleric transforms an ordinary weapon into a full-sized silver replica of his god's preferred weapon. He may then employ this instrument as a melee weapon exercising remote control up to the range his level allows.

By maintaining concentration on the weapon, the cleric may strike with it as if using it in his hand. All of the priest's attack bonuses apply including specialization – however damage bonus from strength does not. The cleric may attempt to strike as frequently as he would in normal combat. Note that the remote weapon can only be controlled line of sight so it is not possible to strike an opponent from behind unless he has presented his back to the cleric.

The *Seraphic Weapon* may injure creatures requiring silvered weapons to hit and inflicts damage commensurate to the weapon type. The spell ends prematurely should the cleric take any action that distracts from his controlling the weapon.

The material component is a normal weapon corresponding to the deity's preferred weapon. It disappears upon the spell's expiration.

Sow Fear, Uncertainty and Doubt

Components: V, S, M
Casting Time: 30 minutes
Range: Personal
Volume of Effect: Listeners Encountered
Duration: 50 + 2d12p minutes
Saving Throw: Mental (negates)

After casting this spell, the cleric can speak about a particular topic and anyone listening that fails at a Will Save will start to doubt the motives, truth, actions, etc., of whatever person or topic the cleric is discussing. Those that succeed in a save are unaffected by the spell, but do not automatically suspect anything is amiss with the cleric – they are simply free to react as normal to the conversation or speech. Those that fail don't so much believe what the cleric is preaching, but rather have doubts about the topic discussed. For example, a cleric could use this spell to stir ordinary citizens into distrust of their leader who is altruistically building a wall to protect the town. The cleric can cause citizenry to believe he is actually building the palisade not for protection, but to wall them in as slaves. The doubts and concerns raised will remain even after the duration expires (the duration simply determines how long the cleric can continue to spread fear, uncertainty and doubt about a topic), however, they can be persuaded otherwise through deed and action as normal. The material component is a handful of mud, slung when cast.

Speak to the Dead

Components: V, S, C
Casting Time: 10 minutes
Range: Special
Volume of Effect: 1 item or corpse
Duration: 1 minute per level of the cleric
Saving Throw: not applicable

This spell enables the cleric to converse with the disembodied voice of an individual deceased for one year or less. However, the spirit is under no obligation to speak truthfully or in detail (or even respond at all), nor can it give information about which it had no personal knowledge. Some spirits are willing to trade information in return for acts to be performed in the living world that they desire to see done, such as gaining vengeance or passing a message to those left behind.

The material component is the deceased's body (in whole or in part) or a prized personal possession strongly associated with that individual. The disembodied voice seems to come from the material component, which is not consumed in the casting.

Speed of the Divine

Components: V, S, C
Casting Time: 5 minutes
Range: Touch
Volume of Effect: Up to 5 weapons touched
Duration: up to 4 hours
Saving Throw: not applicable

This blessing confers a -3 Speed bonus to up to five weapons for five attacks. If the blessed weapon is the preferred weapon of the clergy, the bonus works for eight attacks.

Speed of the Devout

Components: V, S, C
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 weapon
Duration: up to 4 hours
Saving Throw: not applicable

This blessing confers a -1 Speed bonus to a weapon for one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus works for two attacks.

Speed of the Righteous

Components: V, S, C
Casting Time: 5 minutes
Range: Touch
Volume of Effect: up to 3 weapons
Duration: up to 4 hours
Saving Throw: not applicable

This blessing confers a -2 Speed bonus to up to three weapons for three attacks. If any of the blessed weapons is the preferred weapon of the clergy, the bonus is extended for five attacks total.

Spider Charm

Components: V, S
Casting Time: 5 seconds
Range: 90 feet
Volume of Effect: 30 foot cube
Duration: Special
Saving Throw: negates (Mental)

When this spell is cast, it sets up a hypnotic pattern that causes one or more spiders to cease all activity except for a swaying movement that is reminiscent of a bobble head toy. If the spiders are charmed while idle, the duration of the spell is 1d4p+2 (x10) minutes; if the spiders are lively but not irritated, the charm lasts 11-30 minutes; if the spiders are provoked or attacking, the spell lasts 1d4p+4 (x10) seconds. The cleric casting the spell can charm spiders whose total hit points are less than or equal to those of the cleric's full hit point total.

The hit points can be those of a single spider or those of several arachnids, but the total hit points cannot exceed those of the cleric casting the spell.

This spell is also effective against any partially arachnid monster, subject to saving throws, hit points and so forth.

Any attack by the cleric, his allies, associates, employees, slaves or lackeys on any one of the charmed spiders immediately breaks the charm for all spiders. Whilst swaying gently in their charmed bliss, these spiders may only use a d8p for Defense.

Staff to Serpent

Components: V, S, C
Casting Time: 5 seconds
Range: touch for casting, 200 feet for control
Volume of Effect: Cleric's staff
Duration: 5 minutes
Saving Throw: not applicable

This miracle allows the transformation of the cleric's staff into a large venomous serpent. After issuing the requisite prayer, the priest casts his staff upon the ground whereupon it instantly transforms into a **Xullith** (see entry in the *Hacklopedia of Beasts* under ***Snake***).

The serpent acts explicitly at the mental command of the priest that invoked it. If slain, it transforms back into the original staff.

The material component is the cleric's staff. It is unharmed regardless of what is done to the serpent.

Staunch Bleeding

Components: V, S, M
Casting Time: 6 seconds
Range: touch
Volume of Effect: One Creature
Duration: Permanent
Saving Throw: not applicable

This prayer immediately stems all bleeding of the recipient. This includes severe bleeding, internal hemorrhaging, standard bleeding or whatever. The wounds themselves are not cured in any way, but the bleeding ends as the wounds scab and blood loss ceases. This spell automatically stabilizes characters in the midst of bleeding-out. The material component is a bit of clean white cloth.

Sterilize

Components: V, S
Casting Time: 1 minute
Range: Touch
Area of Effect: Special
Duration: Instantaneous
Saving Throw: not applicable

This spell enables a cleric to clean and disinfect a number of wounds equal to his caster level thereby eliminating the risk of infection to his patient. He can also disinfect an object or area no larger than 1 square foot per caster level.

Sterilized wounds are treated as if a successful First Aid skill check was applied (*i.e.* 1 Hit Point per wound is re-

covered immediately). These are analogous treatments and thus do not compound their efficacy.

Stigmata

Components: V, S
Casting Time: 5 seconds
Range: touch for casting, infinite for effect
Volume of Effect: Cleric plus 1 creature
Duration: 10 minutes
Saving Throw: none

This miracle physically links the cleric's mortal form with that of another willing being. For the duration of the spell, any physical injuries the supplicant endures will be manifested on the cleric's body.

For example, should a priest cast Stigmata upon himself and a fighting man, all injuries the fighter sustains in combat will be marked off against the cleric's hit points and not the fighter's. The fighter reduces any potential injuries by the full amount of his normal damage reduction and the resultant wound is "transferred" to the cleric. The cleric must check for trauma based upon his own capacity to endure grievous wounds not the linked party.

Similarly, any injury suffered by other means would harm the cleric (charring damage the fighter suffered from a Fireball would instead appear as burn marks on the cleric).

Should both parties be simultaneously affected by an area effect, both parties must make saving throws as appropriate but the cleric suffers the cumulative net result of each.

The recipient must be touched to enact the spell but thereafter its range is unlimited. The cleric cannot opt to prematurely terminate the miracle but should he die as a result of stigmatic wounds all further damage reverts to the original person.

The spell continues to remain in effect even should the cleric succumb to a Trauma check. Note that physical knock backs resulting from severe blows are also transferred to the priest.

Stirring Lecture

Components: V
Casting Time: 60 minutes
Range: Personal
Volume of Effect: 100 ft. radius centered on caster
Duration: 24 hours or special
Saving Throw: Mental Negates (none for anointed followers)

With this spell, the cleric delivers a long discourse that touches the hearts and minds of all non-enemies who hear it – all within the volume of effect must make a Mental-based save on the first second of casting. Those that fail their save must stand still and listen attentively during the entire casting time. Anointed followers receive no saving throw. Anointed followers and those that fail their saving throw gain the following benefits and are subject to the following effects.

Creatures with Intelligence of 6/01 or higher who can understand the priest may re-roll any failed morale checks, saving throws vs fear, gain one improved morale level, and treat the caster as if he has a Charisma score of +4 points higher than his actual score.

Further, the cleric can compel the group to perform one of the following acts (as chosen by the caster):

- Attack a known or described foe (effective until one side is defeated or a failed moral check by those affected – bear in mind the higher morale obtained by this spell!)
- Destroy or obtain a particular item or property (effective until destroyed or obtained)
- Capture a particular person or group of persons (effective until one side is defeated or a failed moral check by those affected)
- Perform a manual labor or similar task -- here recipients gain laborer general proficiency until duration ends or task is complete (effective until task completion)
- Make a minor offering or donation to the cleric's church (not the cleric! – ends when donation received by the church)
- Stop performing a particular action or abstain from an activity (generally a sin in the eyes of the cleric's church – lasts for full duration)
- Act in accord with the strict tenants of the religion (lasts for full duration)

The spell ends after the duration expires or one of the above trigger events occurs.

Stirring Oration

Components: V
Casting Time: 90 seconds
Range: Personal
Volume of Effect: 40 ft. radius centered on caster
Duration: 60 minutes or special
Saving Throw: Mental Negates (none for anointed followers)

Except as noted above, this spell is identical to *Stirring Lecture*.

Stirring Sermon

Components: V
Casting Time: 15 minutes
Range: Personal
Volume of Effect: 50 ft. radius centered on caster
Duration: 4 hours or special
Saving Throw: Mental Negates (none for anointed followers)

Except as noted above, this spell is identical to *Stirring Lecture*.

Stirring Speech

Components: V
Casting Time: 20 seconds
Range: Personal
Volume of Effect: 30 ft. radius centered on caster
Duration: 30 minutes or special
Saving Throw: Mental Negates (none for anointed followers)

Except as noted above, this spell is identical to *Stirring Lecture*.

Stones to Spiders

Components: V, S, M
Casting Time: 7 seconds
Range: 90 feet
Volume of Effect: 1d4p stones plus 1 additional stone for every 2 levels the cleric possesses
Duration: 10 seconds per cleric's level
Saving Throw: not applicable

By means of this spell, the caster can change 1d4 small stones, plus one additional stone per two experience levels, into spiders. Thus, a 15th level cleric can change 8-11 stones into an equal number of spiders. These arachnids attack as mentally commanded by the cleric.

There must, of course, be small stones or similar pieces of gravel to turn into spiders, these being the material component. Such a stone cannot be larger than a man's fist. Stone already bearing a magical enchantment are not affected by the spell but ordinary gemstones may be.

The spell typically creates Large Spiders (see the ***Hacklopedia of Beasts***). However, there is a 1% chance per level of the caster for any particular spider to actually be a Huge Spider. Thus, a 15th level cleric has a 15% chance of any single stone becoming a Huge Spider instead of a Large Spider. Check individually for each stone.

The spell lasts for 10 seconds per experience level of the spell caster. The material components of the spell are some dirt and a bit of cobweb.

Storm Force Wind

Components: V, S, DI
Casting Time: 7 seconds
Range: 200 feet
Volume of Effect: 50 foot radius, 100 foot long cone
Duration: 4d8p seconds
Saving Throw: half knockback effect (Physical)

This spell permits the cleric to direct storm force winds in a conical volume. Beginning as a point source up to 200 feet away, the storm force winds blow in a direction dictated by the cleric for 100 feet and affects a 100 foot diameter wide area at this distance.

The Storm force wind is 60 mph. This is sufficiently powerful to uproot even moderately sized trees, tear off thatch roofs or blow away temporary barricades and other shoddy construction. Missiles cannot pass through storm force winds and any fire will be extinguished

Anyone in the storm force wind's area of effect who fails to save vs. the spell sustains the equivalent of 4d12p damage for knockback purposes (or 2d12p should they succeed). Even if not blown back, forward movement is limited to crawling speed. Any melee combatant in a storm force wind suffers a -8 Attack penalty.

Objects weighing from 2-5 pounds that are not secured will be propelled 3d12p feet in the wind's direction – smaller items will tumble 4d12 feet. Any gasses the storm force wind contacts will be dispersed.

Strong Breeze

Components: V, S, DI
Casting Time: 5 seconds
Range: 100 feet
Volume of Effect: 15 foot radius, 60 foot long cone
Duration: 2d4p seconds
Saving Throw: not applicable

This spell permits the cleric to direct a strong breeze of air in a conical volume. Beginning as a point source up to 100 feet from the priest, the breeze is effective to sixty feet and affects a 30 foot diameter wide area at this distance.

A strong breeze is 28 mph. This is sufficiently powerful to sway large branches and is accompanied by a whistling noise. Missiles passing through a strong breeze receive a -4 Attack penalty and illumination sources may be blown out (75% chance for uncovered and 25% if protected as in the case of a miner's lantern). Any gasses the strong breeze contacts will be dispersed.

Summon Pest

Components: V, S, M
Casting Time: 2 hours
Range: Touch
Area of Effect: 100 square feet of vegetation
Duration: 2 weeks
Saving Throw: none

With this ritual the cleric transforms his spell component into a pest of an appropriate species to damage and eat a chosen plant. Within one day, the pest will burrow into and began destroying the vegetation. By the end of the first week, the pest will have multiplied and will have burrowed through any fruit, leaves, branches and roots. In the second week, the invasive pests spread to encompass a 100 square foot area, destroying all vegetation. The material component is a lifeless worm of any species.

Taint Food

Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 2d4 food items touched
Duration: 1 week
Saving Throw: Half Duration (Physical)

This spell allows a priest to contaminate food with a pathogen or toxin such as salmonella or botulism. The effect of eating the food is incapacitating diarrhea for 10d4p hours beginning 3 hours after ingestion.

A successful saving throw reduces duration to 5d4p hours while a natural "1" on the saving throw die results in character death at the conclusion of the incapacitating diarrhea.

Note that the contaminated food exhibits no manifestation of spoilage. If anything, it appears, smells and tastes fresh and wholesome. The food to be tainted is the material component.

Taint Water

Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 gallon per cleric's level
Duration: 1 week
Saving Throw: special (see description)

This spell allows a priest to contaminate drinking water with a harmful microorganism. The effect of drinking the contaminated water is incapacitating diarrhea for 10d4p hours beginning 3 hours after ingestion.

No saving throw is permitted if and only if the tainted water is undiluted. If diluted at all a save is permitted, and a bonus is applied according to the amount of dilution. If the tainted water is mixed 1:2 with clean water, a save of +2 is permitted, if mixed 1:10, a +10 save is permitted. If the tainted water comprises less than 5% of the total amount, the spell is wholly ineffective. Thus, it is generally impossible to contaminate a well with this spell.

The water to be tainted is this spell's material component.

Tangle

Components: V, S, DI
Casting Time: 3 seconds
Range: 80 feet
Area of Effect: 20 foot radius
Duration: 10 minutes
Saving Throw: Feat of Strength (see description)

This spell induces all plants within the affected area (including ground cover, grasses, bushes and even tree limbs) to animate and seek to entwine around any nearby non-herbaceous object.

Creatures may attempt to resist becoming entangled by making a Feat of Strength check vs. d20p+4. Those failing are held fast for the duration of the spell while those succeeding by 0 to 4 points are slowed in their movement by 1 category. Greater rolls indicate no effect.

If a creature does not have a Feat of Strength value, assume size T = d20p-8, S = d20p-4, M = d20p, L = +8 & H = +16 (larger creature cannot be affected).

Sentient plants gain a saving throw to resist this spell.

Therapeutic Touch

Components: V, S, DI
Casting Time: 30 minutes
Range: Touch
Volume of Effect: 1 creature
Duration: Special
Saving Throw: not applicable

By means of this ceremony, the cleric confers a recuperative ability beyond that of the natural. An anointed follower's wounds (those existing at the time of casting) all heal at twice the normal rate for natural healing. This includes damage of any type, mental or physical (e.g., energy drain attacks and so forth). The recipient may forgo complete bed rest when called for, but the wounds then heal at only the standard (complete rest) rate. This spell does not function on the non-anointed.

Total Control

Components: V
Casting Time: 2 seconds
Range: 30 Feet
Volume of Effect: 1 creature
Duration: 60 seconds
Saving Throw: not applicable

A creature under the effects of this spell becomes totally immune to Fear and never needs to make a morale check. The spell also renders him immune to the paralyzing touch of Ghouls and Ghasts.

Note that this spell functions only as a preventative ward and is ineffective if cast upon individuals who have already succumbed to fear or ghoul/ghast paralysis.

Trackless Passage

Components: S
Casting Time: 10 seconds
Range: Personal
Volume of Effect: Personal
Duration: 1 hour
Saving Throw: none

After casting this spell, the cleric is able to travel leaving barely a tell-tale sign (visually or olfactory) of his passage. Any tracking checks are made with an additional -100 penalty to the skill check.

Treat Disease

Components: V, S, M
Casting Time: 1 hour
Range: Touch
Volume of Effect: 1 diseased creature
Duration: Permanent
Saving Throw: not applicable

This tactile invocation beseeches one's deity to grant the miracle of restored health. The ritual is lengthy in that it involves anointing the stricken individual with myrrh and subsequent chanting, slowly circling the prostrate supplicant while wafting a consecrated censor. of frankinscense.

Upon completion of the ceremony, the sickened individual is permitted another check to see if he resists the disease (d20p+CON vs. d20p+ disease severity). If he succeeds, the affliction regresses to its minor effect and the patient may recover as normal. Anointed followers of the cleric's deity receive +2 on this roll.

Note that if the subject of the spell fails his resistance check, not only does the illness progress as before but the cleric attending to the patient must make a communicability check to determine if he contracts the ailment.

The cost of materials for this ceremony is 10 sp.

Treat Poison

Components: V, S, DI
Casting Time: 10 seconds
Range: Touch
Area of Effect: 1 poisoned wound
Duration: Permanent
Saving Throw: not applicable

This spell permits a priest to counteract the debilitating effect of a single poisoned wound. Enacting this miracle requires the employment of a spiritual catalyst (a material component not consumed in the casting) taking the form of a small viper cast in bronze.

Upon receiving this remedial beatitude and looking upon the bronze serpent, the poisoned individual may immediately attempt another saving throw versus the toxin – albeit with a -3 penalty (reflecting that the character's past failed save is indicative of the poison already entering his bloodstream). Anointed followers may attempt this save at only -2.

True Strike

Components: V, S, C
Casting Time: 4 seconds
Range: Personal
Volume of Effect: Personal
Duration: 30 seconds or until an attack is made
Saving Throw: not applicable

This prayer implores the cleric's god for divine aid with the cleric's next attack. On the cleric's next immediate attack roll, he may roll thrice and use whichever result he prefers. The material component is the clergy's preferred weapon, which must be held ready for battle at the time of casting.

Twist Truth

Components: V, S, M
Casting Time: 45 minutes
Range: Personal
Volume of Effect: Listeners Encountered
Duration: 50 + 2d12p minutes
Saving Throw: Mental (negates)

After casting this spell, the cleric can speak about a particular topic and anyone listening that fails at a Will Save will no longer believe a targeted statement or event. Those that succeed in a save are unaffected by the spell, but do not automatically suspect anything is amiss with the cleric – they are simply free to react as normal to the conversation or speech. Those that fail believe that a statement is false, an event never occurred or happened differently, etc. For example, a cleric could use this spell to convince religious followers that their priest was not ordaining a young maiden, but rather having a sordid affair with her. The false beliefs generated will remain even after the duration expires (the duration simply determines how long the cleric can continue to twist the truth), however, they can be persuaded otherwise through deed and action as normal. Note that this spell does not allow for complete fabrication; the cleric must begin with some kernel of truth or fact and spin it as desired. The material component is a small mirror smeared with sludge, grease or mud.



Unholy Laud

Components: V, S
Casting Time: 10 seconds
Range: 10 feet
Volume of Effect: 1 creature per cleric level (maximum 7)
Duration: 5 minutes
Saving Throw: not applicable

The recipients of an *Unholy Laud* receive a measure of divine favor. If engaged in combat, they may add +2 to all attack and defense rolls. In other circumstances, their chances of succeeding at a skill check are improved by ten percent. Anointed followers of the cleric's deity receive a laud of twice normal duration.

Unholy Resolve (Unum)

Components: V, S, M
Casting Time: 13 minutes
Range: Touch
Volume of Effect: Undead Creature Tattooed
Duration: 13 hours
Saving Throw: none

A cleric performing this unholy ritual on an undead creature increases its Will Factor by d6p. The monster need not be under control of the cleric and, indeed, if it is, it receives another chance to break control once the spell is complete (but cannot during the ritual itself). The cleric of course, may attempt to command them once again – against the original Will Factor. The material components are a tattooing needle and inks, which are used in the ritual to tattoo a symbol of the cleric's deity on the body of the undead. Note, if the tattoo is somehow removed or destroyed, the spell is broken.

Unholy Resolve (Duae)

Components: V, S, M
Casting Time: 13 minutes
Range: Touch
Volume of Effect: 2d12p Undead Creature Tattooed
Duration: 13 hours
Saving Throw: none

A cleric performing this unholy ritual on a group of undead creatures increases their Will Factor by d12p. The monsters need not be under control of the cleric and, indeed, if they are, they receive another chance to break control once the spell is complete (but cannot during the ritual itself). The cleric of course, may attempt to command them once again – against the original Will Factor. The material components are a tattooing needle and inks, which are used in the ritual to tattoo a symbol of the cleric's deity on the body of the undead. Note, if the tattoo is somehow removed or destroyed, the spell is broken.

Unyielding

Components: V, S, DI
Casting Time: 6 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 90 seconds
Saving Throw: not applicable

By placing his hands on the recipient's shoulders and chanting this blessing, the cleric etches a steadfast will on the character's spirit. For the next 90 seconds, the character counts as one size larger with respect to knock-backs.

For instance, a human character must suffer 20 damage before succumbing to a knock-back, while a dwarf 25 and an elf, halfling or gnome 15 and so on.

Further, the character cannot suffer a double knock-back.

Walk on Air

Components: V, S, DI
Casting Time: 8 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 3 hours
Saving Throw: not applicable

Upon casting this spell, the cleric (or a willing supplicant) gains the ability to walk on air as if it were solid ground. By default, the recipient can walk (or run) in a straight path regardless if there is solid ground beneath his feet. For example, the priest could simply walk across a deep gorge or an open pit. There is no set weight limit – whatever the cleric is capable of carrying is buoyed by the power of this miracle. As such, the limitations are based upon the cleric's own strength (though the spell does not permit him to drag heavy objects behind him…)

Should the airwalker consciously decide to change his elevation, he merely needs to step up (or down) as if he were ascending (or descending) a flight of stairs. Going up or down requires 2 feet in length for every 1 foot change in elevation. Thus descending 100 feet requires that the cleric walk 200 feet lengthwise. As such, airwalking is decidedly different than levitation in that the priest may be required to mimic hustling up a circular stairway rather than simply ascending directly to a desired location.

The cleric who cast the spell can sense when the spell is within 5 minutes of expiring.

Walk on Water

Components: V, S
Casting Time: 6 seconds
Range: 5 feet
Volume of Effect: 1+ creatures
Duration: 1 hour
Saving Throw: not applicable

When casting this spell, the cleric invokes a miracle permitting him to walk (or jog, run or sprint) upon water (or any other mixture with water as a primary constituent such as mud or quicksand). There is no set weight limit – whatever the cleric is capable of carrying is buoyed by the power of this miracle. As such, the limitations are based upon the cleric's own strength (though the spell does not permit heavy objects dragged behind him to be buoyed…)

The cleric may extend this miracle to an additional individual for every 2 levels he possesses beyond the minimum necessary to cast this spell. If cast while submerged, those affected by the spell will ascend to the surface at a rate of 5' per second. Only willing recipients may receive the benefit of water walking.

The cleric who cast the spell can sense when the spell is within 5 minutes of expiring.

Warding Sigil

Components: V, S, M, DI
Casting Time: 1 hour
Range: Touch
Area of Effect: up to 1 square foot per cleric's level
Duration: Until Discharged
Saving Throw: Special

A cleric casts this spell onto a door, container, floor or other object in order to prevent unauthorized creatures from entering, opening or passing through the proscribed area. Violators suffer the bane of the cleric's chosen spell effect, which is often some fire, cold, acid or other damage type. The GM may also allow other harmful spells, provided the cleric already has the ability to cast them.

The type and number of damage dice may be set as desired, provided the median amount of damage is equivalent to the caster level. For instance, a *Warding Sigil* cast by a 12th level cleric should deal an average of 12 points of damage (e.g., 4d4p, 3d6p or 2d10p) while a 20th level cleric's *Warding Sigil* should deal an average 20 points of damage (e.g., 5d6p or 4d8p).

Except in rare circumstances, the sigil should allow the violator a saving throw, such as for half damage or even spell negation.

A portion of the verbal component is the cleric indicating how the sigil should react when an unauthorized creature violates the area and in what manner a creature becomes authorized (usually by the speaking of a secret word chosen by the caster). The somatic component is the tracing of the sigil, which is composed of specific symbols and figures arranged in a particular manner depending upon the caster's religion and becomes invisible upon completion. The material components are the cleric's holy icon (not consumed in the casting) plus a handful of incense and other materials (which are consumed) worth 2 sp per caster level.

Warp

Components: S
Casting Time: 4 seconds
Range: Touch
Weight of Effect: up to 100 pounds
Duration: Permanent
Saving Throw: not applicable

This spell permits the cleric to warp wooden objects. He must personally handle the objects while dampening them with water. Wood comprising part of a greater fabrication (i.e. the planking of a wooden chest or shield or a wooden door set into a jamb) will develop internal stresses that tear apart the greater object. Freestanding objects (such as the shaft of a weapon) will simply bend rendering the object unfit for use (though the warhead may be salvaged for reuse).

This spell does not affect living wood.

White Energy Shield

Components: V, S, DI
Casting Time: 6 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 60 seconds
Saving Throw: none

This blessing affords the recipient with complete immunity to energy drain effects. While the character still suffers physical damage from the attack itself, no energy drain effects occur.

White Energy Shroud

Components: V, S, DI
Casting Time: 6 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 60 seconds
Saving Throw: none

This blessing affords the recipient with improved immunity to energy drain effects. The character saves at +4 against all such attacks and also receives a mulligan option on any roll for the duration of the spell. Physical damage from the attack is unaffected.



Chapter Nineteen



Mage Spells

Overview.....334
Apprentice 338
Journeyman.....340
First Level 343
Second Level 347
Third Level.....350
Fourth Level 353
Fifth Level 357
Sixth Level.....360
Seventh Level.....362
Eighth Level 365
Ninth Level 367
Tenth Level 370
Eleventh Level.....372
Twelveth Level 375
Thirteenth Level 377
Fourteenth Level 379
Fifteenth Level 380
Sixteenth Level.....382
Seventeenth Level 384
Eighteenth Level 385
Nineteenth Level.....387
Twentieth Level.....388

MAGE SPELLS

Each of the following spells is listed by level and alphabetically. Following the spell's name are its attributes: Base Spell Point Cost, Components, Casting Time, Range, Volume/Area of Effect, Duration and Saving Throws (if any). See ***Chapter 13: Combat*** for information about spells in combat.

Base SP Cost: Each spell costs a minimum number of Spell Points (SPs) to cast, as detailed in the mage class section.

Components: Mages use a variety of components to cast their spells: verbal (V) sounds and speech, somatic (S) gestures and material (M) components such as coal, frog's legs, earwax and so on. Unless stated otherwise in the spell description, material components are consumed (vanish) when a spell is cast. Unless materials are readied (generally out of their container and in-hand) prior to casting, the spell cannot be initiated for d4p seconds while the spellcaster produces them. Costs of materials (if any) will be determined by the GM.

Material components are consumed (vanish) when a spell is cast. Note that there is a subcategory of material components, designated (C) for catalyst, that are not expended upon completion of the spell. These special material components (generally fabricated items of greater cost) facilitate the spellcasting.

Spells with verbal components must be spoken aloud at a normal volume (i.e. they cannot be whispered so as to maintain secrecy. Somatic gestures, unless stated otherwise, involve the use of both hands and preclude holding a weapon or torch while casting the spell.

Casting Time: Once a mage starts to cast, it takes a certain amount of time before it discharges. A mage in the process of casting is limited to a d8p roll against attacks. If he opts for a more proactive defense or is struck, the spell is ruined.

Spell Fatigue: After casting an arcane spell, your character will suffer the debilitating effects of exhaustion due to summoning forth and channeling magic. This weariness is known in the business as *Spell Fatigue*. Spell Fatigue causes the following ill effects:

- A reduction in ability to defend (-6 to defense rolls)
- Attacking is not possible
- A 30% penalty to all skill checks
- All movement is at half speed while sprinting and running are impossible
- All other actions require twice as long to complete

Spell fatigue lasts for 5 seconds plus the casting time of the spell that caused it. Should the spellcaster have a weapon in hand, it is consider freshly drawn for purposes of determining his next attack opportunity (i.e., once fatigue ends, the spellcaster must wait his weapon speed to attack with his melee weapon)

Range: When a spell lists a range in feet, its effects begin within or at the end of this range, at the mage's discretion. Touch attacks require a normal attack roll. If the target in question chooses to use a shield against the mage, the spellcaster merely needs to hit the shield (*i.e.*, the spell travels through the shield and counts as a successful touch). See "Shields and Armor" on page 224 for details on what constitutes a shield hit versus a complete miss.

Volume/Area of Effect: Each spell affects a certain creature, object, volume, weight, etc., as specified by the spell and desired by the caster.

Duration: All spells last for a certain amount of time, be it seconds, minutes, hours or longer. Some spell durations may even pass so quickly that they seem to take almost no time at all.

Saving Throws: Creatures subject to a spell may attempt a saving throw by rolling a d20p and adding their bonus listed under "Saves" in the monster's Combat Data Block to the roll. Each spell for which a save is allowed lists whether the Physical, Mental or Dodge bonus should be used. (Player Characters and NPCs add their level*).

The mage rolls a d20p and adds his level. If the target's score equals or exceeds the mage's score, he succeeds at the saving throw and the spell has no effect on him (unless otherwise specified in the description).

A natural "1" result on any saving throw indicates failure, unless the mage himself rolls a "1" on the opposed die check.

*Ability scores may modify this. See ***Chapter 2: Ability Scores***. High/Low scores in Wisdom, Dexterity and Constitution may modifiy saves versus spells with a potential save designated Mental, Dodge and Physical respectively.

Additional Spell Point Schedule: Most spells allow the caster to spend additional Spell Points at the time of casting, in order to increase range, duration and other effects. For example, the *Illusionary Mural* spell (30 SP base cost; 100 sq. feet area of effect) allows the spellslinger to spend 1 more SP to increase the spell's area of effect by 5 sq. feet A mage that spends an additional 6 SP improves the spell's area of effect by 30 sq. feet (for a total of 130 sq. feet, the base 100 sq. feet plus the additional 30 sq. feet), while a mage that spends an extra 15 SP improves the Area of Effect by 75 sq. feet (for a total of 175 sq. feet). The mage cannot cast the spell, realize that his Area of Effect would have been more effective if it had been larger, and then pump extra SPs into the spell; additional SPs must be allocated during the casting. If this causes a mage to waste some SPs, he should treat it as a lesson to make more effective calculations next time.

All spells are limited in the number of Spell Points that may be placed into them; each incantation can only regulate a limited quantity of magical energy. Exceeding this threshold causes the spell to fail completely. In general, and unless explicitly stated otherwise, spell power cannot be augmented beyond 300% of their Base Spell Point Cost (i.e. no more than 200% *over* baseline).

Damage: Unless otherwise stated, all damaging spells ignore Damage Reduction (*e.g.,* from shields and armor).

Touch Attacks and Shields: If a mage is required to touch a victim to discharge a spell and his target employs a shield, a shield hit is sufficient contact to deliver the spell.

A note on Cryogenics: Some powerful spells inflict damage by effecting super cold temperatures. Individuals whose knowledge of science is limited to Hollywood movies may presume that metallic objects briefly exposed to such temperatures will shatter like glass if stuck a solid blow. This is untrue. While carbon steel does become less ductile, it's a relative measure and inconsequential in the scope of the game.

Spells that reference ability scores: Creatures from the *Hacklopedia of Beasts* (hereafter designated as monsters) may not have explicit ability scores. Should it be necessary to make an ability score based save (such as required with poison), monsters roll d20p+7+Physical save bonus versus d20p+Virulence Factor.

Terminating Spells Prematurely: A mage may voluntarily terminate any spell he has cast by snapping his fingers and expending 2 SP per level of the spell.

Mage Spells

Number	Apprentice Level	Journeyman Level	First Level
1	Amplify Illumination	Audible Clamor	Bash Door
2	Aura of Innocence	Aura of Protection	Bird's Eye View
3	Buoyancy	Bar Portal	Doze
4	Feat of Strength	Candlelight	Magic Shield
5	Fire Finger	Enrage	Pepper Spray
6	Illusionary Mural	Freeze Water	Planar Servant
7	Jolt	Perimeter Alarm	Scorch
8	Permanent Mark	Remote Audio Link	Shift Blame
9	Phantom Irritation	Sense Magic Aura	Shrink
10	Repair	Tireless Run	Throw Voice
11	Repel	Virtual Mount	Translate
12	Springing	Yudder's Whistle of Hells Gate	Wall Walk

Number	Second Level	Third Level	Fourth Level
1	Charm	Bedazzle	Bottomless Pouch
2	Chilling Touch	Cheetah Speed	Enfeeble
3	Conjure Warrior Avatar	Flaming Missiles	Fracture Object
4	Disguise	Ice Knife	Light Sleep
5	Frighten	Inaudibility	Magic Projectile of Skewering
6	Illusory Leather Armor	Pyrotechnic Display	Memory Wipe, Lesser
7	Magic Projectile	Rope Charm	Motion Blur
8	Perspicillum	Unlock	Prerecorded Audio Message
9	Shocking Touch	Veil of Darkness	Reveal Secret Portal
10	Slippery Surface	White Hot Metal	Shadowskin
11	Smoke Screen	Withstand Fire	Skipping Betty Fireball
12	Torchlight	Wizard's Lock	Transmogrify

Number	Fifth Level	Sixth Level	Seventh Level
1	Copycat	Boost Strength	Bash Face
2	Disembodied Floating Hand	Find Item	Clairnosmia
3	Entrancing Lightshow	Flame Ball	Conjure Warrior Avatar II
4	Heat Seeking Fist of Thunder	Immunity to Apprentice Magic	Cutaneous Respiration
5	Levitation	Inflict Temporary Blindness	Grounding
6	Massive Smoke Screen	Invisibility	Icy Blast
7	Munz's Bolt of Acid	Mind Reading	Induce Fratricide
8	Panic	Stink Bomb	Induce Nervousness
9	Sense Invisible Beings	Telepathic Mute	Low Light Vision
10	Summoning I	Viscous Webbing	Retard Reaction

Number	Eighth Level	Ninth Level	Tenth Level
1	Clairaudience	Clairoptikos	Clairvoyance
2	Exploding Script	Hasten	Conjure Warrior Avatar III
3	Force Fumbles	Infravision	Dismiss Enchantment
4	Force Grenade	Lightning Bolt	Fireball
5	Illumination	Polymorph to Primate	Flight
6	Paralysis	Preemptive Retribution	Ghostform
7	Phantom Horse	Summoning II	Induce Fatigue
8	Polylingualism	Resist Fire	Sphere of Invisibility
9	Skin of Stone		
10	Sure Grip Snare		

Number	Eleventh Level	Twelveth Level	Thirteenth Level
1	Chlorine Gas Cloud	Beguile Creature	Emergency Teleport at Random
2	Claymore	Gills	Firewall
3	Create Pit	Icewall	Fumble Zone
4	Deep Sleep	Icy Fog	Jumping JuJu
5	Dense Fog	Quantum Leap	Mist of Corralling
6	Freezing Drizzle	Sniper's Bane	Toxic Web
7	Induce Cowardice	Somebody's Watching Me	
8	Sarmar's Beacon	Summoning III	

Number	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	Conjure Warrior Avatar IV	Catatonic State	Brickwall
2	Fireball Volley	Drylcewall	Idiocy
3	Frost Ray	Freezing Rain	Magic Carpet
4	Palisade Wall	Phosgene Gas Cloud	Night Fighters
5	Stoneslither	Summoning IV	Open Crevasse
6	World of Deafness	Third Eye	Spell Magnet

Number	Seventeenth Level	Eighteenth Level	Nineteenth Level
1	Gabal's Permanent Magic Aura	Conjure Warrior Avatar V	Black Hole
2	Portable Hole	Mirror Snare	Forcewall
3	Reflective Ward	Torrential Fireball	Freezing Downpour
4	Transport	Wall of Bronze	Thought Probe

Number	Twentieth Level
1	Directed Shock Wave
2	Nerve Gas Cloud
3	Planar Hole
4	Silver Ball



APPRENTICE LEVEL SPELLS

Amplify Illumination

Base SP Cost:	30
Components:	V, S
Casting Time:	1 second
Range:	1 foot
Volume of Effect:	1 light source
Duration:	10 minutes
Saving Throw:	None

Additional Spell Point schedule:
Extend Duration: 1 SP/minute (no limit),
Extend Radius: 15 SP/additional 50% radius (maximum 300% of original)

By casting *Amplify Illumination* on a light source, a mage increases its brightness. The default application increases a torch or lantern's radius of illumination by 50%. This spell does not affect the fuel consumption rate nor does it increase damage caused by the fire. The additional brightness ceases if the fuel supply exhausts or when the duration ends (or earlier if the caster ends the spell prematurely).

Note that this spell is only effective on relatively small illumination sources stemming from combustion (i.e., it cannot amplify magically derived light, light from a fire larger than a campfire or bioluminescence).

Aura of Innocence

Base SP Cost:	30
Components:	V, S, M
Casting Time:	1 second
Range:	Touch
Volume of Effect:	One Individual
Duration:	5 minutes
Saving Throw:	MENTAL Negates

Additional Spell Point schedule:
Increase Duration: 5 SP/minute (no maximum duration)

An *Aura of Innocence* spell allows the recipient to remain free from suspicion of being associated with any act or crime for the duration of the spell, no matter how convincing the evidence is. Those viewing the recipient may attempt to make a saving throw in order to negate the effect, though only if they were an eyewitness to the act. Otherwise, even a man who blatantly stabs a person and flaunts the bloody knife to onlookers would not be immediately suspected of the crime. After the duration expires, people who witnessed the act will begin to recall the truth and wonder why their judgment was so clouded.

The material component is a bloody glove.

Buoyancy

Base SP Cost:	30
Components:	V, S
Casting Time:	1 second
Range:	30 feet
Volume of Effect:	One subject weighing up to 200 lbs.
Duration:	10 minutes
Saving Throw:	PHYSICAL Negates

Additional Spell Point schedule:
Increase Range: 1 SP/additional 2 feet
Increase Weight: 1 SP/10 pounds

Buoyancy allows the target to float on water or similar liquids. If this spell is cast on a submerged object, it quickly rises to the surface. The mage must be able to see the object he wishes to make buoyant. Buoyancy may be cast on living or inanimate objects.

This spell may also be cast on an opponent to force it to the surface – either compelling a creature seeking refuge underwater to float or effectively removing an adversary from combat in an undersea scenario. In this latter case, the unwilling target is entitled to a saving throw to resist the magical buoyancy.

Feat of Strength

Base SP Cost:	30
Components:	V, S
Casting Time:	1 second
Range:	Touch
Volume of Effect:	Special
Duration:	Special
Saving Throw:	None

The *Feat of Strength* spell allows the recipient to attempt one (and only one) action requiring great physical strength. He performs this action as if he possessed 18/00 Strength. While success is not guaranteed, it is certainly more likely.

The action must be attempted within 1 minute of receiving this spell. Typical feats of strength include attempting to lift a portcullis or break down a door, though it may also be used in combat but is effective for one attack roll only.

For example, let's theorize that a group of explorers has encountered a portcullis that bars their further passage. The girly men have all failed to circumvent the obstacle unable to lift it or bend its bars.

Jolndar the Meek casts Feat of Strength on his ally Kalum (a fighter with 13/33 Strength). Now magically empowered, Kalum may again attempt to either lift the gate **or** *bend its bars (but not both as only a single Feat of Strength is permitted). Whereas he formerly rolled a d20p+3 versus the portcullis' d20p+19, he now rolls d20p+14 versus the same d20p+19. Should he fail, Jolndar may cast the spell on him again (at a cost of an additional 30 spell points) giving Kalum a second try.*

Fire Finger

Base SP Cost:	*30*
Components:	*V, S*
Casting Time:	*1 second*
Range:	*5 feet*
Volume of Effect:	*cylindrical volume of flame 5' long with 2" diameter*
Duration:	*Instantaneous*
Saving Throw:	*DODGE for Half damage*

Additional Spell Point schedule:
Increase Damage: 10 SP/HP (maximum damage bonus +6),
Increase Range: 5 SP/foot

The *Fire Finger* spell conjures forth a 5-foot rod of flame from the caster's finger. It may only be aimed at a single creature. The victim is automatically struck by the flame (no attack roll necessary) and suffers 1d3p+2 points of damage though a successful saving throw permits them to suffer only half damage. Readily flammable items (such as parchment, cloth or wood) ignite, but a creature may take a 1d6p second delay to extinguish the flames from a single item before they suffer any meaningful damage.

If the victim is otherwise occupied and opts not to spend 1d6p seconds patting out his burning clothes, he suffers 1d3p points of damage every 10 seconds as his garments burn. A maximum of six points of damage may be sustained from this ancillary burning before the victim's clothes are consumed.

Damage from this spell ignores damage reduction.

Illusionary Mural

Base SP Cost:	*30*
Components:	*V, S*
Casting Time:	*10 seconds*
Range:	*30 feet*
Area of Effect:	*100 square feet*
Duration:	*Special*
Saving Throw:	*MENTAL Negates*

Additional Spell Point schedule:
Increase Area of Effect: 1 SP/ 5 sq. ft.

The *Illusionary Mural* spell conjures up a visual-only illusion that lacks depth. When viewed straight on, it can often fool a viewer because depth can be faked by visual trickery and perspective. However, when viewed from an angle of 30 degrees or more, the colors wash out and the illusionary nature of the depiction is immediately obvious.

Proper execution of this illusion is highly dependent on the artistic skill of the caster. A highly skilled painter can employ his knowledge of visual cues, perspective and similar techniques to create a complex illusion capable of deceiving all but the most astute viewer (each mastery level in Painting provides a +3 bonus to the Mage's Saving Throw threshold roll).

The spell persists for as long as the caster maintains concentration (preventing movement or casting another spell) or until someone touches the illusion.

Jolt

Base SP Cost:	*30*
Components:	*V, S*
Casting Time:	*1 second*
Range:	*Touch*
Volume of Effect:	*1 creature*
Duration:	*Instantaneous*
Saving Throw:	*PHYSICAL Negates*

Jolt creates a brief but painful electrical charge. The mage must touch his victim to deliver the *Jolt*. Any creature that fails its saving throw takes no damage, but must succeed at a Trauma Save or drop any hand-held items (including weapons, ladder rungs, ropes, etc.).

Permanent Mark

Base SP Cost:	*30*
Components:	*S, M*
Casting Time:	*1 second*
Range:	*Touch*
Area of Effect:	*Up to 1 square foot*
Duration:	*Special*
Saving Throw:	*None*

Additional Spell Point schedule:
Invisible Marks: 100 SP
Make Invisible Marks Visible: 20 SP (applies only to invisible marks the caster has inscribed - he must be able to touch the marks to to reveal them)

This spell allows the caster to permanently inscribe a number of characters or symbols in a one square foot area. The wizard must trace the desired markings as the spell's somatic component, with the resultant script mirroring the width of his index finger. As such, there is a limit to how many characters can be written, especially for pudgy-fingered characters like dwarves.

Once inscribed, the writing is indelibly affixed to the surface. The only way to remove the writing is to physically chip away the surface upon which it was inscribed. It is for this reason such messages are often derisively referred to as "wizard graffiti". Markings on a living organism (i.e. a passed out drunk's forehead) will only last for three months, after which time the marked upon skin has sloughed off.

Permanent Marks can be covered from view by paint, grime or fungal growth though they will continue to radiate magic and may be found by a *Sense Magical Aura* spell. For an additional 100 Spell Points, the caster may opt to inscribe his markings in invisible ink. This can be quite useful when reclaiming stolen property.

The material component is ink.

Phantom Irritation

Base SP Cost:	*30*
Components:	*V, S*
Casting Time:	*1 second*
Range:	*Touch*
Volume of Effect:	*Special*
Duration:	*20 seconds*
Saving Throw:	*MENTAL Negates*

Additional Spell Point schedule:
Increase Duration: 10 SP/additional 10 seconds

This spell causes the target to believe he is suffering from some great irritation – be it a nasty itch, a buzzing wasp or something else particular to his biology. While distracted by this phantom annoyance, he cannot fully concentrate on combat and suffers -2 to his Attack rolls.

Repair

Base SP Cost:	*30*
Components:	*V, S, M*
Casting Time:	*1 second*
Range:	*Touch*
Volume of Effect:	*1 cubic foot*
Duration:	*Permanent*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase Volume of Effect: 15 SP/additional cubic foot

The *Repair* spell mends fractures in a metal object or rips and tears in woven cloth, leather or similar items. Shattered pottery or glass vessels can be entirely repaired, provided there are no pieces missing. This spell can also stitch together two similar objects, such as two pieces of rope. In all cases, the amount of material to be mended or joined must be less than one cubic foot. Repairing armor or weapons is highly skilled work and cannot be effected by this crude patch without a successful skill check in the requisite craftsmanship skill (your GameMaster has further details). Superior quality or Magical items cannot be repaired at all with this spell.

The material component for this spell is a needle with its tip covered in dried glue.

Repel

Base SP Cost:	*30*
Components:	*V, S, M*
Casting Time:	*1 second*
Range:	*30 feet*
Volume of Effect:	*One individual or object*
Duration:	*Instantaneous*
Saving Throw:	*PHYSICAL Negates*

Additional Spell Point schedule:
Increase Weight/Distance: 15 SP/additional 100 foot-pounds (maximum 1000)
Increase Range: 1 SP/foot

By means of this spell, the caster creates a force vector that pushes against a desired creature or object. This force is sufficient to move a 100-pound object up to a distance of 1 foot. Lighter objects can be pushed further, heavier ones less so. For example, a 50 pound object may be moved two feet while a 200 pound object may only be moved half a foot. (Since this is not a physics or engineering course book, static friction, rolling resistance, fluid dynamics, inertia, momentum and acceleration are not taken into consideration. If such ridiculous detail is desired, assume a force of 450 N and consult *Vector Mechanics for Engineers* available at your favorite collegiate bookstore.)

Creatures may make a saving throw to resist and negate the effect of the spell. If the spell is cast against a creature's weapon, he suffers a -1 penalty on his next defense or attack roll (whichever occurs first and within 3 seconds). Objects secured in place (such as a locked door) are unaffected by this spell.

The material component for this spell is a sliver of bone, thrust palm out in the direction of the target.

Springing

Base SP Cost:	*30*
Components:	*V, S, M*
Casting Time:	*1 second*
Range:	*Touch*
Volume of Effect:	*One individual*
Duration:	*2 minutes*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase Distance: 2 SP/additional 10% distance (max 200% increase)
Increase Duration: 10 SP/minute

The *Springing* spell endows an individual with gravity-defying jumping ability. For vertical jumps, the character can ascend up to 10 feet (i.e., he can plant his feet on the rim not merely 'dunk'). He can also spring up to 10 feet backward or bound up to 20 feet forward from a standstill. If the character gets a jogging or running start of at least 10 feet, he can leap up to 30 feet.

The material component for this spell is the leg of a frog or a toad.

JOURNEYMAN LEVEL SPELLS

Audible Clamor

Base SP Cost:	*40*
Components:	*V, S, M*
Casting Time:	*1 second*
Range:	*90 feet*

Volume of Effect:	*Individuals within Earshot*
Duration:	*2 minutes*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase Range: 1 SP/foot
Increase Duration: 10 SP/minute

This spell allows the caster to create sound at a range of up to 90 feet away. The sound can be anything that the caster desires, such as rattling chains, music, voices, clanking armor or a door slamming. Languages that the caster does not speak and sounds he has never heard (e.g., the roar of a dragon) cannot be accurately reproduced. Once the spell is cast, the mage need not concentrate on simple sounds in order to keep the spell active for the duration. However, more complex sounds like music or conversation need the caster's full attention to produce.

The material component of the spell is a bit of earwax, which the caster must consume.

Aura of Protection

Base SP Cost:	*40*
Components:	*V, S, M*
Casting Time:	*1 second*
Range:	*Touch*
Volume of Effect:	*One individual*
Duration:	*2 minutes*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase Duration: 15 SP/minute (no maximum duration)

The *Aura of Protection* spell allows the caster to envelop himself (or another individual) with an invisible barrier through which supernatural evil creatures cannot physically pass. They may engage in ranged attacks (which suffer a -2 attack penalty) or spells (against which the protected individual gains a +2 saving throw bonus). Special powers (like possession and mental control) are completely blocked. Ordinary evil creatures may still physically attack the recipient of this spell, but are subject to a -2 attack penalty. However, if the mage physically attacks a supernatural evil creature or directs injurious spells at it, the protection is broken.

The material component for this spell is a pure white shawl.

Bar Portal

Base SP Cost:	*40*
Components:	*V, S*
Casting Time:	*1 second*
Range:	*60 feet*
Area of Effect:	*20 sq. feet*
Duration:	*1 minute*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase Range: 1 SP/5 ft (max 200 ft)
Increase Area of Effect: 15 SP/20 sq. ft
Increase Duration: 20 SP/minute

By means of the *Bar Portal* spell, the caster can temporarily secure a door, window or similar device (such as a trapdoor) from opening. The base spell only functions on portals up to 20 square feet (i.e., a standard 34" x 7' entry door) so additional SPs are needed to bar larger doors, gates or portcullises.

If the device is open, the spell automatically closes it unless there is an obstruction in the way. Creatures can still burst through the barred portal using a Feat of Strength rolled against d20p+18 though only one attempt is allowed.

Candlelight

Base SP Cost:	*40*
Components:	*V, S, M*
Casting Time:	*1 second*
Range:	*10 feet*
Volume of Effect:	*15 foot radius*
Duration:	*10 minutes*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase Duration: 2 SP/minute (no maximum duration)

The *Candlelight* spell creates a small point of light similar to a candle's flame. Though it produces no heat, it does provide a fifteen foot radius of light. See Chapter 17: Miscellaneous Rules (p. 280) for a visual display of the intensity of light a candle emits.

The caster may position the light source at a static point in the air or to affix it to an object such as a pole. If this spell contacts magical darkness, it is instantly negated.

The material component for this spell is a candle nub.

Enrage

Base SP Cost:	*40*
Components:	*V, S, M*
Casting Time:	*1 second*
Range:	*60 feet*
Volume of Effect:	*One individual*
Duration:	*1 minute*
Saving Throw:	*MENTAL Negates*

Additional Spell Point schedule:
Increase Range: 2 SP/5 feet
Increase Volume of Effect: 30 SP per individual (maximum 4 individuals)

The *Enrage* spell causes the target to become incredibly angry with the caster. The target rushes towards the mage as quickly as possible, then begins to attack him (or, hopefully, the mage's front line of fighters) with melee weapons or fists (if the target is un-

armed). If stymied by an obstacle or hazard, the target uses ranged weapons instead. Creatures with an Intelligence score of less than 3/01 or those who succeed at a saving throw are unaffected by this spell.

Rude words form the verbal component for this spell, while any rude gestures work for the somatic, and the caster uses a bit of his own snot or phlegm as the material component.

Freeze Water

Base SP Cost: 40
Components: V, S, C
Casting Time: 1 minute
Range: Touch
Volume of Effect: 1 cubic foot of liquid water
Duration: Permanent
Saving Throw: Not Applicable (see below for exception)

Additional Spell Point schedule:
Increase Volume of Effect: 20 SP per additional cubic foot (max 9 ft³ ice)

This spell allows the caster to freeze a cubic foot of water. By casting this spell, as he is touching the surface of the water to be affected (caster is not affected by the water freezing), the mage causes the water to solidify over the course of a minute.

Liquids that are primarily water (saline, beer, wine and especially daquiris) may be frozen via this spell.

As the solidification is not instantaneous, any creature in the area of effect may move and exit the affected volume during the freezing process if it has the means to do so. Relatively small creatures in an enclosed volume that cannot escape (an example being fish in a small pool with a volume less the volume of the spell effect) will be trapped and asphyxiate before they freeze to death.

The spell is permanent though any ice will eventually melt if the ambient temperature is above 32° Fahrenheit. *Freeze Water* may not be employed to target a living creature unless it is essentially pure water (such as a Water Elemental). For this special exception, the spell inflicts 1 point of damage for every cubic foot of water it normally would turn to ice. The target is allowed a Physical saving throw that reduces damage by half (rounded down) if successful.

The spell catalyst is the water to be frozen.

Perimeter Alarm

Base SP Cost: 40
Components: V, S, M
Casting Time: 1 minute
Range: 30 feet
Volume of Effect: Hemisphere with 10 foot radius
Duration: 4 hours
Saving Throw: None

Additional Spell Point schedule:
Increase Volume of Effect: 5 SP/1 ft radius (maximum 30 ft radius)
Increase Duration: 1 SP/10 minutes

Casting this spell creates an invisible, intangible hemisphere whose outer perimeter is sensitized to contact. Should any creature contact this shell, a loud warbling sound pierces the air. The blare is loud enough to wake all but the soundest sleepers within the security perimeter (and incidentally audible to everyone within a 300-foot radius, though stone walls and intervening doors will serve to dampen the effective radius). This alarm lasts as long as someone is in contact with the shell and for one minute afterward.

Creatures less than three inches in height or length or weighing less than one pound will not trip the alarm. To avoid the signal sounding every time a friendly character enters the boundary, the caster may choose a password that must be spoken aloud before entering the area. Of course, these can be overheard and subsequently used by the eavesdropper…

The material component for this spell is a small bell.

Remote Audio Link

Base SP Cost: 40
Components: V, S, M
Casting Time: 2 seconds
Range: 200 feet
Volume of Effect: Caster plus 1 individual
Duration: 5 minutes
Saving Throw: None

Additional Spell Point schedule:
Increase Range: 1 SP/20 feet (no maximum range)
Increase Volume of Effect: 40 SP/additional person
Increase Duration: 10 SP/minute

This spell enables the caster to communicate aurally with the spell recipient, even if they are some distance away. Neither intervening noise nor physical obstacles (such as doors or walls) disrupt the audio link.

The caster can, by allocating addition Spell Points, adjoin more people to the audio link. It then becomes, in effect, a conference call. This latter application demands concentration on the part of the mage, preventing him from other spell casting; to attempt such severs the link for all parties.

The material component for this spell is a spiral seashell.

Sense Magical Aura

Base SP Cost: 40
Components: V, S
Casting Time: 10 seconds
Range: Personal
Volume of Effect: 10 feet sphere
Duration: 2 minutes
Saving Throw: not applicable

Additional Spell Point schedule:
Extend Volume of Effect: 10 SP/foot

Extend Duration: 20 SP/minute
Determine Type of Magic: 100 SP per 10% chance (cumulative, i.e. 200 SP provides a 20% chance).

This spell enables the caster to discern magical auras, such as those emitted by magical objects. By spreading his arms and uttering a short phrase, the caster becomes sensitive to magical energy in a 10-foot radius around himself.

The caster can then 'feel' the power of the magical radiations, which may be faint, weak, moderate, strong or powerful. By expending additional SPs, the caster has a chance to determine whether the magic is of a particular type (such as illusion). These may be allocated once an effect is noticed

Wood (3' thick), stone (1' thick) or metal (1" thick) blocks this spell.

The spellcaster may move at Crawling speed whilst sensing. It is mandatory to maintain concentration thus disallowing other actions.

Tireless Run

Base SP Cost:	*40*
Components:	*S, M*
Casting Time:	*1 minute*
Range:	*Touch*
Volume of Effect:	*1 individual*
Duration:	*4 hours*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase Duration: 1 SP/5 minutes (maximum duration 8 hours)

When this spell is cast, the targeted creature can move at his run (not sprint) speed for 4 hours without becoming fatigued. Once the spell duration ends, the creature is physically exhausted and must rest, eat and hydrate for the same amount of time that he ran before he can perform even mildly strenuous activity.

The material component of this spell is a half-pint tonic consisting of water, any fruit juice, and half an ounce of ground ginger. The somatic component is some brief stretching exercises.

Virtual Mount

Base SP Cost:	*40*
Components:	*V, S, M*
Casting Time:	*5 minutes*
Range:	*30 feet*
Volume of Effect:	*One mount*
Duration:	*2 hours*
Saving Throw:	*None*

Additional Spell Point schedule:
Enhance Mount: 30 SP for riding gear
Increase Duration: 1 SP/2 minutes (no maximum duration)

Casting this spell conjures a magical force in the shape and (other than a slight translucency) appearance of a light riding horse.

This virtual creature follows its rider's direction just like a normal, docile mount would, but displays no signs of emotion. It has the same game statistics of a normal animal of its kind. The mount disappears when the spell duration ends, if the caster voluntarily ends the spell, or if the mount is slain.

The standard spell application conjures a virtual pony or light riding horse, though a caster can allocate additional Spell Points for riding gear (such as reins, saddle blanket, saddle bags, saddle, and stirrups).

The material component for this spell is at least 1 ounce of hair from the appropriate animal. A tooth or bone will also serve as well.

Yudder's Whistle of Hells Gate

Base SP Cost:	*40*
Components:	*V, S, C*
Casting Time:	*1 second*
Range:	*Centered on caster*
Volume of Effect:	*15 foot radius*
Duration:	*10 seconds*
Saving Throw:	*MENTAL negates*

Additional Spell Point schedule:
Increase Volume of Effect: 4 SP/1 foot radius (maximum 30 feet)
Increase Duration: 30 SP/10 seconds (maximum duration one minute)

This spell creates a high-pitched, shrill whistling that only non-sapient mammals can hear. The whistle irritates normal animals while it lasts and actually makes them run away in fear if they fail a saving throw. Dire animals, Sturm Wolves and Wargs are also subject to the effect of this spell. Note that the spell is not selective – all eligible victims in the area are affected!

The spell catalyst is a dog whistle.

FIRST LEVEL SPELLS

Bash Door

Base SP Cost:	*50*
Components:	*V, S*
Casting Time:	*1 second*
Range:	*30 feet*
Volume of Effect:	*One door*
Duration:	*Instantaneous*
Saving Throw:	*None*

Additional Spell Point schedule:
Extend Range: 1 SP/2 feet (max 100 feet)

This spell allows the caster to hurl a tremendous force against a door. A closed (and even locked and barred) door is automatically forced open, accompanied by the noise one would expect

from a battering ram. Note that no additional Strength is actually granted to the caster's physical body. The force of a *Bash Door* spell may only be used on a door. It has no effect on walls, windows or creatures.

This spell counters a *Bar Portal* spell but if used against a *Wizard's Lock* the caster must succeed at a contested d20p check (d20p + caster level vs. d20p + level of Mage that placed the Wizard's Lock).

Bird's Eye View

Base SP Cost:	*50*
Components:	*V, S, M*
Casting Time:	*10 seconds*
Range:	*Personal*
Area of Effect:	*Special*
Duration:	*1 hour*
Saving Throw:	*None*

Additional Spell Point schedule:
Extend Duration: 1 SP/2 minutes
Affect Initial Height: 1 SP/5 ft raised or lowered
Dynamically Alter Height (after casting): 1 SP/2 ft raised or lowered

This spell alters the caster's visual perspective, changing it to a position 100 feet directly above his current location. If the caster moves his head or body, his perspective changes with him, allowing him to look in all directions.

Although the spell gives the caster a different point of view, it does not improve his visual acuity. As such, his ability to perceive details may be no better and could be significantly worse.

Should the new vantage point be within a solid object, as likely will be the case is enacted in a subterranean local, the caster is effectively blinded.

If the mage is afraid of heights, he must attempt a trauma check immediately upon changing to the aerial view and fall unconscious for a variable number of seconds (as proscribed by the rules governing trauma) should he fail.

The material component for this spell is a bird's eye tossed into the air.

Doze

Base SP Cost:	*50*
Components:	*V, S, M*
Casting Time:	*1 second*
Range:	*40 feet*
Volume of Effect:	*Selected creatures in 10-foot radius*
Duration:	*1 minute*
Saving Throw:	*MENTAL Negates*

Additional Spell Point schedule:
Increase Hit Points Affected: 1 SP/1 HP
Increase Number of Creatures Affected: 25 SP/ creature
Increase Duration: 10 SP/minute

This spell causes a single targeted creature (and possibly additional creatures, all of which must be within a ten-foot radius of the primary target), to fall into a light slumber if it fails a saving throw. Slumbering creatures will receive another saving throw if a moderately loud noise (such as speaking in a normal voice) occurs within earshot. Note that if the creature is not sitting, prone or in some other resting position such that it would teeter or fall, it will automatically wake but be disoriented for d4p seconds. Certainly collapsing to the ground rouses the victim immediately. Similarly, allies slapping, kicking or applying even more stringent methods will awake the victim.

When casting, the mage identifies the particular creature(s) he wishes to affect. The spell effect is limited to a number of creatures whose combined maximum Hit Points are less than or equal to 45 Hit Points. Should the mage's targets exceed this total, the creatures with the fewest HP are affected first. A mage may allocate more Spell Points to increase this HP total, but he must do so at the time of casting, not after learning the combined HP total of his opponents (assuming his GM is so inept as to reveal this information). Creatures that do not sleep (e.g., undead) are unaffected by this spell.

The material component is rheum gathered from from the caster's eyes.

Magic Shield

Base SP Cost:	*50*
Components:	*V, S*
Casting Time:	*1 second*
Range:	*Personal*
Area of Effect:	*Special*
Duration:	*1 minute*
Saving Throw:	*None*

Additional Spell Point schedule:
Extend Duration: 40 SP/1 minute
Increase Damage Capacity: 5 SP/1 HP (max 30 HP)

This spell conjures a translucent force field with 18 HP in the shape of a medium shield. It behaves just as a 'real' shield* except that it does not encumber the spellcaster or contribute to the chance of a spell mishap. The spell dissipates immediately if the magic shield accumulates 18 HP of damage. The caster need not possess the shield proficiency to take advantage of this spell.

**This means that;*
1) it eliminates the -4 penalty to Defense for not using a shield
2) it grants the +6 Defense bonus that a regular shield does
3) it grants the DR of a medium shield (e.g. 6)
4) damage in excess of 6 hp from a shield hit goes to the mage (though armor/robes may mitigate this)
5) the shield grants cover equivalent to a medium shield

The force shield does not have mass and is not subject to the shield destruction rules.

Pepper Spray

Base SP Cost: 50
Components: V, S, M
Casting Time: 1 second
Range: 5 feet
Volume of Effect: One creature
Duration: Instantaneous
Saving Throw: DODGE Negates

Additional Spell Point schedule:
Increase Range: 10 SP/1 foot

This spell conjures an aqueous lachrymatory agent that the caster can stream from his index finger. To be effective, it must be directed at the eyes of an opponent.

Should the victim fail a saving throw, it suffers an intense burning irritation of the eyes that causes pain and tearing coupled with visual impairment. For the subsequent 5d4p seconds, the striken creature suffers a -6 Attack penalty, a -3 Defense penalty and any damage they may succeed at inflicting is reduced by two points.

Normal animals (including bears, dogs, wolves and great cats) struck by this spray must make an immediate morale check or flee combat.

Undead are immune to this spell, as are any creatures that lack or do not employ visual or olfactory senses. Examples of the latter include all herbaceous monsters.

The material component for this spell is a pinch of ground chili peppers.

Additional Spell Point Schedule Note: *The target of this spell receives a +4 bonus to its saving throw for every 5 foot increment (i.e. a +4 bonus if the caster is 10 feet distant and +8 if subjected to pepper spray from a mage 15 feet away).*

Planar Servant

Base SP Cost: 50
Components: V, S, M
Casting Time: 5 minutes
Range: 30 feet
Volume of Effect: special
Duration: 6 hours
Saving Throw: None

Additional Spell Point schedule:
Extend Duration: 1 SP/5 minutes
Increase HP Capacity: 12 SP/HP

This spell conjures a ghostly creature from another plane. The link created by the spell forces the creature to follow the caster's verbal directions just like a normal, obedient servant would. The creature may not speak, though it may provide feedback using gestures. The servant can only perform minor tasks such as opening doors, fetching, carrying, holding or cleaning. It has an effective strength of 3/01 for purposes of determining how much it can carry, lift or drag. It responds only to verbal commands of the spellcaster that summoned it.

The *Planar Servant* disappears when the spell duration ends, if the caster prematurely ends the spell or if the steward suffers 1 or more points of damage (it uses a d20p-4 for Defense if physically attacked).

The material component for this spell is a single copper piece.

Scorch

Base SP Cost: 50
Components: V, S
Casting Time: 1 second
Range: 10'
Area of Effect: 10' x 10' area adjacent to Mage
Duration: Instantaneous
Saving Throw: DODGE for Half damage

Additional Spell Point schedule:
Increase Damage: 10 SP/1 HP of damage (maximum +6 additional damage beyond spell's baseline)

This spell allows the caster to direct a 10-foot long arc of fire from his palm that engulfs all creatures within an adjacent 10' x 10' area. Anyone struck by the fire (automatic, no attack roll needed) suffers 1d3p+6 points of damage. Flammable items (such as parchment, cloth or wood) catch fire, but a creature may spend a few seconds (1d6p second delay) to extinguish the flames from a single item.

If someone is dumb enough not to spend d6p seconds patting out their burning clothes, they suffer 1d3p points of damage every ten seconds they remain on fire. A maximum of six points of damage may be sustained from this ancillary burning before the victim's clothes are consumed.

The somatic gesture for this spell is the caster's hand thrust forward, with fingers spread.

Shift Blame

Base SP Cost: 50
Components: V, S, M
Casting Time: 3 seconds
Range: 10 feet
Volume of Effect: One creature
Duration: 5 minutes
Saving Throw: MENTAL Negates

Additional Spell Point schedule:
Extend Duration: 10 SP/1 minute

This spell causes a creature to radiate a strong aura of guilt and suspicion if he fails a saving throw. Everyone who subsequently encounters him must succeed at a saving throw or believe him (and not the true culprit) to be responsible for a certain act, even

if there is significant evidence to the contrary.

The spell is contingent on there being blame to shift. As such, it must be cast in response to some act that would draw the ire of those witnessing it. Overly broad blame shifting, such as assigning culpability for a recent crop failure, is ineffective.

Once the spell duration ends, those affected by the spell may change their minds if evidence supports the target's innocence. Otherwise, they may continue to believe him responsible.

The somatic component for this spell is the caster pointing at the target, the verbal component is an accusation of blame, and the material component is a dab of tar and a feather.

Shrink

Base SP Cost: 50
Components: V, S, M
Casting Time: 5 seconds
Range: 15 feet
Volume of Effect: One creature or object 10 cubic feet or smaller
Duration: 5 minutes
Saving Throw: PHYSICAL Negates

Additional Spell Point schedule:
Extend Duration: 10 SP/1 minute
Increase Shrinking Factor: 20 SP per 10% additional shrinkage (max reduction of 20% of original dimensions)

When this spell is cast, the target (as well as all gear and adornments, if applicable) shrinks to 90% of its height, width and length (effectively reducing its volume and mass to 73% of original). The target must be within range and line of sight of the caster, and no larger than 10 cubic feet to be affected. If the target agrees to be shrunk or is inanimate, no saving throw is necessary. A mage can expend additional Spell Points to shrink the target even further (10% per 20 SPs spent).

For example, consider Jandy, a sorceress who burns 90 Spell Points (the base 50 SP plus an extra 40 SP) to shrink Valamir, a human fighter and her fellow adventurer. Assuming Val was originally 6 feet tall (72 inches), he becomes 50.4 inches tall (70% or 0.70 of 72 inches) with a corresponding reduction in his girth and width. Computing his new weight is a little more difficult. Since he shrunk in three dimensions, you must account for this by cubing the reduction. Don't worry, the math isn't difficult; simply multiply the reduction three times to get the weight reduction factor of 34.3% (.70 x .70 x .70 = .343). So, if Val's original weight was 175 pounds, it would now be 59½ pounds (175 x .034 = 59.5). It doesn't take a whole lot of shrinking to significantly reduce weight.

Of course, shrunken creatures can't deal out as much damage in combat as they could at their normal size. To simply things, simply roll damage as normal and multiply by the new size. For example, if Val (who was shrunk to 70% of his height) hit an orc for 10 points of damage, he would actually inflict only 7 points of damage (10 x .70 = 7).

Being shrunk decreases an individual's Hit Points to the same degree he was shrunk. His new size might also come into play with regard to being targeted with missile weapons, reach and knock-backs.

This spell may not be used to shrink a subcomponent of a larger item.

The material component is a sea sponge that is compressed (the somatic component) when casting the spell.

Throw Voice

Base SP Cost: 50
Components: V, S
Casting Time: 1 second
Range: 30 feet
Volume of Effect: One creature or object
Duration: 1 minute
Saving Throw: MENTAL Negates

Additional Spell Point schedule:
Extend Range: 1 SP/1 foot (max 90 feet)
Increase Damage Capacity: 20 SP/ 1 min.

This spell makes the caster's voice or any other noise he could normally vocalize emanate from somewhere other than his person. Opponents suffer a -2 saving throw penalty to detect the ruse. The GM may eliminate or alter this penalty as needed.

For example, an intelligent character may easily believe that the caster's voice comes from someone else in a crowd, but not from a lifeless statue, especially if he knows the caster is nearby.

Translate

Base SP Cost: 50
Components: V, S, M
Casting Time: 10 seconds
Range: Personal
Volume of Effect: Personal
Duration: 5 minutes
Saving Throw: not applicable

Additional Spell Point schedule:
Extend Duration: 10 SP/minute
Extend Comprehension to Written Text: 25 SP

This spell lets the caster comprehend unintelligible speech as easily as if it had been spoken in his native tongue. The caster can also extend his comprehension to written text in an unfamiliar language (at an additional Spell Point cost). In both cases, however, the caster must first touch the creature or text that he wishes to understand (which may prove to be a cultural or situational difficulty). Magical writing is immune to this spell's effect, nor does the spell translate secret codes or reveal writing hidden by magic.

The material component for this spell is a songbird's tongue.

Wall Walk

Base SP Cost:	*50*
Components:	*V, S, M*
Casting Time:	*1 second*
Range:	*Touch*
Volume of Effect:	*One creature*
Duration:	*5 minutes*
Saving Throw:	*not applicable*

Additional Spell Point schedule:
Extend Duration: 10 SP/1 minute

This spell gives the target the ability to ascend or decent sheer surfaces at a maximum movement rate of 2½ feet per second. He does this with his feet flat on the wall and his body horizontal to the ground (*ala Adam West's Batman*). The wall cannot exceed perpendicularity (90°) or the recipient of a *Wall Walk* falls to the ground.

The material component is any sticky substance, which the target must first spread on the soles of his footwear.

SECOND LEVEL SPELLS

Charm

Base SP Cost:	*60*
Components:	*V, S*
Casting Time:	*1 second*
Range:	*30 feet*
Volume of Effect:	*One individual*
Duration:	*Special*
Saving Throw:	*MENTAL Negates*

This spell causes a person to view the caster as a close friend and ally. The term 'person' applies only to sapient, bipedal humans, demi-humans and humanoids sized Small or Medium. If the caster or his allies have injured the target creature within one minute of the spell being cast, it receives a saving throw bonus equal to +1 per point of damage suffered.

Although the charmed individual believes the caster to be a dear friend, he is not his bitch and won't blindly follow orders. Commands to the target should be phrased as genial suggestions in order to be heeded. Of course, even the most delicately worded language won't convince the target to take an obviously suicidal or completely unnatural action, unless he can be convinced otherwise. The GM should determine the persuasiveness of the argument and the NPC's reaction to it. Strong Charisma or Looks, as well as skills such as Art of Seduction, may prove especially useful to the would-be charmer. A mage may have multiple persons under his charm.

The spell's effects end at the caster's command, if the caster attacks the target or if the target succeeds at a periodic saving throw. The time period between saving throw attempts is 21 days, modified by -1 day per point of Intelligence of the charmed person. Regardless of Intelligence, the minimum time between saving throws is 24 hours.

Chilling Touch

Base SP Cost:	*60*
Components:	*V, S*
Casting Time:	*1 second*
Range:	*Touch*
Volume of Effect:	*One individual*
Duration:	*1 minute or until discharged*
Saving Throw:	*Physical Negates*

Additional Spell Point schedule:
Extend Duration: 1 SP/1 second
Increase Damage: 20 SP/point of damage (max. 10 points of extra damage)

This spell allows the caster to channel negative energy , and, through contact with a sentient being, discharge the energy. Upon a successful touch attack, the victim is chilled to the bone, suffering 1d4p points of damage[1] and losing a point of Strength[2]. A successful saving throw negates the effect.

It takes one hour for an affected creature to regain this point of Strength loss. If the creature suffered a *Chilling Touch* multiple times, each lost point takes an additional hour to regain (2 points takes two hours, 3 points takes three hours, etc.). Lost Hit Points are not regained automatically, but must be magically healed or allowed to heal naturally.

[1] *bypasses DR*

[2] *"Monsters" suffer -1 to all damage rolls*

Conjure Warrior Avatar

Base SP Cost:	*60*
Components:	*V, S, C*
Casting Time:	*1 second*
Range:	*20' (initial appearance), 120' in melee*
Area of Effect:	*Personal + One Avatar*
Duration:	*Special (see text)*
Saving Throw:	*None*

Additional Spell Point schedule:
Imbue Avatar with extra hit points: 10 SP per d8 (maximum 2 additional d8 over baseline)
Imbue Avatar with extra Attack/Defense/Damage or DR: 5 SP per +1 to any single attribute (maximum bonus +2 over baseline)

This incantation causes a soldier of the same race as the caster to materialize within twenty feet of the mage, but his own body collapses into a coma in the spot of casting. The spellslinger's spirit enters the warrior's body controlling it as if it were his own (no new initiative check), however, the avatar likely attacks with far superior combat abilities: Speed 9, +2 Attack, 2d8+2 damage (longsword), +5 Defense (medium shield and leather armor DR 2), Init 0. The avatar has the same hit points as the mage's current total plus d8. The avatar lasts until the sooner of: (1) the mage's body is roused from coma by injury or rough handling, (2) the avatar loses all hit points, (3) the current battle ends (no foes engaged for 30 seconds) or (4) 5 minutes. At the

first occurrence of one of these events, the avatar winks out of existence with a quiet, but audible pop. The avatar can only be used for melee combat; if no foes are available when conjured, it will stand idly for 30 seconds, then wink out of existence.

The spell catalyst is a 25 mm bronze figurine of the avatar that is tossed to the desired location of appearance.

Disguise

Base SP Cost:	*60*
Components:	*V, S*
Casting Time:	*1 second*
Range:	*Personal*
Volume of Effect:	*Personal*
Duration:	*2d6p minutes*
Saving Throw:	*None*

Additional Spell Point schedule:
Extend Duration: 10 SP/minute
Increase Height Range: 10 SP/inch
Increase Weight Range: 3 SP/pound

When the caster completes this spell, he alters his physical appearance (including his clothing and gear) via illusion. This might be taking on a different face, altering his hair color, adding a beard, changing sex and so on. He may even opt to disguise himself as a member of a different race (subject to limitations below). The spell cannot, however, duplicate the appearance of a specific individual.

The caster's weight cannot seem to change more than 50 pounds, nor can the spell make him appear more than 1 foot taller or shorter. As such, impersonating someone of another size category (such as a 6-foot tall human to a 3¾ foot tall Halfling) may be beyond the spell's ability without the expenditure of additional spell points. Even if these restrictions are overcome, ability scores, special powers, racial abilities and so on, are unaffected as the disguise is only an illusion.

Frighten

Base SP Cost:	*60*
Components:	*V, S*
Casting Time:	*1 second*
Range:	*30 feet*
Volume of Effect:	*One individual*
Duration:	*Special*
Saving Throw:	*MENTAL Negates*

Additional Spell Point schedule:
Increase Efficacy: 25 SP/per -1 penalty to target's saving throws (at most a -6 adjustment)

When this spell is cast, the target is deluded into believing that the caster is the thing he most fears. The target must then make a saving throw or flee from the caster as quickly as possible. The victim continues to imagine that his nemesis is pursuing him, however he gains a saving throw every 10 seconds (until successful) to disabuse himself of this notion. Undead and creatures with an Intelligence score below 3/01 are unaffected.

The somatic component for this spell entails the caster advancing threateningly towards the creature for a distance of at least 1 foot.

Illusory Leather Armor

Base SP Cost:	*60*
Components:	*V, S, M*
Casting Time:	*10 seconds*
Range:	*Touch*
Volume of Effect:	*One individual*
Duration:	*up to 8 hours (Special)*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase DR: 20 SP/1 pt (max 20 pts)
Increase Duration: 10 SP/hr (max 24 hours)

This spell conjures an invisible field of force around the caster, protecting him as if he were clad in leather armor but without accompanying defensive penalties.

Like physical armor, *Illusory Leather Armor* provides a DR of 2 — however, the spell ends when the armor absorbs 10 points of damage, or after eight hours.

The spell is ineffective on creatures already wearing armor or with natural armor equivalent or superior to leather in terms of Damage Reduction.

Mages who complain that they cannot derive any benefit from this spell due to their thick robes should shut up, shove their stupid robes in their backpack and enjoy the -1 bonus to their initiative gained from wearing no armor.

The material component for this spell is a piece of cured leather at least 3 inches in diameter.

Magic Projectile

Base SP Cost:	*60*
Components:	*V, S*
Casting Time:	*1 second*
Range:	*180 feet*
Volume of Effect:	*1-5 targets in 20 feet square*
Duration:	*Instantaneous*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase Range: 1 SP/foot
Add Additional Missiles: 30 SP/projectile (maximum 4 additional projectiles)

This spell enables the caster to shoot an unerringly accurate virtual projectile vaguely resembling an arrow at an opponent. Provided any portion of the target can be seen (and is within

range) the missile will jink around obstacles to strike its target. The missile inflicts 1d4p+1 points of damage.

With additional Spell Point allocation, multiple projectiles may be fired with all launching at the end of the spell's casting time. The caster can choose to direct these 'arrows' at several targets or volley fire them on a single target. Multiple missiles impacting a creature strike simultaneously but count as individual wounds.

Magic Projectiles ignore any damage reduction the target possesses (gained either naturally or by armor).

Perspicillum

Base SP Cost: 60
Components: V, M
Casting Time: 10 seconds
Range: Only as limited by the Mage's eyesight
Volume of Effect: Personal
Duration: 10 minutes
Saving Throw: None

Additional Spell Point schedule:
Extend Duration: 5 SP/1 minute

Upon casting this enchantment, the Mage is gifted with extraordinary distance vision, albeit with a constrained field of view.

The material component for this spell is any sort of hollow tube. Anything from a reed to a rolled up piece of parchment will suffice*. This cylinder is effectively transformed into a spyglass for the duration of the enchantment. When gazing through the magicked apparatus, the spellcaster can observe remote objects as if up to 50x closer (one mile away appears as close as 100 feet).

Direct line of sight is imperative to the functioning of this spell, for any obstructions will obviously render it ineffective.

This incantation provides no enhancement to any other senses nor does it reveal the presence of invisible objects or persons. However, given adequate illumination at the site the Mage is viewing, this spell may facilitate better use of the Scrutiny or Observation skills (it may also make Hiding or Camouflage skill checks more difficult).

**Ersatz cylindrical objects such as a reed may provide a confiningly narrow field of view.*

Shocking Touch

Base SP Cost: 60
Components: V, S
Casting Time: 1 second
Range: Touch
Volume of Effect: One individual
Duration: 20 seconds or until discharged
Saving Throw: None

Additional Spell Point schedule:
Increase Damage: 20 SP/point of additional damage (max 10) allocated at time of casting
Reduce Capacitive Bleed: 2 SP/1 second (allows extra time before spell dissipates)

This spell enables the caster to store a powerful electric charge in his hand and to subsequently discharge this as high voltage current dealing out 1d8p damage. The mage must succeed at a touch attack to accomplish this.

The spellslinger must walk in place dragging his feet during casting for the somatic component.

Slippery Surface

Base SP Cost: 60
Components: V, S, M
Casting Time: 1 second
Range: 30 feet
Area of Effect: 10' x 10' square
Duration: 1 minute
Saving Throw: DODGE (Special)

Additional Spell Point schedule:
Increase Range: 1 SP/foot
Increase Area of Effect: 1 SP/2 sq. feet
Increase Duration: 5 SP/10 seconds

This spell transforms an area such that it becomes incredibly slippery. Any non-flying creature within the Area of Effect (or that steps into it before the spell ends) must immediately succeed at a saving throw with a -4 penalty or slip and fall.

Even if the saving throw succeeds, an individual must still make a subsequent saving throw (at no penalty) once for every 5 feet of movement through the frictionless area. If he stops moving before he travels 5 feet, he must still make another save when he moves again. Note that intelligent creatures can use walls, ceiling ropes, fallen comrades or any other item resting outside of the surface (including the ground if reachable) to pull themselves out of the *Slippery Surface*.

A caster may choose to target a single item rather than an area, provided it is smaller than 10 cubic feet. If a creature is holding the item, he must succeed at a saving throw or drop it. Another save is required each time he attempts to pick it up and each time he endeavors to use it (assuming he finally manages to pick it up) for as long as the spell duration remains in effect. The caster can end this spell with a gesture.

The material component for this spell is a greased rag.

Smoke Screen

Base SP Cost: 60
Components: V, S, M
Casting Time: 5 seconds
Range: 90 feet
Volume of Effect: 2000 cubic feet
Duration: 5 minutes
Saving Throw: None

Additional Spell Point schedule:
Increase Volume: 1 SP/50 cubic feet
Increase Duration: 10 SP/minute

As the spellcaster chants the verbal component of this spell, a dense cloud of smoke churns from his mouth and moves rapidly along the ground to the final range and location desired by the caster. The end result is a cloud of dense gray smoke that blocks all vision beyond two feet. The caster may shape the fog's dimensions as desired, as long as the cloud's narrowest dimension is no less than 10 feet. Wind speeds of eight to eighteen miles per hour cut the spell's duration by half. Greater wind speeds end the spell's duration in one minute.

The somatic and material component for this spell is a lit cigar from which the caster must inhale.

Torchlight

Base SP Cost: 60
Components: V, M
Casting Time: 1 second
Range: 100 feet
Volume of Effect: 30 foot radius
Duration: 10 minutes
Saving Throw: not applicable

Additional Spell Point schedule:
Increase Range: 1 SP/feet
Increase Duration: 3 SP/minute

Torchlight creates a softly glowing ball of light with luminance equivalent to that of a torch. The spell does not radiate heat and thus cannot be used as an ignition source.

The luminous ball may be positioned at a static point in the air or affixed to an object such as a pole or weapon. It cannot be placed upon a living creature.

If *Torchlight* comes into contact with magical darkness, the higher leveled spell predominates and cancels the lower leveled spell. If of identical levels, both spells are negated.

The material component for this spell is a cloth patch impregnated with oil or grease.

THIRD LEVEL SPELLS

Bedazzle

Base SP Cost: 70
Components: V, S, C
Casting Time: 1 second
Range: Personal
Volume of Effect: d6p creatures in a 5x20 ft cylinder
Duration: Instantaneous
Saving Throw: PHYSICAL (see below)l

Additional Spell Point schedule:
Extend Cylinder Length: 1 SP/1 foot
Extend Duration: 1 SP/1 second
Increase HP Threshold of Effects: 12 SP/1 HP (maximum increase in HP threshold is 15 HP - i.e. 180 additional SPs can raise threshold to ≤40 HP for comotose effect and ≤50 HP for blindness effect)

This spell enables the caster to blind or stun creatures with a bright, shimmering cone of light that emanates from his outstretched hands (holding the material components). The cone rapidly (over three feet) spreads to five feet in diameter at which point it stretches as a cylinder for 20 feet. The dazzling light affects d6p creatures, all of whom must be within the Volume of Effect. If there are excess creatures within this area, they are affected in order of proximity to the mage.

A creature's maximum Hit Points (rather than its current HP total if wounded) serves as a gauge of its ability to resist this power. Those with 25 or fewer HP are stricken comatose for 2d4p x 10 seconds with no saving throw allowed. Individuals with 35 or fewer HP must save or be blinded for d4p x 10 seconds. More powerful creatures (with 36 or greater HP) must save or be stunned for 10 seconds, during which they are unable to take any offensive action, but may defend themselves at -4.

Blinded creatures suffer combat penalties as if fighting in total darkness. This spell is ineffective against creatures that lack or do not employ a sense of sight (i.e. blind).

The catalyst for this spell are two cut and polished cubic rock crystals at least 1 inch on a side.

Cheetah Speed

Base SP Cost: 70
Components: V, S, C
Casting Time: 2 seconds
Range: Touch
Volume of Effect: One individual
Duration: 30 seconds
Saving Throw: None

Additional Spell Point schedule:
Increase Duration: 2 SP/second

This spell improves a creature's movement to three times faster than normal. He also may subtract 2 from his Initiative (though no benefit to Weapon Speed applies). The spell only allows faster movement – no other actions may be performed at a faster than normal pace.

The catalyst for this spell is a palm-sized portion of a cheetah's pelt.

Flaming Missiles

Base SP Cost: 70
Components: V, S, M
Casting Time: 3 seconds
Range: touch
Area of Effect: up to 5 projectiles
Duration: 1 minute
Saving Throw: None

Additional Spell Point schedule:
Enchant additional missiles: 10 SP/projectile

This spell enables the mage to enhance ordinary arrows, crossbow bolts or javelins with magical fire. Once the spell is cast, the mage may touch up to 5 missiles in the ensuing minute. Arrows and bolts must be loaded and ready to fire though javelins need not be in hand. Spell fatigue sets in once the mage has set the last missile alight or attempts another action.

Once ignited, the missile burns fiercely for 10 seconds before consuming itself. If successfully shot or hurled at a target, the missile does an additional 1d3p points of damage. The target is also subject to having his clothing set alight (see *Fire Finger* for details). Flaming missiles may also be used to ignite materials that would ordinarily be ignited by brief exposure to a torch.

The material component is the wood in the projectile.

Ice Knife

Base SP Cost: 70
Components: V, S, M
Casting Time: 1 second
Range: Special
Area of Effect: Special
Duration: 30 seconds or until discharged
Saving Throw: Physical Negates (mitigates for primary target)

Additional Spell Point schedule:
Increase cold damage to target by d6p: 25 SP (max 100 extra SP for total of 6d6p to target); each 50 SP spent also increases peripheral cold damage by d4p

This spell brings into existence a throwing knife comprised of ice that the spellcaster may utilize as a weapon. Optimally this is thrown at an opponent but it may also be used in melee provided the caster is willing to suffer possible repercussions.

The conjured knife exists for up to 30 seconds once materialized. The caster thus has a limited time to employ the ice blade before it sublimates and disappears. Because it is employed in a fashion analogous to a normal knife, the caster must possess proficiency with knives or suffer a non-proficiency penalty when using it (but gains the benefit of any weapon specialization if applicable). Note also that unless the caster is wearing a leather glove or mitten, he suffers 1 hit point of damage per 5 full seconds that he holds on to the *Ice Knife* before discharging its effect.

If thrown at a foe, the caster must make a normal Attack roll (with range penalties as a normal throwing knife). It the *Ice Knife* strikes an opponent, it suffers d6p points of damage from the laceration wound (plus strength bonus if the caster was jogging when the knife was hurled). Striking a solid object also causes the knife to dissipate in a puff of snowflakes inflicting 2d6p points of cold damage to the individual hit and d4p cold damage to all within a five-foot radius. Those suffering this frost effect are also numbed by the cold receiving a -2 penalty to Attack and Defense and a +1 penalty to speed for 20 seconds. Individuals within five feet of the cold discharge that succeed at a saving throw suffer half damage and are unaffected by numbing while the creature hit suffers only d6p damage and -1 to Attack and Defense.

If the *Ice Knife* is blocked by a successful shield defense, the *Ice Knife* still discharges but the target is treated as if he was a creature within five feet of the cold discharge rather than the primary target.

If the casters opts to use the *Ice Knife* as a melee weapon, the knife remains tangible until he either lands a successful attack, he strikes an opponent's shield or 30 seconds have elapsed since invoking the *Ice Knife*. Obviously the wielder of an *Ice Knife* will have to make a saving throw when the knife dissipates, as he will certainly be within the five-foot radius of effect.

The material component for this spell is a drop of water that originated from melted snow or ice.

Inaudibility

Base SP Cost: 70
Components: S, M
Casting Time: 2 seconds
Range: touch
Volume of Effect: 1 creature
Duration: 1 hour
Saving Throw: not applicable

Additional Spell Point Schedule:
increase duration 10 SP/additional 30 min

Inaudibility is akin to invisibility, excepting that it affects sound, not light. The creature affected by the spell emits no sound whatsoever nor do objects he contacts (thus he could strike a gong with his fist and it would vibrate noiselessly).

Being cloaked with inaudibility makes all Sneaking checks one difficulty category easier (or provides a +40 bonus to the skill).

The material component is a cotton boll.

Pyrotechnic Display

Base SP Cost: 70
Components: V, S, M
Casting Time: 5 seconds
Range: 150 feet
Area of Effect: One fire source
Duration: Special
Saving Throw: DODGE or PHYSICAL (see description)

Additional Spell Point schedule:
Extend Range: 1 SP/2 feet

This spell causes an open fire to produce either fireworks or a dense smoke cloud, depending on the caster's preference. If the former, a dazzling array of colored sparks bursts upwards from the fire. Creatures within 30 feet of the fire are blinded for 20-50+ seconds ((d4p+1) x 10) unless they succeed at a Dodge saving throw.

Alternatively, the fire is immediately extinguished and produces an acrid choking smoke cloud centered on the fire's embers that fills a hemisphere with a 10-foot radius (about 2000 cubic feet). Creatures within the cloud suffer a -4 combat penalty (Attack, Defense, Speed, Initiative) and 1d3p points of damage every 10 seconds from smoke inhalation unless they succeed at a Physical saving throw. Visibility within the cloud is reduced to two feet. This smoke dissipates within five minutes.

The material components for this spell are a fire on which the spell is cast, and a pinch each of sulfur, salt and powdered copper.

Rope Charm

Base SP Cost: 70
Components: V, S, C
Casting Time: 2 seconds
Range: 60 feet
Volume of Effect: 50 feet of rope*
Duration: 10 seconds after finished playing
Saving Throw: DODGE Negates

Additional Spell Point schedule:
Increase Duration: 35 SP/10 seconds

This spell enables a mage to animate a rope with which he has some passing familiarity (he must personally have handled the rope to gauge its unique properties). This spell cannot be cast on a coil of rope an adversary is carrying. He can enable it to perform basic functions (coil, loop, tie, knot, coil and knot, loop and knot, tie and knot, uncoil, unloop, etc.) or to create a 'rope ladder'. The mage commands the rope by playing a tune on a small wind instrument such as a flute or recorder. While playing, the mage cannot perform any other action save walking and concentrating on the spell.

This spell cannot be cast by a mage that does not possess at least Novice mastery in the Musician (flute or recorder) skill and is in possession of said instrument. No skill check need be made should he possess this skill.

The rope may also be used against an opponent. It does not inflict damage, but can entangle a creature or object within 1 foot of the cord that fails a saving throw. The rope may need to be hurled at an opponent prior to enchantment in order to facilitate this action, as the rope is incapable of locomotion.

The spell catalyst is the rope the mage animates. An average 1" thick rope uses a d10 for its defense roll and can take 6 points of damage from an edged weapon before it severs.

**This spell also affects string, yarn, cord or similar nonliving rope-like objects up to 2" thick. The standard efficacy animates a 50' span of rope no more than 1" in strand diameter. If the rope is ½" thick or less, the Volume of Effect becomes 100' of cord. For every ½" greater than 1", reduce the variable Volume of Effect by half. For example, if a rope is 1½" thick, the caster can only command a 25' length, or for a 2" thick rope, the controllable length would be only 12½ feet.*

Unlock

Base SP Cost: 70
Components: S, C
Casting Time: 2 seconds
Range: 15 feet
Volume of Effect: 10 cubic feet
Duration: Instantaneous
Saving Throw: None

Additional Spell Point schedule:
Increase Range: 1 SP/foot (max 50 feet)
Increase Volume: 2 SP/cubic foot

This spell allows the caster to circumvent locked doors, boxes, chests and even shackles or chains. Of course, there are some limitations.

For instance, the item to be unlocked must be smaller than the Volume of Effect. Each casting only opens one lock (so if a door has two locks, the spell must be cast twice). The item must also be within the caster's line of sight.

The spell does not destroy the lock, leaving open the possibility of the item being subsequently relocked. *Unlock* does not affect knots or items without locking mechanisms and does not physically push open the door (or lid, et cetera).

If an item is secured with a *Wizard's Lock*, this spell will temporarily override the latter if the mage casting *Unlock* is 10 or more levels of experience greater than the mage who placed the *Wizard's Lock* (whether or not the mage casting *Unlock* meets this requirement cannot be known until he casts the spell and either succeeds or fails at bypassing the *Wizard's Lock*). Should he succeed, this spell opens the item for one minute, after which time the *Wizard's Lock* reasserts itself and relocks the item.

To cast this spell, the Mage must prepare (or commission) a special skeleton key fabricated in brass or bronze with the bow decorated in ivory or bone. Minimal outlay for this spell catalyst is 30 sp.

Veil of Darkness

Base SP Cost: 70
Components: V, S, M
Casting Time: 2 seconds
Range: 30 feet
Volume of Effect: 15 foot radius
Duration: 10 minutes
Saving Throw: None

Additional Spell Point schedule:
Increase Range: 1 SP/foot
Increase Duration: 3 SP/minute
Increase Radius of Effect: 3 SP/foot

With a *Veil of Darkness* spell, the caster banishes all light from an area. A natural light source is extinguished if taken into a Veil of Darkness. If this spell contacts magical light produced by *Can-*

dlelight or *Torchlight*, it will extinguish those light sources as well. Spells ≥ 4th level that provide illumination will dissipate a *Veil of Darkness* without diminishing their own luminence. *Veil of Darkness* may only be cast on a fixed location.

The somatic component for this spell is to blow the material component (a pinch of soot) in the direction the darkness is to be situated.

White Hot Metal

Base SP Cost:	*70*
Components:	*V, M*
Casting Time:	*2 seconds*
Range:	*10 feet*
Volume of Effect:	*10 lbs. of metal*
Duration:	*10 seconds*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase Duration: 50 SP/10 seconds
Increase Range: 10 SP/ 5' range increment

By means of the *White Hot Metal* spell, the caster instantaneously causes metal to become searingly hot (2000° F). Certain metals and alloys (such as bronze, copper, silver, gold, tin, lead and pewter) will melt; while objects composed of ferrous alloys (i.e., iron and steel) and platinum retain their shape but are malleable if force is applied.

Creatures suffer 2d6p points of damage every 10 seconds they are in contact with the affected metal – this may be unavoidable in the case of body armor, but a weapon may be dropped to avoid damage. When the duration ends, the metal instantly cools, remaining in whatever shape its molten form took.

The material component for this spell is a mixture of alum and powdered iron.

Withstand Fire

Base SP Cost:	*70*
Components:	*V, S, M*
Casting Time:	*5 seconds*
Range:	*Touch*
Volume of Effect:	*One living creature*
Duration:	*10 minutes*
Saving Throw:	*not applicable*

Additional Spell Point schedule:
Increase Duration: 10 SP/ 5 minutes (no maximum duration)

This spell provides a being with Damage Reduction 6 against fire, aiding the mage (or whomever he deems to safeguard against fire) in walking over burning hot coals, through most natural fires and even protecting against lesser magical fires. However, this protection is a flat DR (not cumulative with armor or other bonuses) that absorbs no more than 6 total points of fire damage during any 10-second interval.

The material component for this spell is a pinch of chrysotile.

Wizard's Lock

Base SP Cost:	*70*
Components:	*V, S, M*
Casting Time:	*1 minute*
Range:	*Touch*
Volume of Effect:	*30 cubic feet*
Duration:	*Permanent*
Saving Throw:	*None*

Additional Spell Point schedule:
Add Verbal Passkey: 100 SP
Increase Maximum Object Size: 2 SP per additional cubic foot

The *Wizard's Lock* spell allows the caster to magically lock a door, box, chest, window or similar object so that only he can open it. For additional Spell Points, a password may be placed on the *Wizard's Lock* allowing access by presumably trusted associates given the verbal key.

While a *Wizard's Lock* is a formidable security measure, it can potentially be physically broken by very strong creatures (using a Feat of Strength rolled against d20p+21 though only one attempt is allowed), bypassed by destruction of the object locked or temporarily circumvented by a wizard 10 levels higher than the caster through the use of an *Unlock* spell.

The material component of this spell is a pair of magnets costing no less than 10 sp.

FOURTH LEVEL SPELLS

Bottomless Pouch

Base SP Cost:	*80*
Components:	*V, S, C*
Casting Time:	*2 seconds*
Range:	*Touch*
Volume of Effect:	*One pouch*
Duration:	*12 hours*
Saving Throw:	*not applicable*

Additional Spell Point schedule:
Increase Volume of Effect: 10 SP/cu. ft.
Increase Duration: 10 SP/hour

The *Bottomless Pouch* spell allows the caster to enchant an ordinary pouch such that it can hold an astonishing volume of objects placed into it. While enchanted, the pouch has a capacity of five cubic feet ('bottomless' being an inaccurate wizarding hyperbole) and objects therein only weigh one-tenth their normal weight.

Note that objects must still be able to be placed into the pouch thereby limiting the type of object that can be stored within.

If the spell duration expires while there is material within the bottomless pouch, the pouch becomes normal, rips open at the seams (or otherwise tears to shreds) and all the material stored spills out at the feet of the wearer. The caster can also cause the pouch to empty with a single command.

The spell catalyst is the pouch to be enchanted. It may not be reused if torn as a result of the enchantment's duration being exceeded.

Enfeeble

Base SP Cost: 80
Components: V, S
Casting Time: 2 seconds
Range: 60 feet
Volume of Effect: One creature
Duration: 30 seconds
Saving Throw: DODGE Negates

Additional Spell Point schedule:
Increase Duration: 20 SP/10 seconds

Enfeeble allows a magic-user to direct a beam of dark energy at a single opponent, reducing its Strength and thereby gravely weakening the force of its blows. Creatures are reduced to an effective Strength of 5/01 (a -3 damage adjustment replaces any bonuses they may have had). If the target creature makes its saving throw, the beam missed and spell has no effect.

This spell does not affect combat bonuses due to magical items nor creatures with a natural Strength of 5/01 or lower.

Fracture Object

Base SP Cost: 80
Components: V, S, M
Casting Time: 2 seconds
Range: 180 feet
Area of Effect: 1 object weighing up to 10 pounds
Duration: Instantaneous
Saving Throw: None

Additional Spell Point schedule:
Extend Area: 40 SP/1 ft radius
Increase Weight of Objects Fractured: 10 SP/1 pound

This spell causes one object (weighing no more than 10 pounds) to develop stress fractures that compromise its structural integrity. Weapons crack on the next blow, bowstrings snap, armor tears apart when struck, shields are cleaved, locks easily give way, chains are broken, ladders collapse and pottery or glass vessels shatter.

This spell may not be used to fracture a subcomponent of a larger item. *For example, a clever mage could not chose to fracture only the breastplate of an enemy's suit of platemail (knowing full well that a suit of heavy armor is beyond the base capabilities of this spell).*

Magic items are unaffected by this spell. However, a potion vial is itself not magical and thus subject to the spell. The material component is a dry twig snapped during spellcasting.

Light Sleep

Base SP Cost: 80
Components: V, S, C
Casting Time: 1 second
Range: 40 feet
Volume of Effect: Up to two selected creature(s) within 20 foot radius
Duration: 1 minute
Saving Throw: MENTAL Negates

Additional Spell Point schedule:
Increase Hit Points Affected: 1 SP/1 HP
Increase Number of Creatures Affected: 25 SP/ creature
Increase Duration: 10 SP/minute
Increase Volume of Effect: 1 SP/foot

This spell causes the targeted creature(s) (additional creatures who must be within a thirty-foot radius of the primary target), to fall into a light slumber if they fail a saving throw. Slumbering creatures will receive another saving throw if a loud noise (such as shouting or combat) occurs reasonably nearby (within 50 feet in open areas, within 100 feet underground). Note that if a creature is not sitting, prone or in some other resting position such that it would teeter or fall, the victim automatically receives another saving throw (against the original required save) to wake, but will be disoriented for d4p seconds. Collapsing to the ground in a heap will provide +6 bonus to the save. Similarly, allies slapping, kicking or applying even more stringent methods will awake the victim, but he will be disoriented for d4p seconds.

When casting, the mage identifies the particular creature(s) he wishes to affect. The spell effect is limited to a number of creatures whose combined maximum Hit Points are less than or equal to 60 Hit Points. Should the mage's targets exceed this total, the creatures with the fewest HP are affected first. A mage may allocate more Spell Points to increase this HP total, but he must do so at the time of casting, not after learning the combined HP total of his opponents (assuming his GM is so inept as to reveal this information). Creatures that do not sleep (e.g., undead) are unaffected by this spell.

The spell catalyst is a pillow.

Magic Projectile of Skewering

Base SP Cost: 80
Components: V, S
Casting Time: 2 seconds
Range: 90 feet
Volume of Effect: Two or more targets
Duration: Instantaneous
Saving Throw: None

Additional Spell Point schedule:
Increase Potency of Missile: 40 SP per d4p+1 (maximum 8d4p+8)
Increase Range: 5 SP/10 feet

This spell is an enhanced version of the *Magic Projectile* spell. The caster creates a glowing arrow of magical energy that is directed toward a target within the spell's range. The missile always hits and causes 2d4p+2 points of damage. When the missile strikes, it "skewers" its target, inflicting its damage before it continues along its path, until it strikes an obstacle, runs out of range or runs out of targets.

This works as follows: When the missile strikes its first target it emerges out of the opposite side of the target and is directed towards an additional target of the caster's choice within a 90° arc (i.e it may veer 45° left or right). Assuming the spell's maximum range has not been eclipsed, the second target is struck. The process repeats itself (with a 45° turn permitted after each skewering) until the spell runs out of range or energy, or the missile cannot continue due to the presence of barriers in its path. The first creature struck suffers full damage, but every creature struck afterwards suffers a progressive 1d4p+1 less damage than the creature hit before it.

Like *Magic Projectile*, a *Magic Projectile of Skewing* ignores any damage reduction the target possesses (gained either naturally or by armor).

Memory Wipe, Lesser

Base SP Cost:	*80*
Components:	*V, S*
Casting Time:	*2 seconds*
Range:	*90 feet*
Volume of Effect:	*1-4 creatures in a 20-feet cube*
Duration:	*Permanent*
Saving Throw:	*MENTAL Negates*

Additional Spell Point schedule:
Increase Length of Memories Erased: 50 SP/minute
Increase Volume of Effect: 40 SP/creature or 1 SP/cubic foot

With the *Lesser Memory Wipe* spell, the spellcaster wipes the preceding one minute of memory from creatures within the cube. This does not negate any spells that may have been cast during that time. However, it is possible that the caster of said magic could forget he did so and consequently fail to act upon it. Up to four individuals may be the subject of a particular memory wipe. Each target selected beyond the first provides a cumulative +1 to saving throws to all subjects of the spell.

Motion Blur

Base SP Cost:	*80*
Components:	*V, S*
Casting Time:	*2 seconds*
Range:	*Touch*
Volume of Effect:	*One individual*
Duration:	*1 minute*
Saving Throw:	*not applicable*

Additional Spell Point schedule:
Increase Duration: 20 SP/ 30 seconds

Motion Blur alters a viewer's perceptions. The subject of the spell appears blurred or smeared along the direction of relative motion. Thus a person actively feinting and dodging in combat is more difficult to hit. This distortion gives +4 to his Defense in melee combat. Note that a static defender gains no benefit from *Motion Blur*.

Anyone launching a missile at a blurred target is treated as if he were 20 feet further from the target.

A *Sense Invisible Beings* spell will not counter this effect.

Prerecorded Audio Message

Base SP Cost:	*80*
Components:	*V, S*
Casting Time:	*per message length/complexity*
Range:	*30 feet*
Area of Effect:	*One object*
Duration:	*Until discharged*
Saving Throw:	*not applicable*

Additional Spell Point schedule:
Extend Trigger Range: 2 SP/1 ft
(max. 120 feet)
Extend Message Duration: 2 SP/1 second

This spell allows the spellcaster to leave an 'outgoing message' on a material object whose playback is activated by some contingent event specified at the time of casting. Trigger events may be tactile, visual, auditory, olfactory or chronological with as much or little complexity as desired by the magic-user. The incantation only responds to quantifiable data within a 30-foot radius thus a mage may have to, in effect, program the trigger if he wishes it to respond to a very specific audience.

For example, a complex trigger may be represented as: IF time greater than five years since casting AND door is touched AND "friend" is spoken in Kalamaran OR "friend" is spoken in Elven AND individual touching door is wearing a gray cloak AND individual touching door reeks of pipeweed THEN speak message.

The message is limited to a maximum of one minute. The 'playback' is a precise recording of the caster's actual voice and limited to languages he knows (though nothing prevents him from recording gibberish, reading transliterations, etc.). If desired, others nearby may also chime in on the recording (or the mage could even arrange for musical accompaniment).

When the message is spoken, a disembodied mouth appears to deliver the speech (for those of you old enough to recall cheap 1960's animation, think *Clutch Cargo*).

Reveal Secret Portal

Base SP Cost:	*80*
Components:	*V, S, C*
Casting Time:	*30 seconds*
Range:	*Personal*
Area of Effect:	*Special*
Duration:	*15 minutes*
Saving Throw:	*None*

Additional Spell Point schedule:
Extend Duration: 20 SP/5 minutes

This spell allows the mage to sense any concealed or secret doors, portals or compartments within a 5-foot radius. It does not divulge illusions, enable the caster to see through physical objects or reveal hidden or invisible creatures.

Spell fatigue does not set in until the spell's duration terminates. However, should the mage choose to cast another spell, spell fatigue sets in immediately and the spell ends.

The catalyst for this spell is a magnifying glass.

Skipping Betty Fireball

Base SP Cost:	*80*
Components:	*V, S*
Casting Time:	*2 seconds*
Range:	*Special*
Volume of Effect:	*Individual(s)*
Duration:	*10 skips*
Saving Throw:	*DODGE Evades (no damage)*

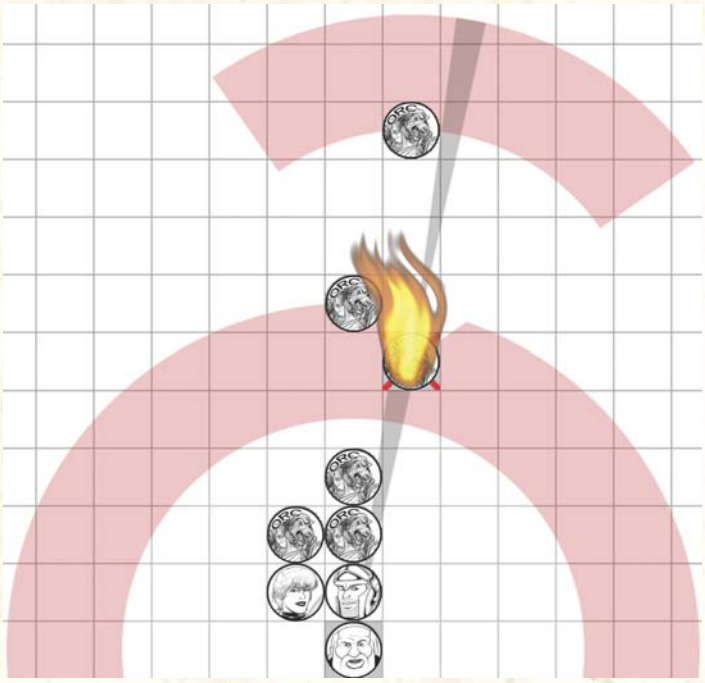
Additional Spell Point schedule:
Increase Potency of Fireball: 20 SP per d4p (maximum 10d4p)
Increase Duration: 10 SP/skip

A *Skipping Betty Fireball* conjures a blazing spheroid projectile approximately 2 feet in diameter that the caster may direct at an opponent. Unlike many other line-of-sight spells, the fireball travels in an arc making it ideal for leapfrogging nearby allies that might be interposed between the Mage and his intended target.

The initial target must be between 20 and 30 feet from the caster. Targets closer than this cannot be targeted because the Skipping Betty must travel a minimum of 20 feet in each hop. The flaming ball completes its initial arc (and any subsequent ones) in a lone second. Thus 1 second after casting, the fireball impacts at a point 20-30 feet away. The variability exists for the Mage can direct the missile on its trajectory and thus has some leeway as to its exact landing point.

If a target exists in this impact zone (only a single individual may be affected), it is permitted a magic saving throw (using its "Dodge" saving throw bonus value). Those failing suffer 5d4p damage (or more if the spell was "amped up"). A successful save results in no damage.

Regardless if a target was struck or not, the fireball then skips off the ground continuing its forward momentum along a path from the Mage to its initial impact point. The Mage has some control over the fireball and may direct it to veer up to 45 degrees left or right as well as choosing to have it land again anywhere from 20-30 feet from its last contact with the earth.



Orcs 1–3 are too close (10'–15') to be affected by the Skipping Betty Fireball as it will coast over their heads. The fireball lands 20–30 feet from the caster (the exact value being at his discretion). The area in pink depicts possible impact areas for the initial strike and second hop.

A second after the first impact (2s total), the fireball will again strike ground. If a target lies within its potential impact zone, it is permitted a magic saving throw – again using the "Dodge" saving throw bonus value. It then skips again and the process repeats until the fireball reaches its maximum duration.

Contact with a solid horizontal surface (e.g. a brick wall) will cause the fireball to skip off that surface (the angle of incidence equaling the angle of deflection). Such contact will, unfortunately, induce uncontrollable instability in the yaw axis of the missile effectively severing the Mage's control. The missile will then follow its default trajectory governed by the laws of classical mechanics if additional horizontal obstacles lie in its path.

The Mage must continue to concentrate on the skipping betty in order to control it and direct it to its target(s). Barring the mage's direction, it continues on a straight line bouncing every 25 feet until it runs its course. Naturally the caster may relinquish control once any likely targets are beyond range. Spell fatigue sets in only after control of the fireball is relinquished or the maximum range is reached.

Shadowskin

Base SP Cost: 80
Components: S, M
Casting Time: 2 seconds
Range: 10 feet
Volume of Effect: 1 creature
Duration: 1 hour
Saving Throw: not applicable

Additional Spell Point Schedule:
increase duration 10 SP/additional 30 min

This spell camouflages the recipient by darkening his skin, garments and equipment to a consistent black hue. Sharp edges and other distinctive elements of his silhouette become blurry and indistinct facilitating their blending into the background.

Those benefiting from a *Shadowskin* may more readily go unobserved in poor lighting conditions. All Hiding checks made in an appropriate context become one difficulty category easier (or provides a +40 bonus to the skill).

The material component is a swatch of black cloth.

Transmogrify

Base SP Cost: 80
Components: V, S
Casting Time: 2 seconds
Range: Personal
Volume of Effect: Personal
Duration: 3d4p +6 minutes
Saving Throw: not applicable

Additional Spell Point schedule:
Increase Duration: 20 SP/d4p minutes
Duplicate Exact Individual: 350 SP plus material component

Transmogrify allows a mage to physically alter his appearance to match that of another creature. The change cannot be radical as the desired form must be within +/- 50% of the magic user's mass. The change is no mere illusion for the caster's body actually morphs into the new shape for the duration of the spell. His clothing and gear may be similarly enchanted (though not transformed into either armor or a shield).

While the transmogrified spellcaster is virtually indistinguishable from an ordinary specimen of the type he has opted to change into, there are limitations. First, no native speech capabilities are granted. Second, the mage retains his pre-existing Strength and Hit Points. If the new form has natural weaponry, the mage may employ these attack routines subject to his own physical prowess.

If the mage wishes to transform into an exact duplicate of a particular individual, he must add a small part of that being (i.e., hair, nails, etc.) as a material component and expend an additional 350 Spell Points during casting.

The mage cannot end the spell prematurely; further, the GM rolls the duration in secret so the mage does not know or control the exact duration. If slain, he resumes his native form immediately.

FIFTH LEVEL SPELLS

Copycat

Base SP Cost: 90
Components: V, S
Casting Time: 2 seconds
Range: Special
Volume of Effect: 6 foot radius
Duration: 90 seconds
Saving Throw: None

Additional Spell Point schedule:
Increase Duration: 10 SP/10 seconds
Increase Number of Duplicate Images: 40 SP/image (max. 8 total duplicate images); for every 40 SP add +1 to the d4p roll with the caveat that 8 is the greatest number attainable

This spell creates d4p perfect visual copies of the spellcaster that mirror his every move. These images cluster around the mage, making it impossible for an opponent to discern which is the spellcaster and which is a mirage.

When subject to an attack, the true target must be randomly determined. If a duplicate is successfully attacked, it dissipates. Striking the actual mage, while inflicting damage, does not provide the attacker with his true location. Further attacks are subject to the same random determination of the target.

Disembodied Floating Hand

Base SP Cost: 90
Components: V, S
Casting Time: 2 seconds
Range: Personal
Volume of Effect: 120 foot radius from caster
Duration: 5 minutes
Saving Throw: not applicable

Additional Spell Point schedule:
Increase Volume of Effect: 1 SP/foot
Increase Duration: 5 SP/10 seconds

Upon completing this incantation, the mage's hand separates from his or her forearm leaving a fleshy stump. The disembodied hand may be psychically controlled by the mage to perform actions as desired, as long as it remains within 120 feet of him. Visual contact is unnecessary. It is capable of flight (at 20 feet/second).

Controlling one's own disembodied hand requires remarkably little concentration. As such, the spellcaster is fully capable of conjuring additional spells. Ranges for said spells should be com-

puted from the hand's position, not the caster's body. The disembodied hand can also deliver touch attacks as if the caster were in close proximity to the target and can easily strike the rear of an opponent unaware of its presence. The hand cannot wield a weapon but may employ a magic wand. The magic-user's disembodied hand makes any attack as if the caster were physically present. The disembodied hand may perform other actions such as retrieving objects or opening doors. (The disembodied floating hand is considered to have a Strength score 8 points less than the mage for purposes of determining Feats of Strength or how much weight it can lift, carry or drag.)

The hand is vulnerable to attack but difficult to hit (rolling a d20p+10 for defense — bonuses the mage may possess are irrelevant). Any damage to the hand is applied directly to the caster. Once the spell ends, the caster may simply reattach his hand. If not in a position to do so, it must be retrieved and reattached within five minutes or the hand dies, leaving the mage with the nickname "Stumpy."

Entrancing Lightshow

Base SP Cost: 90
Components: S, C
Casting Time: 7 seconds
Range: 90 feet
Area of Effect: 30 foot radius
Duration: Special
Saving Throw: MENTAL Negates

Additional Spell Point schedule:
Increase Scope of Effect: 1 SP/additional hp of creatures affected

This enchantment creates a complex and strangely hypnotic visual show of multi-hued lights that fade in and out of existence, zoom about and otherwise engage the visual senses of all that gaze upon the patterns.

This spell has no effect on blind creatures nor thosew with INT scores below 5/50. Further, it affects a maximum of 250 hit points worth of creatures. Note that saving throws should be rolled in order of increasing intelligence (low to high) until the 250 hp cap is reached. Those who are entranced stand motionless, focusing on the visual presentation until the mage (and any accompanying musicians) stop concentrating/performing or they or the targets are physically attacked.

There is no verbal component but the caster must spin a small mirrored ball (the catalyst) while maintaining concentration for the spell to continue. If accompanied by an average musician who practiced with the spellcaster, reduce all saving throws by -1. Further mastery on the part of the accompanist reduces saving throws by -1 for each skill level.

Heat Seeking Fist of Thunder

Base SP Cost: 90
Components: V, S, M
Casting Time: 2 seconds
Range: 100 feet
Volume of Effect: 20-foot radius sphere
Duration: Instantaneous
Saving Throw: PHYSICAL (Half damage)

Additional Spell Point schedule:
Increase Range: 10 SP/5 feet
Increase Volume of Effect: 20 SP/foot
Increase Blast: 20 SP/d4p (max 9d4p)

The *Heat Seeking Fist of Thunder* spell creates a disembodied hand that rushes toward a heat source and explodes with magical energy when it hits. The spell requires a heat source at least as large as a torch to home in on. When the spell is successfully cast all those within 20 feet of the target heat source suffer 3d4p damage, or half that with a successful saving throw. The damage done is sonic in nature and sounds like an extremely loud thunderclap. The target heat source is obliterated when the spell is cast.

The material component for this spell is a piece of coal at least one inch in diameter.

Levitation

Base SP Cost: 90
Components: V, S, M
Casting Time: 2 seconds
Range: Touch
Volume of Effect: One creature
Duration: 30 minutes
Saving Throw: not applicable

Additional Spell Point schedule:
Increase Duration: 1 SP/minute
Increase Weight Able to be Levitated: 10 SP/10 pounds
Cast on person other than mage: 50 SP

Levitation permits the mage to overcome the effects of gravity and hover freely in the air. This entails little mental effort once the spell is cast and permits the mage to engage in other spellcasting or even the use of ranged weapons (though he will likely be a primary target for any enemy ranged weapons himself!) With a bit of concentration (precluding other spellcasting), the Mage may raise or lower himself at a rate of 10 feet per second (or slower). Although the spell does not provide for lateral motion, the only inhibitor to such movement is either physical objects or air resistance. As such, springing off a wall can propel the levitator scores of feet.

By expending additional SPs, the mage may grant the power of *Levitation* to an individual other than himself. This person needn't be willing but since the recipient is in control of the rate of as-

cent or descent (not the mage), it is worthless as an offensive spell.

The spell is restricted to a 300 pound weight limit. Should the levitator's body mass plus all gear and carried items exceed this weight, he cannot ascend but can slow his rate of descent to avoid falling damage.

The material component for this spell is a feather.

Massive Smoke Screen

Base SP Cost: 90
Components: V, S, M
Casting Time: 5 seconds
Range: 30 feet
Volume of Effect: 24,000 cubic feet
Duration: 10 minutes
Saving Throw: None

Additional Spell Point schedule:
Extend Area: 3 SP/1000 cubic feet
Extend Duration: 10 SP/1 minute

As the caster chants the verbal component, a dense cloud of smoke churns from his hand and moves rapidly along the ground to the final range and location desired.

The dense smoke is of any size and shape up to a maximum volume of 24,000 cubic feet (or 24 10'x10'x10' cubes). The smoke obscures all sight beyond two feet.

A strong breeze (with a wind speed of eight to 18 miles per hour) cuts the spell's duration by half. Greater wind speeds end the spell duration in 1 minute.

The material component is a handful of fine ash.

Munz's Bolt of Acid

Base SP Cost: 90
Components: V, S, M, C
Casting Time: 3 seconds
Range: 250 feet
Area of Effect: One target
Duration: 10 seconds
Saving Throw: None

Additional Spell Point schedule:
Extend Duration of Acid Seepage: 30 SP/10 seconds

By means of this spell, the magic-user enchants a crossbow bolt such that it disgorges acid into the wound it creates. This greatly increases the lethality of such wounds.

The mage may fire this bolt himself (if proficient in the use of crossbows and equipped with one) or he may cast this spell on a bolt for use by an ally. The bolt must be shot within 20 seconds or it loses its potency. Spell fatigue does not set in until this time elapses (though attempting to cast another spell within 10 seconds of this spell's completion triggers spell fatigue and ruins the subsequent spell).

If the enchanted bolt strikes true, it disgorges strong acid directly into the wound inflicting an additional 2d4p points of damage. Unless hurried removed (causing d4p damage), the bolt continues to seep acid inflicting d4p damage every 5 seconds until the spell duration elapses.

Since the acid aggravates the original wound, all damage sustained is considered a single wound for healing purposes. The acid may be neutralized by application of eight ounces of baking soda.

The spell's catalyst is a crossbow bolt splashed with the material component - vinegar or lemon juice. If the spell is cast on projectiles other than crossbow bolts, it has no effect.

Panic

Base SP Cost: 90
Components: V, S
Casting Time: 2 seconds
Range: 180 feet
Volume of Effect: 15 foot radius
Duration: (1d4p+3) x10 seconds
Saving Throw: MENTAL (negates)

Additional Spell Point schedule:
Increase Duration: 15 SP/10 seconds

This spell causes all creatures within the volume of effect that are hostile to the spellcaster and possess less than 50 Hit Points to immediately flee his presence as fast as possible. If cornered and faced with an unyielding foe, they will defend themselves but suffer a -2 penalty to all rolls.

The undead are immune to panicking as are creatures listed in the *Hacklopedia of Beasts* as having an Intelligence of "non". This is considered a fear effect should characters or creatures have immunity to said.

Sense Invisible Beings

Base SP Cost: 90
Components: V, S
Casting Time: 2 seconds
Range: Touch
Volume of Effect: 20 foot radius
Duration: 3 minutes
Saving Throw: None
Additional Spell Point schedule:
Increase Duration: 20 SP/minute

By means of this spell, the caster imbues the recipient with the ability to distinguish invisible or concealed creatures. Sight is not enabled; rather the individual gains a sixth sense that perfectly compensates for the lack of vision. Intuitively useful when combating an opponent cloaked by invisibility, the spell also allows for the discovery of individuals hiding in shadows or underbrush or when in conditions of utter darkness (when everyone is *de facto* invisible).

Summoning 1

Base SP Cost:	*90*
Components:	*V, S, C*
Casting Time:	*5 seconds*
Range:	*1 foot*
Area of Effect:	*special*
Duration:	*Permanent*
Saving Throw:	*not applicable*

This spell permits the mage to summon a small innocuous animal (be it a white hare, d4 pigeons or the like). He has no mental control over said animal and cannot compel it to perform tasks.

The catalyst is a hat. Traditionally a black top hat is employed but any sort will suffice. The caster employs the phrase, "Watch me pull a [desired creature] out of my hat" while tapping on the rim and then thrusts his hand inside to produce the creature.

SIXTH LEVEL SPELLS

Boost Strength

Base SP Cost:	*100*
Components:	*V, S, M*
Casting Time:	*10 seconds*
Range:	*Touch*
Volume of Effect:	*One individual*
Duration:	*3 hours*
Saving Throw:	*not applicable*

Additional Spell Point schedule:
Increase duration: 1 SP/3minutes

The recipient of this spell gains a boost of magical power allowing him to accomplish feats of strength far in excess of his natural abilities. (In game terms, his Strength score is raised by 1d6). If the subject of the spell has an indeterminate Strength, it receives +2 to damage.

The material component is a piece of raw meat the mage enchants then feeds to the recipient.

Find Item

Base SP Cost:	*100*
Components:	*V, S*
Casting Time:	*30 seconds*
Range:	*180 feet*
Volume of Effect:	*One creature*
Duration:	*3 minutes*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase range: 1SP/5 feet
Increase Duration: 1 SP/minute

This is an invaluable spell for every absent-minded magician as it allows him to find stuff he has misplaced. By concentrating on the object (it needn't be his own property for those of a more larcenous bent – he must, however, have a good visual image of the thing he's looking for as mere description is insufficient), muttering "If I was a [object in question], where would I be?" and pointing with his finger as he turns about in place, he is able to determine the direction to it. This insight also includes height (or depth) in broad terms as his finger will be guided up or down if the object is at a different elevation.

If the item's location is beyond the spell's range, all the mage will learn is that it's ***not*** within 180 feet (or farther if additional SPs were allocated).

The spell can only be used to find stuff not people. If you happened to have a good picture of something the person was wearing though…

Flame Ball

Base SP Cost:	*100*
Components:	*V, S, M*
Casting Time:	*2 seconds*
Range:	*20 feet*
Area of Control:	*60 foot radius*
Duration:	*30 seconds*
Saving Throw:	*DODGE (Negates)*

Additional Spell Point schedule:
Increase range of control: 2SP/1 foot
Increase Duration: 1 SP/second

By casting this spell, a mage transforms a lump of coal into a mobile flaming ball under his directional control. Upon completion of the evocation, he casts the coal down anywhere within 20 feet and it transforms upon striking the ground. The mage can then control the ball's velocity (up to 15 feet/second) and direction. A *Flame Ball* can roll over minor impediments though anything over 5 feet in height will effectively bar its progress. The mage is limited in the distance at which he can maintain control of the flame ball. If the ball exceeds his range of mental control, it rolls to a stop after travelling 10 feet along its last controlled vector.

The ball will set flammable objects alight and may be directed to impact creatures. If stuck by the ball, they suffer 2d4p damage though they may attempt a saving throw to dodge it. Those failing a saving throw will have their clothes set alight (see *Fire Finger* for details on this effect).

The ball is roaring hot so remaining within a 5 foot vicinity of it may be painful. If unwilling or unable to move away from the ball, a creature suffers 1d4 damage for every full 10 seconds it remains near the ball.

The ball is immediately extinguished if doused with water.

The material component is a spherical lump of coal.

Immunity to Apprentice Magic

Base SP Cost: 110
Components: V, S, C
Casting Time: 5 minutes
Range: Personal
Volume of Effect: Personal
Duration: 2d12p +120 minutes
Saving Throw: None

Additional Spell Point schedule:
1 SP/minute of increased duration

Frequently used by instructors to foil would-be prankster students, this spell negates any effect of apprentice magic on the caster. The master will clearly recognize such magic for what it is and may dismiss any such enchantment by succeeding at an opposed d20p check.

The spell catalyst is a child's toy.

Inflict Temporary Blindness

Base SP Cost: 100
Components: V
Casting Time: 2 seconds
Range: 60 feet
Volume of Effect: One creature
Duration: 10 minutes
Saving Throw: MENTAL (Negates)

Additional Spell Point schedule:
Increase range: 1 SP/foot
Increase duration: 1 SP/30 seconds

If the target of this spell fails a saving throw, the mage succeeds in causing a psychosomatic disorder in which the afflicted creature can no longer process visual information rendering him or it effectively blind. As no physical injury occurs, the condition cannot be remedied by any form of healing magic. The spellcaster may voluntarily remove the magical affliction.

See "Blind" in Chapter 8: Quirks and Flaws (p. 137) for specific details on the handicaps blind individuals incur. *A potential benefit is that the temporarily blinded individual is immune to monster's gaze effects.*

Invisibility

Base SP Cost: 100
Components: V, S, M
Casting Time: 8 seconds
Range: Touch
Volume of Effect: One individual
Duration: Special
Saving Throw: not applicable

When cast, the mage (or another creature desirous of the spell) becomes invisible. The invisibility extends to his clothing, gear and anything weighing under 10 pounds he holds in his hands. Odor and sound are not masked nor are any illumination sources he might be carrying. The recipient remains corporeal and can be located by touch as well. So while a great boon to concealment, the invisible character is hardly imperceptible – particularly to creatures who rely more on senses other than sight.

The spell has a maximum duration of 24 hours. However, it is immediately dispelled should the invisible character initiate an attack (either with a weapon, missile or a spell that causes physical damage). The caster may voluntarily terminate the spell early should he tire of his adventuring companions constantly but unwittingly bumping into him.

The material component is a piece of acacia gum that the mage rubs on the recipient as he casts the spell.

Mind Reading

Base SP Cost: 100
Components: V, S, C
Casting Time: 10 seconds
Range: 15 feet
Volume of Effect: One creature
Duration: 30 seconds
Saving Throw: MENTAL (possibly)

Additional Spell Point schedule:
Increase range: 2 SP/foot
Increase Duration: 1 SP/second

This spell permits the mage to "listen in" on the thoughts of any sentient creature within range. He must hone in on a single individual (the process requiring 10 seconds) in order to discern anything intelligible above the background chatter cluttering the mental airwaves. The particular target of *Mind Reading* need not be declared at the time of casting though scanning a crowd or otherwise trying to identify a target for this spell after it's been cast will certainly consume a portion of the spell's duration.

The spell may be employed broadly for surveillance or directed at an individual as a covert form of interrogation. Unless efforts are made to disguise the mind reading attempt, most intelligent creatures will recognize it for what it is (perhaps tipping off the mind reader by thinking, *"Why is that dude just staring at me? Oh s#*&%! Pink Elephants! Pink Elephants!"*) and get a saving throw to foil the mind reader.

The spell catalyst is a rock crystal held tightly while executing the spell.

Stink Bomb

Base SP Cost:	*100*
Components:	*V, S, M*
Casting Time:	*3 seconds*
Range:	*60 feet*
Area of Effect:	*20'cube*
Duration:	*30 seconds*
Saving Throw:	*PHYSICAL (Negates)*

Additional Spell Point schedule:
Increase duration: 2 SP/second

Upon casting this spell, the mage conjures a tiny pellet that zooms to a designated target location and upon striking a solid object (be it a wall, floor or creature) detonates with a tiny harmless "pop". It immediately discharges a horrific putrid odor that permeates a 20 foot cube within a second.

All living creatures must make a saving throw to resist becoming extremely nauseous. This affliction persists as long as they remain in the noxious cloud and 20-50 seconds thereafter. It forbids attack and imparts a -4 defense penalty but still allows movement at walking speed. Worse yet, those saving must flee the area or they risk having to make an additional save every 10 seconds to resist the malodorous vapors. Those succeeding at a saving throw are unaffected as long as they continue to do so.

The material component is the caster's own feces.

Telepathic Mute

Base SP Cost:	*100*
Components:	*V, S, M*
Casting Time:	*2 seconds*
Range:	*30 feet*
Volume of Effect:	*One creature*
Duration:	*60 seconds*
Saving Throw:	*MENTAL (Negates)*

Additional Spell Point schedule:
Increase range: 1SP/1 foot
Increase Duration: 1 SP/2 seconds

The victim of a *Telepathic Mute* spell cannot use telepathy or mind reading of any form, cannot receive mental commands or messages from others, and cannot mentally control any of its minions. The material component is a lead slug or coin.

Viscous Webbing

Base SP Cost:	*100*
Components:	*V, S, M*
Casting Time:	*2 seconds*
Range:	*Touch*
Volumeof Effect:	*8000 cubic feet*
Duration:	*1 hour*
Saving Throw:	*DODGE (possibly)*

Additional Spell Point schedule:
Increase duration: 1 SP/minute

This spell allows the magic user to create a sticky mass of webbing with a volume of 8000 cubic feet (i.e. 8 10x10x10 cubes). The webbing has no internal structural support so it must be affixed to a wall on either end or attached to the ceiling (height permitting) to give the web form.

The webbing is extremely dense and sticky and can easily immobilize any creature caught within its stranding. Creatures within 5 feet of the perimeter may make a saving throw when the web materializes. If successful, they are permitted to leap outside the radius of the web. All others are subject to the clinging bond of the web.

Size M and smaller characters caught in the web may attempt a Feat of Strength (vs. d20p) to extricate themselves. Failure indicates that they are hopeless immobilized while success permits them the ability to move through the web at a rate of 1 foot/10 seconds. If the Feat of Strength succeeded by ≥6, they may move through the web at a rate of 1 foot/5 seconds.

Size M or smaller monsters roll d20p + their Physical save bonus versus d20p to determine if they are caught in the webbing. Size S creatures suffer a -4 penalty to this roll and size T creatures -8.

More sizeable creatures may utilize their sheer bulk to plow through the webbing at rates of 1 foot/2 seconds for Large creatures and 1 foot/second for Huge size creatures. Gigantic creatures aren't impeded in the least.

The adhesive component of the webbing is highly flammable and subject to ignition from any open flame. If the webbing is set alight, it will burn through in 10 seconds, scorching anyone caught within for 2d4p damage.

The material component is ordinary spider webbing.

SEVENTH LEVEL SPELLS

Bash Face

Base SP Cost:	*110*
Components:	*V, S, C*
Casting Time:	*3 seconds*
Range:	*15 feet*
Area of Effect:	*1 creature's face*
Duration:	*Instantaneous*
Saving Throw:	*None*

This spell allows the caster to attack a target creature in the face with a powerful magic force. The mage must succeed at an attack roll to land the punch but the target must use his shieldless defense value to defend as the blow originates inches from his face. If successful, the haymaker delivers 4d6p damage.

Bash Face may, naturally, be used on any type of opponent. If the target does not employ a shield, the mage must land a blow normally to inflict damage.

The catalyst is a pinky ring set with a gemstone that the mage must have custom crafted for him by a jeweler. The cost of this ring is no less than 300 silver pieces and acquiring said ring is intrinsic to learning the spell.

Clairnosmia

Base SP Cost: 110
Components: S, M
Casting Time: 30 seconds
Range: Unlimited
Duration: 5 minutes
Area of Effect: 50 foot radius
Saving Throw: n/a

Additional Spell Point schedule:
10 SP/minute of increased duration

By means of this dweomer, a mage may mentally visualize a location and utilize his olfactory sense as if he were actually physically present. Distance is not any issue provided the mage is familiar enough with the locale to picture it in his mind. If not, the spell is limited in range to objects within line of sight (though it can be employed to smell *behind* a visible door or *inside* a visible chest, coffer or similar object). Note that the mage's sense of smell is not enhanced by this spell therefore he is limited to ordinary human (or demihuman) olfactory capabilities.

Interpretation of odors is dependant on the mage's own experience. Common odors such as smoke are easy to discern as are acrid or pungent effluvium. Sensing the presence of creatures/monsters is generally not possible unless said creature(s) exude an unusually pungent smell.

The material component is a dog's nose.

Conjure Warrior Avatar II

Base SP Cost: 110
Components: V, S, C
Casting Time: 2 seconds
Range: 20' (initial appearance), 120' in melee
Area of Effect: Personal + One Avatar
Duration: Special (see text)
Saving Throw: None

Additional Spell Point schedule:
Imbue Avatar with extra hit points: 10 SP per d8 (maximum 2 additional d8 over baseline)
Imbue Avatar with extra Attack/Defense/Damage or DR: 5 SP per +1 to any single attribute (maximum bonus +2 over baseline)

This incantation causes a soldier of the same race as the caster to materialize within twenty feet of the mage, but his own body collapses into a coma in the spot of casting. The spellslinger operates the warrior's body as if it were his own (no new initiative check), however, the avatar attacks with far superior combat abilities: speed 7, +6 Attack, 2d8+4 damage (longsword), +7 Defense (medium shield and chainmail DR 5), Init 0. The avatar has the same hit points as the mage's current total plus 2d8. The avatar lasts until the sooner of: (1) the mage's body is roused from coma by injury or rough handling, (2) the avatar loses all hit points, (3) the current battle ends (no foes engaged for 30 seconds) or (4) 5 minutes. At the first occurrence of one of these events, the avatar winks out of existence with a quiet, but audible pop. The avatar can only be used for melee combat; if no foes are available when conjured, it will stand idly for 30 seconds, then wink out of existence.

The catalyst is a 25 mm pewter figurine of the avatar which is tossed to the desired location of appearance.

Cutaneous Respiration

Base SP Cost: 110
Components: V, S, M
Casting Time: 10 seconds
Range: touch
Volume of Effect: One individual
Duration: 1 hour
Saving Throw: PHYSICAL Negates (if unwilling recipient)

Additional Spell Point schedule:
1 SP/3 minutes of increased duration (8 hours maximum)

After casting this spell, the recipient's skin becomes permeable to gasses. If submerged in water, the individual will not asphyxiate as he has the ability to transdermally absorb dissolved oxygen in a manner similar to amphibians.

This power carries a liability in the form of increased susceptibility to noxious or poisonous gasses. If exposed to harmful vapors while on dry land, any saving throws are made with a -6 penalty.

The material component is a small piece of amphibian skin.

Grounding

Base SP Cost: 110
Components: V, S, C
Casting Time: 10 seconds
Range: Touch
Volume of Effect: 50-ft radius sphere
Duration: 5 minutes
Saving Throw: None

Additional Spell Point schedule:
extend duration 1 SP/2s

This enchantment brings into existence a magical grounding point to which any electricity (e.g. lightning bolts, spark showers) is preferentially drawn. While active, any electrical spells passing through or originating within a 50-foot radius of the epicenter is harmlessly discharged to the ground.

The catalyst is a rod or staff constructed of pure copper, which is driven into the ground during execution of the spell.

Icy Blast

Base SP Cost: 110
Components: V, S
Casting Time: 3 seconds
Range: Touch
Volume of Effect: 20 foot long cone
Duration: Instantaneous
Saving Throw: PHYSICAL for half damage

Additional Spell Point schedule:
Increase Severity of Blast: 20 SP per additional d4p damage (maximum 6 additional d4p)

Upon completing this spell, the caster holds his arms straight forward with his palms facing in the direction he wishes to direct the *Icy Blast*. Immediately a spray of superchilled fluid and tiny icy shards blasts forward in a cone 20 feet long with a 15 foot diameter at its base. Any creature enveloped by this frozen slurry is covered in hoar frost and suffers 4d4p damage. Those successfully saving vs. spells suffer only half damage.

An incidental effect of the icy blast is to extinguish any torch or lantern it contacts.

Induce Fratricide

Base SP Cost: 110
Components: V, S
Casting Time: 3 seconds
Range: 30 feet
Volume of Effect: One creature
Duration: 1d20p+10 seconds
Saving Throw: Mental (negates)

Additional Spell Point schedule:
Increase Range: 1 SP/foot
Increase Duration: 50 SP/ additional 10 sec

Victims of this spell attack the nearest living creature, whether friend, foe or brief acquaintance. The spell affects a single creature with up to 50 hit points. Targets use their best available melee weapons (or even bare hands if no weapon is available) regardless of class and they attack to kill always employing the Aggressive Attack special combat move.

Upon completing the spell, the mage directs a bright amber ray at his intended victim. If it fails a saving throw, the subject of the spell is lit by a pale amber glow that dissipates only when the spell effect wears off.

Induce Nervousness

Base SP Cost: 110
Components: V, S, M
Casting Time: 3 seconds
Range: Personal
Volume of Effect: 60 ft cone with 5 ft base and 30 ft end diameter
Duration: d4p+5 minutes
Saving Throw: MENTAL (Negates)

Additional Spell Point schedule:
Extend Duration: 20 SP/minute

This spell induces all adversaries of the mage within the spell's area of effect to suddenly doubt the efficacy of their assault and think that regrouping in a far better defensive position sounds like a wise stratagem.

All those failing a saving throw are reduced to "Nervous" level morale. Whether or not this affects their subsequent actions is dependant on the actions of the mage and his allies.

The material component is a chicken feather.

Low Light Vision

Base SP Cost: 110
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Area of Effect: Creature Touched
Duration: 6 hours
Saving Throw: not applicable

Additional Spell Point schedule:
Increase Duration: 5 SP/15 minutes

This spell imbues the mage (or his designated spell recipient) with heightened visual acuity equivalent to that of dwarves and other creatures accustomed to living underground. He suffers no combat penalties in the region of dim, shadowy light at the limit of a torch or lantern's sphere of illumination and may read documents as well. Beyond this radius, out to 120 feet, he retains some measure of visual perception but nonetheless is subject to -4 attack and -2 defense penalties if engaged in melee.

The material component is an eyelash from a dwarf.

Retard Reaction

Base SP Cost: 110
Components: V
Casting Time: 3 seconds
Range: 30 feet
Area of Effect: 3 (or more) creatures in a 5' radius from center of spell effect
Duration: 2d20p+40 seconds
Saving Throw: MENTAL (Negates)

Additional Spell Point schedule:
Increase Range: 1 SP/foot
Increase Radius of Effect: 20 SP/5 feet
Increase Duration: 2 SP/minute (no maximum duration)
Increase Quantity of Targets: 20 SP/Individual (maximum equals caster's level ÷ 2)

Targets of this spell suffer from a dullness of perception and reaction time. Specifically, initiative dice are increased by one, movement can be accomplished only as one movement category worse and all other actions take 3 seconds longer than normal to complete (including attacks).

For those requiring assistance with phonetics, the spell is pronounced rĭ-tärd´ rē-ăk´shən.

EIGHTH LEVEL SPELLS

Clairaudience

Base SP Cost: 120
Components: V, S
Casting Time: 15 seconds
Range: Unlimited
Area of Effect: Special
Duration: 5 minutes
Saving Throw: n/a

Additional Spell Point schedule:
10 SP/minute of increased duration

Clairaudience permits a mage to utilize his aural sense either at some remote but very familiar location or, alternatively, centered upon a location within line of sight. It can be employed to listen *behind* a visible door, *inside* a visible box or down a rathole or drainpipe to the extent of the caster's vision.

No special enhancement (other than the obvious ability to listen at a distance) is granted by this enchantment. Thus if the caster is hard of hearing, this spell will not miraculously improve his ability to discern sounds. Likewise the mage gains no extraordinary ability to comprehend unknown languages or jargon – though the *Translate* spell will function in conjunction with *Clairaudience*.

The area of effect is limited to the caster's normal auditory perception. Very loud sounds can be heard at a considerable distance while two people whispering to each other may necessitate centering the spell directly between the two in order to eavesdrop.

Exploding Script

Base SP Cost:	*120*
Components:	*S, M*
Casting Time:	*4 hours*
Range:	*Touch*
Area of Effect:	*1 document*[1]
Duration:	*Special*
Saving Throw:	*DODGE for ½ damage*

Exploding Script is a protective device a mage can embed within a document as a destructive failsafe to prevent unauthorized perusal of its contents. *Exploding Script* may not be embedded within spellbooks or magical scrolls.

The enchantment has certain limits in that it is dependent on cognition as its trigger. As such, illiterate creatures are immune to this spell. Likewise, creatures unable to comprehend the language of the host document cannot trigger the embedded exploding script even if literate in another language. However, casting *Translate* in order to read a protected document removes this immunity.

Exploding Script is not a trap per se and cannot be detected by means of the identify traps skills. They may, though, be ferreted out by means of a difficult literacy check made upon the document. Success at this check – which, obviously, must be made at the reader's skill level in the language the document is written in – permits the reader to identify the presence of the ward and also to safely peruse its contents.

If undetected, the exploding script detonates when the document is read and inflicts 6d4p+6 hit points of damage to the reader. Those within 10 feet are similarly affected but are permitted a saving throw, success reducing damage by half. In all cases the host document is destroyed in the explosion.

The mage originally inscribing the explosive script may safely read the document as can others whom he makes aware of the ward. The mage, or anyone else aware of their presence, may opt to remove the trigger runes at some future point but this is a time consuming task.

The material component is ink impregnated with sulfur, charcoal and potassium nitrate.

[1] *Only one instance of Exploding Script may be placed in a document whether it is a huge tome or a short note.*

Force Fumbles

Base SP Cost:	*120*
Components:	*V, S, M*
Casting Time:	*3 seconds*
Range:	*20 feet*
Volume of Effect:	*One creature*
Duration:	*30 seconds*
Saving Throw:	*MENTAL Negates*

Additional Spell Point schedule:
Increase Duration: 2 SP/second

For 30 seconds, any attacks by the target that results in a miss[1] will actually be a fumble; roll on the fumble table normally. If the target's melee attack is a critical miss (a "1") roll on the fumble table as normal, but add 200 to the d1000 result.

The material component for this spell is a teaspoon's worth of butter or oil.

[1] *Shield hits are not a miss per se and are not affected.*

Force Grenade

Base SP Cost:	*120*
Components:	*V, S, M*
Casting Time:	*1 second*
Range:	*Touch*
Area of Effect:	*One stone*
Duration:	*30 seconds*
Saving Throw:	*DODGE (Half damage)*

Additional Spell Point schedule:
Extend Duration: 1 SP/1 second
Increase Damage: 25 SP/1d6p (max 7d6p)

By casting this spell, the mage enchants a stone approximately the size of the caster's clenched fist temporarily imbuing it with massive potential energy. When the stone strikes a solid object (ideally after the mage hurls it at an enemy combatant), this is released as kinetic energy inflicting 4d6p points of damage in a 10-foot-radius area.

The stone cannot store this energy indefinitely and will explode after 30 seconds. If the mage is still holding the stone, he (as well as those within 10 feet) suffer the effect of the explosion.

The material component for this spell is the rock to be thrown. The stone is not consumed in the casting, but is pulverized when it explodes.

Illumination

Base SP Cost:	*120*
Components:	*V, S, M*
Casting Time:	*5 seconds*
Range:	*100 feet*
Volume of Effect:	*120 foot radius*
Duration:	*30 minutes*
Saving Throw:	*n/a*

Additional Spell Point schedule:
Increase Range: 2 SP/feet; Increase Duration: 5 SP/minute
Increase Core Radius of Light: 5 SP/foot (maximum 50 feet)
Torchlight equivalency extends to twice this range and dim light to 4x.

This spell is a superior version of *Torchlight* in that it conjures forth a glowing ball of light far superior in its illuminative capability. Within a 30 foot radius, its brightness is equivalent to sunrise (or, more familiarly, typical office lighting). Not only does this afford an excellent environment for reading or other work requiring fine visual acuity, but it also is a deterrent to creatures negatively impacted by bright light. Within this inner sphere, Barrow Wights suffer near-daylight penalties and Shadows can clearly be identified.

Beyond this innermost sphere, a band of lighting equivalent to torchlight extends to 60 feet and dim light to 120 feet.

The caster may position the ball at a static point in the air or to affix it to an object such as a pole or weapon. This spell will negate a *Veil of Darkness* upon contact.

The material component for this spell is a few drops of whale oil.

Paralysis

Base SP Cost:	*120*
Components:	*V, S*
Casting Time:	*3 seconds*
Range:	*5 feet*
Volume of Effect:	*One creature*
Duration:	*Special*
Saving Throw:	*MENTAL (Negates)*

Additional Spell Point schedule:
Increase casting range: 20 SP/foot

This spell enables the spellcaster to induce psychosomatic paralysis. However, its efficacy is limited to creatures whose full hit points do not exceed twice the mage's full hit point total.

If the target of this enchantment fails its saving throw, he, she or it becomes paralyzed. The mage originating the spell may dismiss this effect at any time but barring this the effect is permanent.

Phantom Horse

Base SP Cost:	*120*
Components:	*V, S, M*
Casting Time:	*5 minutes*
Range:	*3 feet*
Volumeof Effect:	*One Phantom Horse*
Duration:	*60 minutes*
Saving Throw:	*n/a*

Additional Spell Point schedule:
2 SP/5 minutes of increased duration
80 SP: The horse gains the ability to lope over muddy or swampy ground without impinging upon its movement rate.
150 SP: The horse gains the ability to trot on water as if it were solid ground.

This spells conjures up a ghostly horse that can be used as a mount. However, it may only be ridden by the mage or by an individual specifically named during the casting. Novice mastery at Riding (equine) is required to utilize the mount, for the enchantment merely provides the phantom animal.

Though it appears insubstantial, the conjured creature has statistics equivalent to a light riding horse and is equipped with a saddle, bit and bridle.

The ghostly visage of the *Phantom Horse* will frighten normal animals – ordinary horses will not approach within 100 feet of the creature and typical predators such as wolves will not attack. Intelligent monsters are not bound by these fears and may attack the phantom horse if it suits their purposes. The spell is dismissed if the phantom horse is so slain.

The material component is hair from a black stallion.

Polylingualism

Base SP Cost: 120
Components: V, S
Casting Time: 1 second
Range: Touch
Volume of Effect: One Individual
Duration: 5 minutes
Saving Throw: None

Additional Spell Point schedule:
Increase Duration: 5 SP/minute (no maximum duration)
Cast on Individual other that self: 100 SP

This incantation provides the mage with the ability to both speak and understand any spoken language. Its efficacy is dependent upon first hearing a sample of an incomprehensible language in order to decode it before speech in that tongue is possible. It is thus impossible to initiate conversation without some exposure to its phraseology.

The spell permits only "compound multilingualism" (that is, literal translations of words and grammar but not ideas). As such, idioms or meanings distinct from their lexicologic definition may be misunderstood.

Note that while the polylingualist may simultaneously grasp several languages being spoken within earshot, he may only speak one such language at a time. (For example, if addressing a crowd speaking mutually unintelligible languages, the mage would have to address his comments in turn to each language group.)

The spell may be cast on another individual (perhaps one with a more commanding personality) but with a greatly increased Spell Point cost.

Skin of Stone

Base SP Cost: 120
Components: V, M
Casting Time: 5 seconds
Range: Personal
Area of Effect: Personal
Duration: until dissipated or 8 hours
Saving Throw: n/a

By casting this spell, a mage renders his skin as hard as stone. If struck for damage that bypasses other protection he may have, this provides DR of 21 versus that blow. Once it has absorbed a potential wound – no matter how insignificant –the dweomer is discharged.

The material component is a stone tile.

Sure Grip Snare

Base SP Cost: 120
Components: V, S, M
Casting Time: 5 seconds
Range: Touch
Volume of Effect: One object up to 10 ft. x10 ft. x10 ft.
Duration: 6 hours
Saving Throw: DODGE Negates

Additional Spell Point schedule:
Increase Duration Ward is in Effect: 20 SP/hour
(30 SP/hour if expended after casting)
Increase Duration of Confinement: 1 SP/second
(must be expended at time of casting)

When this spell is cast, the mage touches the object he wishes to place this ward upon. If anyone other than those that the caster designates by name at the time of the casting touch the warded item, the spell is instantly discharged accompanied by a loud snap. The victim must make a saving throw - if successful he is partially tripped up by the spell and must spend 10 seconds freeing himself during which time he may only used a d8p for defense. If the save is failed, he is snatched up and held upside down about five feet above the ground, completely helpless. The victim remains helpless for 60 seconds or until the caster releases the victim.

The material component is a small mousetrap.

NINTH LEVEL SPELLS

Clairoptikos

Base SP Cost: 130
Components: V, S
Casting Time: 15 seconds
Range: Unlimited
Area of Effect: Special
Duration: 5 minutes
Saving Throw: n/a

Additional Spell Point schedule:
Increase Duration: 10 SP/minute
Cast on another individual: 50 SP

Clairoptikos permits a mage to utilize his visual sense as if he were physically present either at some remote but very familiar location or, alternatively, centered upon a location within line of sight. As an example of the latter, a mage could center the spell at a bend in a corridor and thus be able to see past the turn. Alternatively, the spell may be used to peer through a solid object directly in front of the caster (be it a door or a closed container).

No special enhancement (other than the obvious ability to look around from the remote location) is granted by this enchantment. Thus, if the site is pitch black, the caster isn't going to see a thing. Likewise if the mage is myopic, this spell will not remedy that disability.

The area of effect is limited to the range of the caster's vision (in theory up to billions of miles depending on the size of the object such as the case of stars in the night sky…)

Of importance to note is that no physical link exists between the mage and what he can visually perceive via this spell. As such, he cannot be harmed by the gaze of either a medusa or basilisk (or, for that matter, damage his sight by staring into the sun).

Hasten

Base SP Cost:	*130*
Components:	*V, S, M*
Casting Time:	*3 seconds*
Range:	*20 feet*
Area of Effect:	*5 foot radius*
Duration:	*30 seconds*
Saving Throw:	*n/a*

Additional Spell Point schedule:
Increase Efficacy: 40 SP/additional individual hastened (maximum 8)
Increase Duration: 2 SP/second

This incantation permits the recipient(s) to perform physical actions at a vastly accelerated pace. Movement speeds are doubled while weapon speeds and initiative are halved (rounded up to the nearest integer). Note that spellcraft is unaffected by this quickening (and great care must be taken to slowly and carefully recite any spell cast while under the influence of this magic; a Wisdom check is required with failure indicating a spell mishap).

The baseline efficacy permits up to three individuals, each no further than 40 feet from the caster, to receive the benefit of this dweomer.

Once the spell lapses, all those formerly hastened become fatigued for 5 minutes suffering a -4 penalty to Attack, Defense and Damage and may not move faster than walking speed.

The material component is a ginseng root.

Infravision

Base SP Cost:	*130*
Components:	*V, S, M*
Casting Time:	*1 minute*
Range:	*Touch*
Volume of Effect:	*One individual*
Duration:	*2 hours*
Saving Throw:	*n/a*

Additional Spell Point schedule:
10 SP/30 minutes of duration

This spell imbues the recipient with the ability to extend his visual acuity into the infrared spectrum. This effectively allows him to see in the dark without the need for any external light source.

Note that infravision is a poor substitute for ordinary vision in that it is dependant upon an object being substantively warmer or colder than its surroundings in order to be seen. It does not permit reading, writing or fine detail work (such as necessary for picking locks).

Bright ambient light destroys the efficacy of this spell as long as the recipient is within the effective sphere of illumination of the polluting light source.

The material component is a piece of metal that is warm to the touch (i.e. ≥100° Fahrenheit).

Lightning Bolt

Base SP Cost:	*130*
Components:	*V, S, M*
Casting Time:	*3 seconds*
Range:	*Variable*
Area of Effect:	*Special*
Duration:	*Instantaneous*
Saving Throw:	*DODGE (Half Damage)*

Additional Spell Point schedule:

Increase Amperage of Lighting Bolt:	*50 SP/additional d6p of damage (max 10d6p)*
Increase Length of Lightning Bolt:	*20 SP/additional 10 feet in bolt's length (or 5' for forked bolts)*

Upon completing this evocation, the mage discharges a stroke of lightning in a straight line (its direction dictated by his outstretched arm). The mage may choose to either deliver a single bolt 5 feet in width and 100 feet long or a forked bolt 10 feet wide but only half as long.

Any creature struck by the bolt suffers 6d6p points of damage (or half if they make a saving throw). Inanimate objects in its path constructed from wood, leather, cloth or paper will ignite while soft metals such as copper, silver and gold will melt.

The lightning knocks back any creature sustaining enough damage to warrant it. It also blows wooden doors off their hinges and burns through wooden walls up to a foot thick (leaving a 5 foot diameter hole). Note that either of these effects will terminate the bolt as its energy is expended wreaking this structural damage. If the bolt impacts a solid stone wall, it ricochets and continues in the new direction until reaching its full length.

The material component is a glass rod and a patch of rabbit's fur.

Polymorph to Primate

Base SP Cost:	*130*
Components:	*V, S, M*
Casting Time:	*3 seconds*
Range:	*Touch*
Volume of Effect:	*One creature*
Duration:	*Special*
Saving Throw:	*PHYSICAL Negates*

This spell allows a mage to transform a victim into a primate. If the mage is successful in his casting, the target becomes a random primate but retains their memories and Intelligence. As a primate, spellcasters cannot talk, but have a 75% chance of being able to successfully cast a spell that has no verbal components (failure indicating a spell mishap). Roll a d8 on the following chart to determine what kind of primate the target becomes:

Polymorph to Primate Results

Roll (d8)	Polymorph Effect
1	Ring-tailed lemur (may still employ small melee weapons)
2	Baboon
3	Orangutan (+2 to Strength, can use weapons)
4	Spider monkey
5	Howler monkey
6	Gibbon (of the opposite sex)
7	Tarpier
8	Monkey Brain! The victim retains his original form, but his intellect is reduced to that of a monkey, giving him a Wisdom and Intelligence score of 5/01*.

The change is semi-permanent in that the affected creature is permitted a new saving throw once per month. A *Dismiss Enchantment* or similar magic may also be employed to break the spell. The material component is a bit of primate (not human) hair or a piece of tropical fruit (the later permitting the target +4 on his opposed check to resist the spell).

Note that this spell may only affect mammalian bipedal humanoids (to include humans, elves, dwarves, halflings as well as orcs and goblinoids). Lizard men, while bipedal humanoids, are reptilian and too genetically different to polymorph with this dweomer.

** That is, both scores are individually 5/01. If the subject of the spell possessed lower scores, they are not improved.*

Preemptive Retribution

Base SP Cost: 130
Components: V, S, M
Casting Time: 3 seconds
Range: Personal
Area of Effect: 5 foot radius
Duration: 1 hour
Saving Throw: None

Additional Spell Point schedule:
Increase Efficacy: 10 SP/additional Hp of damage inflicted (maximum +10)
Increase Duration: 5 SP/minute

This is a proactive ward meant to discourage potential adversaries from attacking the mage. Once a potential adversary *intent on inflicting bodily harm* approaches within five feet, the spell discharges an electric shock. In addition to inflicting 3d6p damage, it affords the attacker with a moment to rethink his action (and possibly to make a morale check). Most natural animals will be dissuaded from attacking but others will have to be adjudicated by the GameMaster on a case-by-case basis.

This ward allows for but one discharge.

The material component for this spell is a sour grape.

Summoning 2

Base SP Cost: 130
Components: V, S, C
Casting Time: 3 seconds
Range: 30' radius
Area of Effect: special
Duration: 90s
Saving Throw: n/a

After completing this spell, 2d4 creatures (each of 67 EP value or below) are magically teleported from their home and appear wherever the caster desires provided it is no more than 30 feet away.

The creatures that appear are under the absolute mental dominion of the mage and will perform any task he desires from attacking adversaries, opening a worrisome chest or polishing his boots. These creatures are absolutely fearless and will never check morale (even should they be abject cowards in their non-dweomered state!)

If the summoned creatures are killed, their corpse remains where it fell even after the spell wanes. Those still living are returned to their home and only recall the incident as a bad dream.

The spell catalyst is a goat or sheep bell.

Resist Fire

Base SP Cost: 130
Components: V, S
Casting Time: 5 seconds
Range: Touch
Volume of Effect: One creature
Duration: 15 minutes
Saving Throw: None

Additional Spell Point schedule:
Increase Duration: 10 SP/ 5 minutes

This spell provides the subject with Damage Reduction 12 against magical and non-magical fire. However, this protection is a flat DR (not cumulative with armor or other bonuses) that absorbs no more than 12 total points of fire damage during any 10-second interval.

TENTH LEVEL SPELLS

Clairvoyance

Base SP Cost: 140
Components: V, S
Casting Time: 15 seconds
Range: 20 feet
Area of Effect: Special
Duration: 1 minute
Saving Throw: MENTAL negates

Additional Spell Point schedule:
50 SP per additional minute of Clairvoyance (Spell Points may be expended after the spell has been cast to extend the duration if, for example, one is receiving a progressively more interesting read on a person or object)

Via this spell the caster receives the ability to gain information about an object, person, location or physical event through means other than the known human senses. *Clairvoyance* is very different from *Mind Reading* in that the information is gained directly from an external physical source, rather than being transferred from the mind of one individual to another.

For each minute spent focusing on an object, person or location the mage gains some new piece of information regarding the focus of his study.

Exactly what is learned is left to the discretion of your GameMaster but may include such things as the properties of an item, details of a person's past history, a mental image of events that occurred at the location and so forth. A sapient creature may shield his or her aura from the inquisitive clairvoyant with a successful saving throw. However, should the mage succeed in reading him, this probing may continue as long as the mage is willing to invest Spell Points in the endeavor.

Clairvoyance is mentally taxing and thus cannot be cast more than once per day.

Conjure Warrior Avatar III

Base SP Cost: 140
Components: V, S, C
Casting Time: 3 seconds
Range: 20 ' (initial appearance), 120' in melee
Area of Effect: Personal + One Avatar
Duration: Special (see text)
Saving Throw: None

Additional Spell Point schedule:
Imbue Avatar with extra hit points: 10 SP per d8 (maximum 2 additional d8 over baseline)
Imbue Avatar with extra Attack/Defense/Damage or DR: 5 SP per +1 to any single attribute (maximum bonus +2 over baseline)

This incantation causes a soldier of the same race as the caster to materialize within twenty feet of the mage, but his own body collapses into a coma in the spot of casting. The spellslinger operates the warrior's body as if it were his own (no new initiative check is required), however, the avatar attacks with far superior combat abilities: speed 5, +10 Attack, 2d8+6 damage (longsword), +9 Defense (medium shield and plate mail DR 7), Init -1. The avatar has the same hit points as the mage's current total plus 3d8. The avatar lasts until the sooner of: (1) the mage's body is roused from coma by injury or rough handling, (2) the avatar loses all hit points, (3) the current battle ends (no foes engaged for 30 seconds) or (4) 5 minutes. At the first occurrence of one of these events, the avatar winks out of existence with a quiet, but audible pop. The avatar can only be used for melee combat; if no foes are available when conjured, it will stand idly for 30 seconds, then wink out of existence.

The catalyst is a small 25 mm copper figurine of the avatar that is tossed to the desired location of appearance.

Dismiss Enchantment

Base SP Cost: 140
Components: V, S
Casting Time: 10 minutes
Range: 30 feet
Area of Effect: Special
Duration: permanent
Saving Throw: Special

This ritual permits a mage to terminate a magical effect. While unnecessary for enchantments of his own creation*, dismissing those evoked by others requires an opposed check (d20p+mage's level vs. d20p+original caster's level).

Enchanted items (as opposed to permanent spell effects) are by their very nature far more resilient examples of magical handiwork. Their dweomers cannot be readily extirpated from the material host. As such, this spell merely renders them powerless for d8p days (no opposed check required) after which time their magical properties return. Note that certain powerful objects may be immune to this spell's effect.

Note further that superior quality weapons, armor and shields are not magical nor are many potions.

Fireball

Base SP Cost: 140
Components: V, S, M
Casting Time: 3 seconds
Range: 60 feet
Volume of Effect: 15' radius (14,000 ft^3)
Duration: Instantaneous
Saving Throw: DODGE (Half Damage)

Additional Spell Point schedule:
Increase damage: 50 SP/d6p (max 10d6p)

This is the quintessential mage spell and a true demonstration of the power a magic user may wield. Like all instruments of

power, it can be dangerous in the hands of the naïve, the inexperienced, the foolish and the impatient. There are many veteran explorers that can relate their own sordid tale of being engulfed by friendly fire.

A *Fireball* is a spherical gush of flames originating from a point indicated by the caster. It is not an explosion for there is little concussive force. It is misinterpretation of the latter element that all too often results in a fratricidal toasting.

From its point of origin, the *Fireball* nearly instantly swells to encompass a sphere 15 feet in radius. However, if prevented from doing so by architectural constraints, the flames surge to fill an equivalent volume (14,000 cubic feet or, for those more visually oriented, 14 10'x10'x10' cubes). If set off in a confined space, particularly one without high ceilings, the firestorm can quickly fill adjacent corridors reaching far beyond the area of effect the mage intended.

Those caught within the flames suffer 6d6p damage (or more if the mage has amped up his casting) but may attempt a saving throw to reduce these injuries by half. Inanimate objects exposed to this magical fire and constructed from wood, leather, cloth or paper will ignite while soft metals such as copper, silver and gold will melt. Flammable items carried by an individual failing his saving throw will ignite. See the apprentice level *Fire Finger* spell for details on this potential ancillary damage.

The material component is a tiny sphere composed of charcoal, sulfur and saltpeter.

Flight

Base SP Cost:	*140*
Components:	*V, S, M*
Casting Time:	*3 seconds*
Range:	*Touch*
Volume of Effect:	*One living creature*
Duration:	*1 hour*
Saving Throw:	*None*

Additional Spell Point schedule:
Increase Duration: 1 SP/minute
Increase Weight: 10 SP/10 pounds

A mage can cast this spell to overcome the pull of gravity and take flight. Only slight mental exertion is required to move in any direction. Movement occurs at a rate of up to 10 feet per second.

The mental exertion required for movement precludes other spellcasting; a mage cannot move and cast simultaneously, but may stop his directional motion and hover for the casting time required. A flying character may bring anything he can wear, hold, carry and so forth, provided the baggage does not weigh more than is allowed by his carrying capacity (as defined by his Strength ability).

The flight is under the control of the flyer, not the caster (unless the mage casts *Flight* on himself, of course). The spell cannot be voluntarily negated prematurely, but the flyer may return to the ground and proceed upon foot at any time, taking flight again while the spell remains in effect.

The material component for this spell is a bird's wing feather.

Ghostform

Base SP Cost:	*140*
Components:	*S, C*
Casting Time:	*1 second*
Range:	*Touch*
Area of Effect:	*Personal*
Duration:	*4+2d4p minutes (known only to GM)*
Saving Throw:	*n/a*

Additional Spell Point schedule:
Increase Duration: 10 SP/minute
Cast on another person: 100 SP

This eerie dweomer transforms the caster's body and gear into a ghostly translucent visage of his corporeal form. While in this shape, he may only be harmed by silvered weapons and receives an additional +8 Damage Reduction bonus versus this type of attack. Though unable to engage in melee while in *Ghostform*, the mage may still cast spells and utilize any magical items he had on his person before the transformation to ghostform. Conversely, he suffers the full effect of magic directed against him and is as vulnerable to monster's gaze effects as before assuming ghostform.

Because he is essentially insubstantial, companions may walk right through him as if he wasn't there (though they will feel a slight bit of resistance accompanied by a chill running down their spine). He may walk through solid objects such as door and walls but cannot fly. Note that if he is within a solid object when the spell lapses, the mage is instantly killed.

People who do not know the mage will presume him to be some form of undead and react accordingly. Conversely, the undead will not recognize him as a living being and usually ignore his presence.

The mage may opt to terminate the spell prior to its completion. Whether or not he does so, at the spell's completion the mage regains corporeal form over the course of 5-10 seconds (it is still instant death if this transformation begins while ensconced in a solid object!)

The catalyst is a diaphanous cloak that the mage slips on whilst casting the enchantment.

Induce Fatigue

Base SP Cost:	*140*
Components:	*V, S*
Casting Time:	*3 seconds*
Range:	*100 feet*
Area of Effect:	*40' x 40'*
Duration:	*30 seconds*
Saving Throw:	*PHYSICAL (Negates)*

Additional Spell Point schedule:
Increase Efficacy: 40 SP/additional individual fatigued (maximum 8)
Increase Duration: 2 SP/second

This incantation causes selected opponents to become fatigued. Those failing their saving throw suffer a -4 penalty to Attack, Defense, Damage and Speed and may not move faster than walking speed.

The baseline efficacy affects up to three individuals – one of whom must be the focal point of the spell's effect. Other potential victims are selected in order of their proximity to the principal target. Further expenditure of Spell Points may increase the number of potential individuals subject to fatigue.

Sphere of Invisibility

Base SP Cost:	*140*
Components:	*V, S, M*
Casting Time:	*10 minutes*
Range:	*Touch*
Volume of Effect:	*10' radius sphere centered on caster*
Duration:	*Special*
Saving Throw:	*None*

Additional Spell Point schedule:
Designate Additional recipient of invisibility: 20 SP

When cast, the mage becomes invisible subject to the same restrictions as the 6th level *Invisibility* spell. However, he is also enveloped by a sphere in which others can similarly benefit from the greatest of camouflage.

Once the initial portion of this spell has been cast, the mage has two minutes to physically tap on the head up to 5 individuals who thereafter gain invisibility if – and only if – they remain within 10 feet of the mage. Should they leave this sphere, they may be seen. A creepy byproduct is that an ally at the edge of the Sphere of Invisibility may only have his head visible with onlookers gaping at the sight of a floating head moving apace.

Note that individuals within the sphere cannot see each other. A good deal of coordination is therefore required to keep from tripping over each other.

The spell has a maximum duration of 8+2d4p hours. Maintaining the sphere requires a conscious will to do so (expending 1 SP every 5 minutes as an additional SP allocation) and thus is dispelled if the caster falls asleep or is otherwise rendered comatose.

However, it is immediately dispelled should the spellcaster initiate an attack (either with a weapon, missile or a spell that causes physical damage) or if one of his designated invisible companions do so while within 10 feet of the mage. The caster may voluntarily terminate the spell early.

During the final 8 seconds of this spell's duration, the mage (and any within 10 feet) gradually becomes increasingly visible (in one-eighth increments, that is he becomes one-eighth visible eight seconds prior to the spell's expiration and 12.5% more visible every second thereafter).

The material component is a piece of acacia gum that the mage rubs on himself as he casts the spell.

ELEVENTH LEVEL SPELLS

Chlorine Gas Cloud

Base SP Cost:	*150*
Components:	*V, S, M*
Casting Time:	*4 seconds*
Range:	*60 feet*
Volume of Effect:	*16,000 ft³*
Duration:	*2 minutes*
Saving Throw Category:	*Physical*
Saving Throw:	*see description*

Additional Spell Point schedule:
increase duration 25 SP/10 s

This spell permits the caster to generate a cloud of greenish-yellow toxic gas 16,000 ft³ in volume. Being a cloud, the dimensions of the effect cannot be overly oblong (no side may be more than twice the length of another – thus a 20'x20'x40' cloud is the maximum 'stretch' permitted). Should the spell be cast in a confined area, the cloud will initially be denser (though this does not aggravate baneful effects).

The cloud is opaque and vision is restricted to 15 feet through the gas.

The cloud's gas is a pulmonary irritant that induces severe coughing. Prolonged exposure will prove fatal.

Those becoming enveloped within the cloud must attempt a saving throw. Those saving suffer 1 hp of damage while those failing suffer 1d4p damage and begin to violently cough and choke (this coughing fit results in a -4 Attack, -2 Defense and +1 Speed penalty along with the inability to move at more than walking speed). Coughing and choking persists for 1 hour after exposure.

Should an individual remain within the cloud, those having previously saved must continue to make additional saving throws every 10 seconds until they fail (taking 1 hp damage even if they make these latter saving throws). Those failing their initial save or a subsequent one suffer d4p every 10 seconds. Exiting the confines of the toxic cloud (if possible) suspends the necessity of making saving throws and halts further accumulation of damage.

Damage from the toxic gas is treated as a single individual wound for purposes of recovery from injuries.

When casting the spell, the mage must dictate a direction of advance. The cloud will roll forward in this direction at a rate of 2½ feet per second. If initially compressed, the cloud will fill this space with its extra volume until it expands to 16,000 ft³ (i.e. 16 10'x10' cubes). Otherwise the entire cloud simply flows forward filling any vacant space in front of it.

Note that the gas is heavier than air and thus will always flow into pits and depressions or roll down stairwells in its path of advance. Winds from 10-19 m.p.h have 50% of dissipating the toxic cloud, and those 20-27 m.p.h. do so 80% of the time. Stronger winds will always render the spell ineffective.

The material component is a handful of sea salt.

Claymore

Base SP Cost: 150
Components: V, S. M
Casting Time: 5 minutes
Range: touch
Area of Effect: 10' radius from triggering string's centerpoint
Duration: 24 hours or until triggered
Saving Throw: DODGE (Half damage)

The *Claymore* spell imbues a length of string no longer than 30 feet with explosive magical energy. To cast this dweomer, the mage anchors two ends of a string so that the string bisects a likely avenue of approach (such as a path or corridor) at a height of 3 to 6 inches. The anchor points may be incidental foliage, sticks, spikes or any protrusion that a string can be tied to.

The spell imbues the tripwire with illusory camouflage permitting it to blend into the surrounding terrain. However, a successful Identify Trap skill check (difficulty = *very difficult*) reveals the string to the investigator. The spell cannot be neutered via the Disarm Trap skill but may be bypassed by anyone aware of its presence.

The spell is triggered when the trigger string is touched*. When this occurs, an explosion detonates at the centerpoint of the string inflicting 3d10p points of damage to all within 10 feet. The explosion is concussive force not fire thus rendering magic that mitigates fire damage ineffective.

The material component for this spell is a tripwire, with the somatic component being the anchoring of its ends to two structural points, all the while muttering the verbal component.

**In most circumstances, walking through an area bisected by the trigger string whilst unaware of its presence is sufficient to detonate the spell. Your GM will make a ruling in unusual circumstances.*

Create Pit

Base SP Cost: 150
Components: V, S, C
Casting Time: 4 seconds
Range: 100 feet
Volume of Effect: Special
Duration: 100 seconds
Saving Throw: Special

Additional Spell Point schedule:
Increase Volume: 1 SP/1 cu. ft.
Extend Duration: 5 SP/10 seconds

This spell allows the caster to excavate 25 cubic feet of earth or 10 cubic feet of rock each second, dispersing it in a single pile no more than 5 feet from the edge of the pit.

After a certain amount of excavation is complete (125 ft^3 for earth or 500 ft^3 for rock), the caster must succeed at a Mining skill check (Easy) to accurately judge how best to continue digging. If he fails the check and continues to dig, the pit collapses in on itself. The resultant divot poses no significant hazard.

Another Mining check must be made at each subsequent 125/500 ft^3 interval.

The GM should determine the effects of an excavation on adjacent or approaching creatures. Depending on the circumstances, this may involve a Feat of Agility check to avoid falling in, a Climbing/Rappelling check to get out and so forth.

Animated creatures composed of one of the listed materials suffer 2d6p points of damage if they fail a (Physical) saving throw against this spell.

The catalyst for this spell is a shovel (or pick for rock), used to mime digging as the somatic component. The caster must continue to mime the digging while excavating the pit. If the caster stops miming, the spell ends prematurely.

Deep Sleep

Base SP Cost: 150
Components: V, S, M
Casting Time: 1 second
Range: 40 feet
Volume of Effect: Selected creatures in 40-foot radius
Duration: 1 minute
Saving Throw: MENTAL Negates

Additional Spell Point schedule:
Increase Hit Points Affected: 1 SP/1 HP (cannot override ≤45 HP per creature limitation)
Increase Duration: 1 SP/minute

This spell causes the targeted creature(s), all of whom must be within a thirty-foot radius of one another, to fall into a deep sleep if they fail a saving throw. Slumbering creatures can be awakened only by slapping, kicking or more stringent methods.

When casting, the mage identifies the particular creature(s) he wishes to affect. The spell effect is limited to a number of creatures whose combined maximum Hit Points are less than or equal to 90 Hit Points and 45 hit points individually. Should the mage's targets exceed this total, the creatures with the fewest HP are affected first. A mage may allocate more Spell Points to increase this HP total, but he must do so at the time of casting, not after learning the combined HP total of his opponents (assuming his GM is so inept as to reveal this information). Creatures that do not sleep (e.g., undead) are unaffected by this spell.

For example, let's say that Zenith the mage runs into five goblins led by a hobgoblin. He decides to target them all with a Sleep spell, so the GM needs to determine which of the creatures Zenith ensorcels. Each of the goblins has 20 Hit Points, while the hobgoblin has 28 Hit

Points (even if one of them was wounded and had reduced Hit Points, it wouldn't matter since the GM is only interested in the normal maximum HP).

The combined Hit Point total of Zenith's targets is 128 (5 x 20 = 100; + 28 = 128), which exceeds the spell's capability. The goblins, having the fewest Hit Points, are chosen first to fill the spell's HP quota. Four of them are subject to the spell as their HP total is 80; the fifth goblin exceeds the spell's capability and is unaffected, as is the hobgoblin.

Each of the goblins is now permitted a saving throw. They each roll a d20p and add their attack bonus and compare this to a single roll by the mage who rolls a d20p and adds his level. If they meet or exceed Zenith's roll, they are unaffected by the spell.

If Zenith's modified roll resulted in a 12 and the goblins modified rolls are 3, 7, 12 and 18, then the two goblins that rolled a 3 and 7 slump to the ground in a deep slumber, while the other two (12 and 18) continue to advance menacingly.

The material component for this spell is a handful of fine sand, blown in the direction of the targets.

Dense Fog

Base SP Cost:	150
Components:	V, S, M
Casting Time:	4 seconds
Range:	100 feet
Volume of Effect:	15,000 ft^3
Duration:	20 seconds
Saving Throw:	None

Additional Spell Point schedule:
Extend Duration: 20 SP/10 seconds
Increase Volume of Effect: 5 SP/1000 ft^3

This spell creates a cloud of incredibly dense fog in which vision is limited to 2 feet. Anyone attempting to traverse the cloud finds that the misty vapor is almost solid and restricts movement to crawling speed. Combatants engaging in melee within the confines of Dense Fog suffer penalties of -3 to Attack and Defense and +2 Speed.

Once the spell duration ends, the fog does not dissipate but becomes normal fog. In this state it is subject to dissipation by normal air currents. If in an enclosed space with little air circulation, this fog may remain for hours.

The material component is congealed pea soup.

Freezing Drizzle

Base SP Cost:	150
Components:	V, S, M
Casting Time:	5 seconds
Range:	200 feet
Duration:	20 seconds
Volume of Effect:	40' diameter cylinder up to 40' in height
Saving Throw:	none

Additional Spell Point schedule:
Increase Duration: 15 SP/sec (max duration 45s)

This spell invokes a fine drizzle of rain in a cylindrical volume of 40' diameter and up to 40 feet in height. Unlike normal rain, the droplets are liquid nitrogen and thus extremely cold (-321 °F). Anyone exposed to freezing drizzle will sustain cold burns (accumulating damage at the rate of 1hp/second). This is a supernatural phenomenon and not contingent on atmospheric conditions. It may thus be cast indoors.

No saving throw is permitted while within the confines of *Freezing Drizzle*. Wearing mittens and a scarf or holding one's shield aloft will not mitigate this freezing damage.

Damage sustained from *Freezing Drizzle* is taken as a single aggregate wound for purposes of healing. Inanimate objects suffer no permanent damage from being frozen.

The material component is a handful of ground up glass.

Induce Cowardice

Base SP Cost:	150
Components:	V, S, C
Casting Time:	4 seconds
Range:	Personal
Volume of Effect:	60 ft truncated cone with 5 ft base and 30 ft end diameter
Duration:	5+d4p minutes
Saving Throw:	MENTAL Negates

Additional Spell Point schedule:
Extend Duration: 20 SP/minute

This spell induces all adversaries of the mage within the spell's area of effect to lose their nerve and fighting spirit and begin to question why the heck they're risking their necks fighting this obviously powerful mage and his heroic associates.

All those failing a saving throw are reduced to "Cowardly" level morale. What effect this has (whether they turn and flee or manage to somehow hold the line) depends on the subsequent action of the mage and his associates.

The spell catalyst is a shrunken head. For the squeamish, a replica shrunken head may be constructed from leather but its use provides targets of the spell a +2 bonus to saves.

Sarmar's Beacon

Base SP Cost:	150
Components:	V, S, M
Casting Time:	1 minute
Range:	Touch
Volume of Effect:	single metallic item weighing no more than 100 pounds
Duration:	12 hours
Saving Throw:	none

Additional Spell Point schedule:
Increase duration: 20 SP/hour

This spell allows the caster to magically 'mark' a specific metal item by touching it during spellcasting. One may cast *Sarmar's Beacon* on a coin, but it also functions on the blade of a sword or any other item fabricated of metal. The target of the spell must be a single, specific item.

The marking is invisible to all except the caster.

To him, the marked object appears to 'glow.' This is a mental effect, unimpaired by intervening objects, darkness or the covering or containment of the item, but extends only as far as normal vision.

For the duration of the spell, the caster can trace the movements of the marked item, as long as it remains on the same plane as the caster. Even if the item is far beyond normal visual range (so that it does not seem to glow), those attuned to it can 'feel' the precise direction of the item from their present location and approximate distance.

The tracing effect can be ended by dispelling the magic, the destruction of the item's original state (the melting of a coin, for instance), or the placing of any (other) lasting enchantment on the marked object. This latter property of the spell prevents the marked object from being used as a 'trap from afar,' but also prevents beings with powerful magic from tracing an active beacon dweomer back to the caster.

The material components are a length of spider's web and one of the caster's eyelashes.

TWELVETH LEVEL SPELLS

Beguile Creature

Base SP Cost:	*160*
Components:	*V, S*
Casting Time:	*4 seconds*
Range:	*80 feet*
Area of Effect:	*one creature*
Duration:	*special*
Saving Throw:	*MENTAL negates*

This spell attempts to influence a creature be it human or any beastly monster to believe that the mage is a dear and trusted friend. This of course may have to be translated down to instinctual levels such as "the mage is an innocuous being whom I have no desire to eat and poses me no harm" or "this being is my offspring and I will ferociously protect it from harm" depending on the intellect level of the creature.

If communication with the creature is possible, it will readily perform any reasonable request even acting as a guardian or initiating battle with the mage's enemies.

The spell's effects end at the caster's command, if the caster attacks the target or if the target succeeds at a periodic saving throw.

The time period between saving throw attempts is 21 days, modified by -1 day per point of Intelligence of the charmed person. Regardless of Intelligence, the minimum time between saving throws is 24 hours.

Only one creature may be beguiled at a time. Attempting to beguile another creature while already having such a thrall will induce the latter to jealously attack the caster in a fit of rage.

Gills

Base SP Cost:	*160*
Components:	*V, S, M*
Casting Time:	*5 minutes*
Range:	*Touch*
Volume of Effect:	*Up to 4 air-breathing creatures*
Duration:	*6 hours*
Saving Throw:	*not applicable*

Additional Spell Point schedule:
Add additional air-breather: 60 SP/creature
Extend Duration: 50 SP/1 hour

The somatic component of this spell involves placing a pair of fish gills on the subject's neck. When the enchantment is complete, these gills enlarge and become fully functional permitting the caster and up to three companions to avoid asphyxiation whilst underwater. With additional SP expenditure, as many as 12 creatures may be so enchanted.

The gills do not supplant a creature's lungs thus those under this enchantment can freely move between air and water.

The material component is component is one pair of fish gills per individual enchanted.

Icewall

Base SP Cost: 160
Components: V, S, M
Casting Time: 5 seconds
Range: 50 feet
Area of Effect: 6" thick wall with 600 square feet of surface area
*Duration: permanent**
Saving Throw: none

Additional Spell Point schedule:
Enhance Stability: 100 SP and 200ft² of spell area to create buttresses permitting the wall to be free standing
Increase Size: 20 SP per additional 100ft² area

The spell permits a mage to conjure a wall of solid ice 6 inches thick with 600 ft² of surface area. Thus a mage could create an *Icewall* 10 feet high and 60 feet in length. The wall may be straight or curved.

The wall is solid and provides a reasonably secure barrier though it is possible to chop through the wall with picks or axes (taking 8 minutes to do so but only if the breachers have these specific tools).

The wall is semi-opaque permitting one to see objects on the other side of the wall up to 20 feet. An *Icewall* is permanent once cast though subject to melting if the temperature is above freezing.

It must be anchored to a solid wall at one end or it will collapse (buttressing a freestanding *Icewall* is possible via additional spell point expenditure). Those upon whom an *Icewall* collapses take 2d10p of damage unless they succeed at a Feat of Agility (vs. d20p+2). Monsters save if the result is ≤ their Dodge Save+7

The material component is a pane of glass no smaller than 6" on a side.

Icy Fog

Base SP Cost: 160
Components: V, S, M
Casting Time: 4 seconds
Range: 100 feet
Volume of Effect: 10,000 ft^3
Duration: 10 minutes
Saving Throw: None

Additional Spell Point schedule:
Extend Duration: 20 SP per minute

This spell creates a cloud of freezing non-aqueous vapor that rapidly drains the heat out of anything within its confines.

Within the fog, vision is restricted to 15 feet primarily because of the condensation of all water vapor as ice crystals. Though it does not impede movement, being within the confines of *Icy Fog* inflicts 1 hp damage per 5 seconds.

Standing liquid water will freeze over but the fog's duration is too limited to form ice sufficiently thick to walk upon.

The material component is a handful of scree.

Quantum Leap

Base SP Cost: 160
Components: V
Casting Time: 1 second
Range: 200 feet
Volume of Effect: personal
Duration: instantaneous
Saving Throw: n/a

Additional Spell Point schedule:
Increase Range: 1 SP/additional foot

This dweomer permits the mage to make use of the uncertainty principle underlying all physical matter to transform his x,y & z coordinates and instantly appear at another location up to 200 feet away.

The verbal component consists of uttering the Schrödinger equation.

Sniper's Bane

Base SP Cost: 160
Components: V, S
Casting Time: 3 seconds
Range: Personal
Volume of Effect: Personal
Duration: d6p minutes
Saving Throw: none

Additional Spell Point schedule:
Extend Duration: 40 SP/minute

This spell surrounds the mage in a force field that not only deflects incoming missiles but sends them back to the shooter. Any missile weapon directed at the mage bounces off him and returns to the hurler or shooter using the same adjusted Attack roll the attacker made when initially throwing or shooting it. The original shooter must roll a d20p as if the target of a missile weapon and compare this with his original roll against the mage to see if he is hit. He gains the benefit cover if he fired from a covered position.

If the shooter made a called shot on the mage, this becomes a called shot on his own body with identical rules applying to the attack. If the shooter's original attack was a critical hit, he (more than likely) will suffer this crit.

This spell does not reflect magic spells back upon the original caster.

Somebody's Watching Me

Base SP Cost: 160
Components: S, C
Casting Time: 5 minutes
Range: Personal
Area of Effect: Personal
Duration: 40 minutes
Saving Throw: None (contested magic check to identify name and location of scryer)

Additional Spell Point schedule:
Extend Duration: 2 SP/minute

Via this spell the mage can determine if anyone is secretly spying on him through magical means such as a crystal ball, clairvoyance, etc.

To execute the spell the mage must slowly and methodically sweep the area using a special copper baton (the spell's catalyst).

If scrying is, in fact, occurring the mage feels the baton begin to resonate. He should immediately make a contested magic check against the scryer. If successful, the baton swings toward the direction of the scryer and his name and location (if distant, the nearest landmark) are revealed.

Summoning 3

Base SP Cost: 160
Components: V, S, C
Casting Time: 4 seconds
Range: 40 foot radius
Area of Effect: special
Duration: 120s
Saving Throw: n/a

After completing this spell, d6 creatures (each of 68-133 EP value) are magically teleported from their home and appear wherever the caster desires provided it is no more than 40 feet away.

The creatures that appear are under the absolute mental dominion of the mage and will perform any task he desires from attacking adversaries, opening a worrisome chest or polishing his boots. These creatures are absolutely fearless and will never check morale (even should they be abject cowards in their non-dweomered state!)

If the summoned creatures are killed, their corpse remains where it fell even after the spell wanes. Those still living are returned to their home and only recall the incident as a bad dream.

The spell catalyst is a triangle (percussion instrument). The mage need not possess the Musician (Triangle) skill but if he does and succeeds at an Average skill check, the summoned creatures remain for an additional ten seconds.

THIRTEENTH LEVEL SPELLS

Emergency Teleport at Random

Base SP Cost: 170
Components: V
Casting Time: 1 second
Range: unlimited
Volume of Effect: Personal only
Duration: instantaneous
Saving Throw: none

Additional Spell Point schedule:
The mage may allocate an additional 235 SP to ensure that he is Teleported to a location within 5 miles of human habitation

When the mage utters the verbal component "Get me outta here", he is immediately teleported to some part of the world determined randomly by the GM.

The spell is only effective on the mage's physical being meaning that he will essentially vanish ala Ben Kenobi with his robes and gear falling empty on the ground where he stood.

Although it may have saved his ass from immediate danger, the mage will find himself stark naked and isolated in some potentially distant place. If near civilization, the only injury may be to his pride. But if in the midst of the wilderness, he could face some dire problems.

Firewall

Base SP Cost: 170
Components: V, S, M
Casting Time: 5 seconds
Range: 120 feet
Area of Effect: 180 linear feet
Duration: until concentration lost + 1 minute
Saving Throw: DODGE (Half Damage)

Additional Spell Point schedule:
Extend length: 15 SP/10 feet (max 300 feet)
Extend Duration after focus Lost: 50 SP/minute

This spell invokes a roaring wall of flames five feet in breadth and 180 feet in length. The wall itself is some 7 feet high.

The wall needn't have an anchor point other than the ground itself. It may be cast to create a linear barrier or may encompass a circular area. If there's insufficient room to accommodate the full length of a *Firewall*, a shortened version will manifest to fill the available space.

This wall of fire burns fiercely and one can feel the heat emanations from some distance. In line with its defensive architecture, this heat is far more pronounced on the side opposite the mage. Though uncomfortable, one can approach the firewall from the mage's side. Such is not the case on the opposite of the wall. Those within 5 feet are burned for 1d6p damage every 10 seconds and even those up to 10 feet distant suffering d3p/10 s.

If the *Firewall* is brought into existence directly atop the physical location of a creature, it is permitted a (Dodge) saving throw and sustains half damage if successful. This individual may opt to leap to safety on either side of the *Firewall*.

It is possible to simply run through the flames as they provide no physical barrier. Doing so does, however, subject one to 4d6p damage (with no saving throw permitted) as well as setting one's clothes alight (see *Fire Finger* for details on this effect). Creatures may also fly or otherwise propel themselves over the wall. If they clear 7 feet in height, they don't sustain damage from the flames as they presumably are not hovering within 10 feet of the top of the wall for 10 seconds or longer.

The *Firewall* can be maintained as long as the mage takes no other actions. Should he lose focus, the wall is extinguished 1 minute thereafter.

The material component is a charred piece of wood.

Fumble Zone

Base SP Cost: 170
Components: V, S, M
Casting Time: 5 seconds
Range: 20 feet
Volume of Effect: 20 foot cube
Duration: 30 seconds
Saving Throw Category: Mental
Saving Throw: Negates

Additional Spell Point schedule:
Increase duration: 2 SP/second

For 30 seconds, any attacks by targets within the "fumble zone" that result in a miss* will actually be a fumble; roll on the fumble table normally. If the target's melee attack is a critical miss (a "1") roll on the fumble table as normal, but add 200 to the d1000 result.

The material component for this spell is a teaspoon's worth of butter or oil.

** Shield hits are not a miss per se and are not affected.*

Jumping JuJu

Base SP Cost:	*170*
Components:	*V, S, C*
Casting Time:	*4 seconds*
Range:	*66 feet*
Volume of Effect:	*single creature (initial)*
Duration:	*130 seconds*
Saving Throw Category:	*Mental*
Saving Throw:	*negates (special)*

Additional Spell Point schedule:
Increase duration: 39 SP/minute

Jumping JuJu summons an immaterial spirit of bad luck. The caster directs it at a target and if the latter fails a saving throw, his mojo is thrown completely out of balance and consequently suffers -4 to all die rolls (minimum 1). Should he make the save, a second later the JuJu jumps to another (randomly determined) being within 20 feet and tries to curse them. All subsequent victims of the juju spirit are entitled to a saving throw as well and, if successful, the juju spirit jumps to another randomly selected target the following second.

The JuJu does not, however, remain with a sole victim. Every 13 seconds it jumps to another (again, randomly determined) person within 20 to mess with their mojo. This process continues until the spell's duration is reached.

It is entirely possible for the mage to become infected with bad juju should he venture too close to those currently afflicted with it.

The spell catalyst is a pair of six-sided dice that consistently roll low.

Mist of Corralling

Base SP Cost:	*170*
Components:	*V, S, M*
Casting Time:	*10 seconds*
Range:	*75 feet*
Volume of Effect:	*Up to 50 ft. radius cloud 10 ft. high*
Duration:	*3 minutes*
Saving Throw:	*None*

When a *Mist of Corralling* is cast, it causes a shimmering cloud to appear. This cloud is 10 ft. high and can be adjusted to be between a 5 ft. and 50 ft. radius. The caster must specify an initial radius when enacting the spell.

Creatures within this cloud find it difficult to leave the confines of the mist and must make a Feat of Strength (vs. d20+7) in order to escape. Visibility within the cloud is limited to 10 feet. No other hindrances apply to creatures within the corralling mist.

The cloud itself can be increased or decreased in size according to the caster's wishes (subject to minimum and maximum size restriction and at a rate of one foot of increased or decreased radius per second). The caster can move the whole cloud (at a rate of 2½ feet per second) so long as its center point remains within the spell's range. The material component is a piece of spider web.

Toxic Web

Base SP Cost:	*170*
Components:	*V, S, M*
Casting Time:	*4 seconds*
Range:	*50 feet*
Volume of Effect:	*6000 ft²*
Duration:	*1 hour*
Saving Throw Category:	*Dodge*
Saving Throw:	*negates (if within 5' of edge)*

Additional Spell Point schedule:
increase duration 1SP/minute

A *Toxic Web* spell creates a many-layered mass of strong, sticky strands similar to spider webs but much thicker, tougher and saturated with a contact neurotoxin. These masses must be anchored to two or more solid and diametrically opposed points – floor and ceiling, opposite walls, etc. – or the web collapses upon itself and disappears. The *Toxic Web* spell covers a maximum area of six 10-foot x 10-foot x 10-foot cubes and the webs must be at least 10 feet thick, so a mass 30 feet high, 20 feet wide, and 10 feet deep may be cast. Creatures caught within webs, or simply touching them, become stuck among the gluey poisonous fibers. Creatures within 5 feet of the perimeter may make a saving throw when the web materializes. If successful, they are permitted to leap outside the radius of the web. All others are subject to the clinging bond of the *Toxic Web*.

Anyone caught within the webs or attempting to pass through them will suffer the effects of the poison-laced strands. Every 20s victims must save versus VF 13 poison (for monsters roll d20+7+Physical Save versus the Poison's d20+13). Those failing suffer a penalty of -1 to Attack, Defense & Damage for the next 2d12 hours. These penalties are cumulative with additional exposure. Each subsequent failed save adds another -1 penalty and increases the duration of the effect by 1 hour. Accumulating a -8 penalty results in death.

Creatures (such as spiders) or characters that can move swiftly through the webbing via some means must still attempt a save vs. poison upon initial contact.

Size M and smaller characters caught in the web may attempt a Feat of Strength (vs. d20p) to extricate themselves. Failure indicates that they are hopeless immobilized while success permits them the ability to move through the web at a rate of 1 foot/10 seconds. If the Feat of Strength succeeded by ≥6, they may move through the web at a rate of 1 foot/5 seconds.

Size M or smaller monsters roll d20p + their Physical save bonus versus d20p to determine if they are caught in the webbing. Size S creatures suffer a -4 penalty to this roll and size T creatures -8.

More sizeable creatures may utilize their sheer bulk to plow through the webbing at rates of 1 foot/2 seconds for Large creatures and 1 foot/second for Huge size creatures. Gigantic creatures aren't impeded in the least.

The strands of a *Toxic Web* spell are flammable. A torch can burn them away quite easily. Any fire will set them alight and burn them away in 10 seconds. All creatures within flaming webs suffer 2d4p points of damage from the flames, but those free of the strands are not harmed. Burning the webs has a downside in that it creates a toxic cloud of fumes quadruple the volume of the original webbing. Although it dissipates in 10 minutes, until then being in the toxic cloud have the same effect as being in the toxic web (i.e. saves vs. poison must be made upon contact and every 20s thereafter).

The material component of this spell is a bit of spider web and a drop of poison.

FOURTEENTH LEVEL SPELLS

Conjure Warrior Avatar IV

Base SP Cost: 180
Components: V, S, C
Casting Time: 3 seconds
Range: 20' (initial appearance), 120' in melee
Area of Effect: Personal + One Avatar
Duration: Special (see text)
Saving Throw: None

Additional Spell Point schedule:
Imbue Avatar with extra hit points: 10 SP per d8 (maximum 2 additional d8 over baseline)
Imbue Avatar with extra Attack/Defense/Damage or DR: 5 SP per +1 to any single attribute (maximum bonus +2 over baseline)

This incantation causes a soldier of the same race as the caster to materialize within twenty feet of the mage, but his own body collapses into a coma in the spot of casting. The spellslinger operates the warrior's body as if it were his own (no initiative check is required on the part of the avatar), however, the avatar attacks with far superior combat abilities: speed 3, +14 Attack, 2d8+8 damage (longsword), +12 Defense (medium shield and superior quality plate mail DR 10), Init -1. The avatar has the same hit points as the mage's current total plus 4d8. The avatar lasts until the sooner of: (1) the mage's body is roused from coma by injury or rough handling, (2) the avatar loses all hit points, (3) the current battle ends (no foes engaged for 30 seconds) or (4) 5 minutes. At the first occurrence of one of these events, the avatar winks out of existence with a quiet, but audible pop. The avatar can only be used for melee combat; if no foes are available when conjured, it will stand idly for 30 seconds, then wink out of existence.

The catalyst is a 25 mm silver figurine of the avatar which is tossed to the desired location of appearance.

Fireball Volley

Base SP Cost: 180
Components: V, S, M
Casting Time: 4 seconds
Range: 80 feet
Volume of Effect: 10 foot radius
Duration: 30 seconds
Saving Throw Category: Dodge
Saving Throw: Half

Additional Spell Point schedule:
Additional SP: increase duration: 40 sp/10s

This spell gives the caster the ability to throw one fireball every 10 seconds for as long as the spell lasts (the default being 3 such fireballs). The fireballs that are thrown always cause 3d6p damage each (save for half damage).

The caster cannot take any other actions other than walking movement while volleying fireballs. Note that spell fatigue does not set in until the spell duration expires.

The material component is a small tube filled with tiny balls of bat guano and sulfur.

Frost Ray

Base SP Cost: 180
Components: V, S, M
Casting Time: 4 seconds
Range: 120 feet
Volume of Effect: Single Target
Duration: Instantaneous
Saving Throw Category: Dodge
Saving Throw: Negates

Additional Spell Point schedule:
Add extra d12p damage: 50 SP/die (max 12 dice)

Upon completing this spell, the mage directs a beam of absolute (0° K) cold at a single target. If struck, the creature suffers 7d12p hp of damage but if it makes its [dodge] save suffers no damage.

The material component is a 6 inch glass rod.

Palisade Wall

Base SP Cost: 180
Components: V, S, M
Casting Time: 5 seconds
Range: 100 feet
Area of Effect: 6" thick wall with 240 square feet of surface area
Duration: permanent*
Saving Throw: not applicable

Additional Spell Point schedule:
Extend Wall Length: 40 SP for every 5' extension

This spell brings into existence a wooden wall of tightly fitted tree trunks eight feet in height and 30 feet in length (though the mage may opt to shorten the length, but not the height, if fencing a confined space). The trunks are sharpened at the top*.

When the palisade appears, it will firmly embed itself in whatever ground is available (including stone) obviating the need for buttressing or the necessity of anchoring it to another wall.

The palisade is permanent but, being wood, is subject to fire, being chopped apart with axes (consuming a man-hour's time) and eventual rotting.

The material component is a twig of a hardwood tree.

** A critical failure on a Climbing skill check results in d6p damage.*

Stoneslither

Base SP Cost: 180
Components: V, S
Casting Time: 4 seconds
Range: touch
Volume of Effect: one creature
Duration: 5 +2d4p minutes
Saving Throw: n/a

By means of this spell, the caster attunes his physical form such that it may pass through stone, brick, masonry and rock. Thereafter he may pass through such material albeit at crawling speed.

Once encased within a mineral aggregate, the caster loses visual, auditory and olfactory senses (though his inner-ear gyroscope continues to function allowing basic sensory awareness of up and down) . Movement is more akin to swimming than walking for travel is possible in all three axis.

Should the spell expire whilst the mage in still encased within rock, he is instantly slain with his remains becoming a fossil.

World of Deafness

Base SP Cost: 180
Components: V, S
Casting Time: 5 seconds
Range: Centered on Caster
Volume of Effect: 100' radius
Duration: 10 minutes
Saving Throw Category: n/a
Saving Throw: none

When this spell is cast, crackling thunder ripples through the area at its completion, deafening everyone within the area of effect (except the caster). For in-game effects, reference the Deaf flaw (page 137).

FIFTEENTH LEVEL SPELLS

Catatonic State

Base SP Cost: 190
Components: V, S, M
Casting Time: 1 second
Range: 40 feet
Volume of Effect: Selected creatures in 40-foot radius
Duration: 1 minute
Saving Throw: MENTAL Negates

Additional Spell Point schedule:
Increase Hit Points Affected: 1 SP/1 HP (cannot override ≤60 HP per creature limitation)
Increase Duration: 1 SP/minute

This spell causes the targeted creature(s), all of whom must be within a thirty-foot radius of one another, to fall into an unconscious, catatonic state if they fail a saving throw. Unconscious creatures can be awakened only by inflicting one or more Hit Points of damage to their person.

When casting, the mage identifies the particular creature(s) he wishes to affect. The spell effect is limited to a number of creatures whose combined maximum Hit Points are less than or equal to 120 Hit Points and 60 hit points individually. Should the mage's targets exceed the sum total, the creatures with the fewest HP are affected first. A mage may allocate more Spell Points to increase this HP total, but he must do so at the time of casting, not after learning the combined HP total of his opponents (assuming his GM is so inept as to reveal this information).

Creatures that do not sleep (e.g., undead) are unaffected by this spell.

The material component is a poppy flower.

Dryicewall

Base SP Cost: 190
Components: V, S, M
Casting Time: 5 seconds
Range: 50 feet
Volume of Effect: 6 inch thick wall with 600 square feet of surface area
Duration: Permanent
Saving Throw: None

Additional Spell Point schedule:
Enhance Stability: 140 SP and 200ft² of spell area to create buttresses permitting the wall to be free standing
Increase Size: 30 SP per additional 100ft² area

The spell permits a mage to conjure a wall of solid Carbon Dioxide ice 6 inches thick with 600 ft² of surface area. Thus a mage could create a *DryIcewall* 10 feet high and 60 feet in length.

Unlike a standard icewall which is 32°F, the *DryIcewall* is -69.5°F. Unless clad in heavy winter clothing, being in proximity to the wall is bone chilling. Though it is possible to tunnel through the wall, those inadequately clothed will sustain 1d3p hp of damage per minute while working in close proximity. In addition, dry ice is significantly denser than water ice increasing tunneling time to 12 minutes. Merely touching a *DryIcewall* inflicts a point of damage.

The wall rapidly forms a layer of frost on its surface making it impossible to see through.

A *DryIcewall* is nominally permanent once cast though it will slowly sublimate in a matter of hours unless cast in a ridiculously cold environment.

A *DryIcewall* must be anchored to a solid wall at one end or it will collapse. If a wall falls on an individual, he must succeed at a Feat of Agility (vs. d20+3) or take 2d12p concussive damage and 4d6p damage from cold. Monsters save if the result is ≤ their Dodge Save+7.

The material component is a pane of frosted glass no smaller than 6" on a side.

Freezing Rain

Base SP Cost: 190
Components: V, S, M
Casting Time: 5 seconds
Range: 200 feet
Volume of Effect: 40' diameter cylinder up to 40' in height
Duration: 20 seconds
Saving Throw: none

Additional Spell Point schedule:
Increase Duration: 25 SP/sec (max duration 45s)

This spell invokes a steady stream of rain in a cylindrical volume of 40' diameter and up to 40 feet in height. Unlike normal rain, the droplets are liquid nitrogen and thus extremely cold (-321 °F). Anyone exposed to *Freezing Rain* will sustain frost burns (accumulating damage at the rate of 2hp/second). Damage sustained from *Freezing Rain* is taken as a single aggregate wound for purposes of healing.

This is a supernatural phenomenon and not contingent on atmospheric conditions. It may thus be cast indoors.

No saving throw is permitted while within the confines of *Freezing Rain*. Holding one's shield aloft or self-immolation are ineffective means of mitigating this freezing damage. Inanimate objects suffer no permanent damage from being frozen.

The material component is sixteen ounces of rainwater.

Phosgene Gas Cloud

Base SP Cost: 190
Components: V, S, M
Casting Time: 5 seconds
Range: 60 feet
Volume of Effect: 16,000 ft³
Duration: 2 minutes
Saving Throw: Physical (see text for application)

Additional Spell Point schedule:
increase duration 30 SP/10 s

This spell permits the caster to generate a cloud of toxic gas 16,000 ft³ in volume. Being a cloud, the dimensions of the effect cannot be overly oblong (no side may be more than twice the length of another – thus a 20'x20'x40' cloud is the maximum 'stretch' permitted). Should the spell be cast in a confined area, the cloud will initially be denser (though this does not aggravate baneful effects). This cloud is opaque and vision is restricted to 15 feet through the gas.

The cloud's gas is a severe skin irritant that induces painful blisters. Those becoming enveloped within the cloud must attempt a saving throw. Those failing suffer chemical burns in their lungs that cause 3d8p damage. Additionally, they are treated as if they failed a trauma check except that they are incapacitated for 1 HOUR for every point they failed by. Those succeeding suffer d4p of damage from skin blistering.

Should an individual remain within the cloud, those having previously saved must continue to make physical saving throws every 10 seconds until they fail (taking d4p hp damage even if they make these latter saving throws). Creatures incapacitated by lung burns and unable to move will accumulate an additional d4p points of damage for every 10 seconds they remain within the cloud. Those incapacitated or rendered immobile by other means automatically suffer chemical burns in their lungs 10 seconds after being incapacitated or immobilized and subsequently are treated as above.

Damage from the toxic gas is treated as a single individual wound for purposes of recovery from injuries.

When casting the spell, the mage must dictate a direction of advance. The cloud will roll forward in this direction at a rate of

2½'/s. If initially compressed, the cloud will fill this space with its extra volume until it expands to 16,000 ft^3 (i.e. 16 10x10 cubes). Otherwise the entire cloud simply flows forward filling any vacant space in front of it.

The toxic cloud is heavier than air and thus will always flow into pits or roll down stairwells in its path of advance. Winds from 10-19 m.p.h have 50% of dissipating the toxic cloud, and those 20-27 m.p.h. do so 80% of the time. Stronger winds will always render the spell ineffective.

The material component is a small quantity of mustard seeds.

Summoning IV

Base SP Cost: 190
Components: V, S, C
Casting Time: 4 seconds
Range: 50 foot radius
Area of Effect: special
Duration: 180 seconds
Saving Throw: n/a

After completing this spell, d4 creatures (each of 134-167 EP value) are magically teleported from their home and appear wherever the caster desires provided it is no more than 50 feet away.

The creatures that appear are under the absolute mental dominion of the mage and will perform any task he desires from attacking adversaries, opening a worrisome chest or polishing his boots. These creatures are absolutely fearless and will never check morale (even should they be abject cowards in their non-dweomered state!)

If the summoned creatures are killed, their corpse remains where it fell even after the spell wanes. Those still living are returned to their home and only recall the incident as a bad dream.

The spell catalyst is a bugle (brass instrument). The mage need not possess the Musician (Bugle) skill but if he does and succeeds at an Average skill check, the summoned creatures remain for an additional twenty seconds.

Third Eye

Base SP Cost: 190
Components: V, S, M
Casting Time: 5 seconds
Range: Personal
Volume of Effect: Personal
Duration: 8 hours
Saving Throw: none

Additional Spell Point schedule:
extend duration 20 SP/30 min

As the Mage finishes casting this spell, his forehead will briefly throb as a new eye opens in the center of his forehead.

The caster can see through this eye, and it cannot be blinded by magic or damage that would affect normal eyesight. The eye also has infravision to a range of 60 feet, penetrates magical darkness and sees invisible objects and creatures.

Whist possessing a *Third Eye*, the caster is no more vulnerable to a monster's gaze except for the fact that he may be able to meet a creature's gaze where he ordinarily wouldn't due to the enhanced visual capabilities this spell affords.

The material component is a crab's eyestalk.

SIXTEENTH LEVEL SPELLS

Brickwall

Base SP Cost: 200
Components: V, S, M, C
Casting Time: 5 seconds
Range: 100 feet
Area of Effect: 12 inch thick wall with 200 square feet of surface area
Duration: permanent
Saving Throw: none

Additional Spell Point schedule:
Expand Wall: 40 SP for every additional 25 square feet

This spell brings into existence a wall comprised of mortared bricks. This wall has a total of 200 square feet of surface area. The caster may build the wall to any dimension he sees fit however walls taller than 6 feet must be anchored to wall or they will collapse (a successful Feat of Strength vs. d20+15 or an hit from an improvised battering ram) will bring down an improperly supported brick wall. Thus a caster may create a 6' high wall running 40' in length without affixing it to an existing wall or he could create a 10' high brick wall 20' long if he made it cantilever from an existing wall.

A *Brickwall* is 12" thick and a permanent fixture once cast. It may be breached though by creatures with mining tools (taking about an hour to break through).

The catalyst is a mortar trowel with a small brick fragment serving as the material component.

Idiocy

Base SP Cost: 200
Components: V, S, M
Casting Time: 5 seconds
Range: 60 feet
Volume of Effect: 1 creature
Duration: permanent
Saving Throw Type: Mental (negates)

If successful, this spell reduces the target creature's Intelligence ability to 3/01. All penalties of having this abysmal intellectual capability are assessed going forward. Thus a character's combat proficiency is likely to be starkly diminished and a mage may never comprehend a new spell. Likewise learning or improving certain skills may be problematic. However, past benefits of intelligence are not voided (i.e. skills benefiting from intelligence that the character already possesses are not penalized nor are spells already in memory forgotton).

The material component is a hollow glass or ceramic sphere

Magic Carpet

Base SP Cost:	*200*
Components:	*V, S, C*
Casting Time:	*5 seconds*
Range:	*Touch*
Volume of Effect:	*1 carpet*
Duration:	*2 hours*
Saving Throw:	*none*

Additional Spell Point schedule:
increase capacity +1 person/250# 40SP
increase capacity +2 persons/500# 100SP
increase capacity +3 persons/750# 180SP
increase duration 1 SP/minute

This spell enchants an ordinary carpet permitting it to fly. The spell catalyst is the carpet itself.

The base level of this spell provides sufficient lift to carry one individual weighing up to 200 pounds and up to 50 pounds of baggage. This needn't be the caster. However, the caster cannot exercise control over the carpet unless within 120 feet of it. Additional spell point expenditure permits up to 3 additional passengers (or additional baggage).

The carpet has a top speed of 35'/sec (~ 24 MPH) when in flight and will begin to decelerate 5 minutes prior to the spell's conclusion permitting time to descend from altitude.

25 ft^2 of space is required per passenger. The carpet cannot be any larger than 10'x16'.

Night Fighters

Base SP Cost:	*200*
Components:	*V, S, M*
Casting Time:	*5 seconds*
Range:	*15 feet*
Volume of Effect:	*up to 10 creatures*
Duration:	*5 minutes*
Saving Throw Category:	*n/a*
Saving Throw:	*none*

Additional Spell Point schedule:
extend duration 20 SP/minute

All creatures affected become excellent fighters for secret missions in the dark. For the duration of the spell, they gain *Infravision* (as the 9th level spell), *Inaudibility* (as the 3rd level spell), and their night-fighting capabilities are enhanced such that each person functionally gains the Blind-Fighting Talent.

The material component is a cat's whisker.

Open Crevasse

Base SP Cost:	*200*
Components:	*V, S, M*
Casting Time:	*6 seconds*
Range:	*80 feet*
Area of Effect:	*16 foot long by 8 foot wide*
Duration:	*Permanent*
Saving Throw Category:	*Dodge*
Saving Throw:	*see text for application*

Additional Spell Point schedule:
Increase length: 10 SP/foot
Increase width: 10 SP/foot
Increase depth: 3 SP/foot
Close the crevasse: 480 SP

When the mage verbalizes this spell and points to the desired location, a sixteen foot long by eight foot wide crevasse instantly cracks open in the earth. The crack has a depth of 120 feet, though it narrows steadily to a point (it is only 4 feet wide at 60 feet). Any creature size large or smaller standing at the center of the crevasse will plummet, suffering damage commensurate with the fall, though grasping roots, banging into the walls and so-forth (as dictated by a successful (Dodge) save) will help slow the fall and reduce the damage to one-half.

Due to the length of the crevasse, additional creatures near the epicenter may also be affected, based on size. Up to two more size M creatures (standing on either side of the target within 5 feet each) or up to four size S (again within 5 feet each), etc., may also fall into the crevasse. The closer proximity to an edge (the crevasse tapers) affords such additional creatures an additional save (Dodge) to grab an edge as they fall. Success indicates such a victim(s) are dangling from the edge and can be pulled (or pull themselves) free with a Feat of Strength Check against a +4.

This spell is permanent and can be used to modify terrain as to deter pursuit and so-forth. If cast on softer material such as sand or loose dirt, Dodge saves to grasp an edge suffer a -6 penalty, but all damage sustained from a fall is halved (quartered if saved) in addition to modifiers to the fall (for soft landing).

Size H or greater creatures are unaffected unless the width is at least 14 feet. Creatures greater than size H cannot be affected.

The material component is a lump of soft stone or hard earth that the mage cracks just prior to pointing to the desired location. The material need not affect the ground to be effected.

Spell Magnet

Base SP Cost:	*200*
Components:	*V, S, M*
Casting Time:	*5 seconds*
Range:	*75 feet*
Volume of Effect:	*Single creature*
Duration:	*2 minutes*
Saving Throw Category:	*Physical (negates)*

Additional Spell Point schedule:
Increase duration: 5 SP/second

The target of this spell, should he fail to resist the spell, becomes a sink for all dweomers within a 100 foot radius. Any ranged spell is drawn to him should the caster of the spell fail a competing spell check with the original caster of this adjuration. Magical devices with ranged spell effects will also be drawn to the target of *Spell Magnet*.

Spells with a defined epicenter will be shifted in space such that they now disgorge their magic directly on the spell magnet while directional spells will change their vector to that of a straight line towards the subject of this spell.

Spells with finite range (such as, for example, *Fire Finger*) may possibly not reach the target but will forcibly be directed in that direction regardless.

The material component is, unsurprisingly, a magnet.

SEVENTEENTH LEVEL SPELLS

Gabal's Permanent Magical Aura

Base SP Cost:	*210*
Components:	*V, S, M*
Casting Time:	*d4p days*
Range:	*Touch*
Volume of Effect:	*1 item ≤ 75#*
Duration:	*Permanent**
Saving Throw:	*none (see below)*

By means of this spell, any one item of no more than seventy-five pounds weight can be given a magical aura that is perceptible by someone attuned to such things. Furthermore, the caster can specify the type of magical aura detected (imbuing it with a number of falsely recognized powers). In addition, this enchantment effectively masks the item's actual aura, if any, unless the item's own aura is exceptionally powerful (if it is an artifact, for instance).

If the object bearing *Gabal's Permanent Magical Aura* has a *Sense Magic Aura* spell cast on it or is examined by someone skilled in Arcane Lore, the examiner has a 2% chance per point of Intelligence of recognizing that the aura has been placed to mislead the unwary. Otherwise, the aura is believed and no amount of testing reveals what the true magic is. While this spell does not confer any combat bonuses when placed upon weapons, it will allow someone who uses a weapon enchanted with the spell to hit creatures who would otherwise only be hit by silvered weapons.

The material component for this spell is a small square of silk, which must be passed over the object that receives the aura.

**the aura may be removed via a Dismiss Enchantment spell provided the caster succeeds at a opposed magic check vs. d20+25*

Portable Hole

Base SP Cost:	*210*
Components:	*V, S, M*
Casting Time:	*5 seconds*
Range:	*0 feet*
Area of Effect:	*3½ foot diameter circle*
Duration:	*4 hours or 4 minutes*
Saving Throw:	*none*

Additional Spell Point schedule:
Extend Duration, single location: 50 SP/hour
Extend Duration, second location: 60 SP/minute
Increase Diameter: 50 SP/6 inches (max 10 feet)
Add feature: 200 SP/feature

By means of this dweomer, the spellcaster brings about the existence of a 3½ foot hole in the fabric of space. This hole appears and feels like a thin, black, silky cloth. The caster can drop it on any surface, including a floor, wall or ceiling and create a hole. The hole has a depth of up to 10 feet, at which point the hole ends. Thus, if the caster creates a *Portable Hole* and drops in on the ground in front of him it will create a 3½ foot diameter hole, ten feet in depth. If placed in an area less than 10 feet in depth, the hole will create a tunnel completely through, e.g., a hole in a bridge, door, stone wall less than 10 feet thick, etc. The caster can freely pick up the hole (by grabbing it by the edge ind peeling it off the surface – taking one second) for another use, but placing the hole in a second location (another second-long action) reduces the duration to a mere four minutes.

When on the floor, creatures passing the hole may fall into it. The hole itself is obvious, but may be unavoidable if tossed before a charging enemy, for example. In such cases, the victim is allowed to attempt a Feat of Agility, modified by circumstances and common sense, to avoid falling in. A hole placed on the ground for use as a pit can be improved beyond standard falling damage through the following added features: spikes, hot coals, water, down, sand, loose dirt. If spiked, d4p spikes will injure a victim for d4p damage each regardless of the creature's size. Hot coals cause d4p damage every 10 seconds the victim remains in the pit (and touching the bottom), while water may cause drowning per standard rules; other materials actually mitigate ill effects.

Living material caught in the hole when the duration expires is expelled out, suffering 6d12p damage in the process. Non-living material is destroyed. If a portable hole comes in contact with a *Black Hole,* both spells collapse, sending all people and loose objects within 25 feet into a random plane of existence.

The material component is a 3½ foot diameter piece of black silk plus a sample if any extras are included in the pit.

Reflective Ward

Base SP Cost: 210
Components: V, S
Casting Time: 4 seconds
Range: Personal
Volume of Effect: Personal
Duration: d6p minutes
Saving Throw Category: Mental
Saving Throw: Negates (for melee attacks only and on a blow-by-blow basis)

Additional Spell Point schedule:
Extend Duration: 40 SP/minute

This enhanced version of *Sniper's Bane* not only deflects missiles like its lesser sibling, but also deflects melee strikes. Any creature attempting to wound the mage with a physical weapon (be it a weapon, claw or bite) must attempt a saving throw to succeed at the attack. Should he or it fail, the attack is rebounded with identical force and accuracy (thus the original adjusted Attack roll is retained). The creature must then make a defense roll or suffer full damage from the attack.

Transport

Base SP Cost: 210
Components: V, S
Casting Time: 2 seconds
Range: Infinite
Volume of Effect: Personal
Duration: Instantaneous
Saving Throw: Not Applicable

At the completion of this spell, the mage's corporeal form and any gear he is carrying disappears in shimmering lights and instantaneously reappears in a spot of his choosing (though this arrival is also prefaced with shimmering lights in the caster's form).

Transporting is subject to quantum flux and thus is never an absolutely safe method of travel. Great familiarity with the destination vastly improves one's chances of transporting directly to the intended location instead of errantly appearing some distance away.

Use the table at the end of this description to determine success or failure

It is impossible to transport to a location that you have no spatial knowledge of. If you have no idea where it is, you can't transport there.

If one fails to arrive "on target", the caster will appear some distance away - either laterally (roll a d8 with 1=N, 2=NE 3=E and so forth), above his desired location or below it. The distance the mage is from his destination again depends on his familiarity with the location – roll on the sixth column to determine the exact distance in feet.

In the case of errant transporting, the mage will displace any solid material occupying the same location. This may simply be a comical nuisance if he appears wedged into a wooden wall but is fatal if he appears six feet below ground (he will quickly suffocate). Likewise appearing dozens of feet in the air could entail a painful fall.

	On Target	Off Laterally	Too High	Too Low	Distance Off (feet)
Intimately Familiar (one's own home)	01-97	98	99	00	2d10p
Familiar (location one has frequently visited such as a favorite inn or friend's residence)	01-94	95-97	98-99	00	4d10p
Casual Knowledge (location one has physically entered and been given the 'nickel tour', acquaintance's residence, store in which one has made a purchase, tavern in which one has had a few drinks or a meal)	01-87	88-95	96-98	99-00	7d10p
Fleeting Knowledge (location one has passed through once)	01-80	81-92	93-97	98-00	12d10p
Unknown (location one has never visited but knows the location from maps or via second-hand retelling)	01-50	51-74	75-91	92-00	21d12p

EIGHTEENTH LEVEL SPELLS

Conjure Warrior Avatar V

Base SP Cost: 220
Components: V, S, C
Casting Time: 4 seconds
Range: 20' (initial appearance), 120' in melee
Area of Effect: Personal + One Avatar
Duration: Special (see text)
Saving Throw: None

Additional Spell Point schedule:
Imbue Avatar with extra hit points: 10 SP per d8 (maximum 2 additional d8 over baseline)
Imbue Avatar with extra Attack/Defense/Damage or DR: 5 SP per +1 to any single attribute (maximum bonus +2 over baseline)

This incantation causes a soldier of the same race as the caster to materialize within twenty feet of the mage, but his own body collapses into a coma in the spot of casting. The spellslinger operates the warrior's body as if it were his own (the avatar needn't make an initiative check), however, the avatar attacks with far superior combat abilities: speed 3, +18 Attack, 2d8+10 damage (longsword), +14 Defense (medium shield and superior quality

plate mail DR 12), Init -2. The avatar has the same hit points as the mage's current total plus 5d8. The avatar lasts until the sooner of: (1) the mage's body is roused from coma by injury or rough handling, (2) the avatar loses all hit points, (3) the current battle ends (no foes engaged for 30 seconds) or (4) 5 minutes. At the first occurrence of one of these events, the avatar winks out of existence with a quiet, but audible pop. The avatar can only be used for melee combat; if no foes are available when conjured, it will stand idly for 30 seconds, then wink out of existence.

The spell catalyst is a 25 mm golden figurine of the avatar which is tossed to the desired location of appearance.

Mirror Snare

Base SP Cost: 220
Components: V, S, C
Casting Time: 10 seconds
Range: 100 feet
Volume of Effect: 1 creature ≤ size L
Duration: permanent*
Saving Throw Category: Mental (negates)

Mirror Snare creates a reverse-image duplicate of the spell's target and traps the original being within a specially prepared silver mirror, whisking him away in a swarm of flickering lights. Once filled, the mirror no longer reflects images but rather displays the imprisoned creature within.

Only creatures size L and below may be ensnared by this dweomer. Attempting to capture a larger creature will automatically fail. This is a limitation of the spell not the mirror size so attempting to construct an oversized mirror as a spell catalyst is wasted effort.

The duplicate has all of the original's knowledge and abilities, but is opposite-handed from the original and scars and other identifying features are on the wrong side. Those familiar with the original being might recognize the duplicate with a successful, albeit difficult, Observation skill check.

The duplicate possesses all of the original being's capabilities including past knowledge, combat and magical skills. It is under the mage's control but may act autonomously if given operational parameters. As a magical automaton, it may not gain experience or otherwise increase its competencies.

If the mirror is broken, the prisoner is immediately freed and his duplicate vanishes. Likewise if the duplicate is killed, the original creature immediately replaces him. This latter fact is unknown to the mage unless he checks his mirror and finds it to be empty. When replacing a duplicate, the original being is in the exact physical state he was when originally trapped.

A mage may only maintain a single *Mirror Snare* at any given time.

The spell's catalyst is a silver mirror of exquisite craftsmanship valued at no less than 1000 silver pieces. It may be as small as a hand mirror or as large as 10 square feet.

Torrential Fireball

Base SP Cost: 220
Components: V, S, M
Casting Time: 3 seconds
Range: 60 feet
Volume of Effect: 20' radius (34,000 ft3)
Duration: Instantaneous
Saving Throw Category: Dodge
Saving Throw: Half Damage

Additional Spell Point schedule:
Increase damage: 60 SP/d8p (max 13d8p)

The *Torrential Fireball* is similar in most respects to the 10th level *Fireball* spell except that it is significantly hotter and fills a volume over twice that of the lesser incantation.

A *Torrential Fireball* is a spherical gush of flames originating from a point indicated by the caster. It is not an explosion for there is little concussive force.

From its point of origin, the fireball nearly instantly swells to encompass a sphere 20 feet in radius. However, if prevented from doing so by architectural constraints, the flames surge to fill an equivalent volume (34,000 cubic feet or, for those more visually oriented, 34 10'x10'x10' cubes). If set off in a confined space, particularly one without high ceilings, the firestorm can quickly fill adjacent corridors reaching far beyond the area of effect the mage intended.

Those caught within the flames suffer 9d8p damage (or more if the mage has amped up his casting) but may attempt a saving throw to reduce these injuries by half. Inanimate objects exposed to this magical fire and constructed from wood, leather, cloth or paper will ignite while soft metals such as copper, silver and gold will melt. Flammable items carried by an individual failing his saving throw will ignite. See the apprentice level *Fire Finger* spell for details on this potential ancillary damage.

The material component is a tiny sphere composed of charcoal, sulfur and saltpeter wrapped in a platinum wire mesh.

Wall of Bronze

Base SP Cost: 220
Components: V, S, M
Casting Time: 5 seconds
Range: 90 feet
Area of Effect: 150 square feet of surface area
Duration: Permanent
Saving Throw: Not Applicable

Additional Spell Point schedule:
Increase Size: 40 SP for every additional 15 square feet

This incantation conjures a 2" thick wall of solid tempered bronze. While not indestructible, it is an exceedingly formidable barrier with a long service life due in so small part to its resistance to rust and corrosion. Though it is subject to bypass via cer-

tain types of magic and creatures, physically breaching the wall is a monumental task (tunneling around it would be an order of magnitude faster). Similarly, Lightning Bolts or Fireballs do little but blacken its surface (only a Lava Yield Fireball could hope to melt a hole through it).

When creating a *Wall of Bronze*, the caster has the option of securely embedding it in the ground and/or wall (the bottom foot must be embedded if the wall is to be freestanding while only six inches are requires if it cantilevers from a wall).

Alternatively, the wall can be created without anchoring it into the ground so that it can be tipped over to crush any creature beneath it. An unsecured wall is very unstable and has a 10% chance per minute of toppling over onto its largest face (50/50 chance to go either way along its 2" wide axis). This chance can be modified by a force of not less than 30 Strength and 400 pounds mass – each pound over 400 or Strength point over 30 alters the chance by 1% in favor of the stronger side. Note that there is a fair chance that a few people pushing on one side of the wall may see it topple down on them instead of falling the other way!

Creatures with room to flee the falling wall may do so by performing a successful Feat of Agility (vs. d20p+4; monsters save if the result is ≤ their Dodge Save+7). Those who fail are killed. Size Huge and larger creatures cannot be crushed by the wall.

The material component is a plate of tempered bronze weighing no less than 2 pounds.

NINETEENTH LEVEL SPELLS

Black Hole

Base SP Cost: 230
Components: V, S, M
Casting Time: 6 seconds
Range: 100 feet
Area of Effect: 10-foot radius
Duration: 30 minutes
Saving Throw: Special

Additional Spell Point schedule:
Extend Duration: 6 SP/minute
Increase area of effect: 32 SP/foot

This spell creates a tiny pin-point of pure gravity that warps space around it, instantly creating a small vortex on the surface on which it was cast (it cannot be cast in thin air). The vortex grows at a rate of one foot radius per 5 seconds until it reaches full size. Once full size it begins rotating and sucking objects toward it at a rate of 2½ feet per second outside of the radius and another one foot per second per foot closer to center. Objects, regardless of weight, will slide toward the center, rotating around it as well as inevitably sliding toward center at the rates stated. Creatures caught within the hole's gravitational pull can attempt to move away, but suffer a movement penalty equal to the rates above (slower moving characters may find avoiding the center hopeless). Anything touching the center is immediately destroyed. Once the spell ends, the surface on which it was cast instantly returns to normal and no worse for wear (despite having been drastically stretched previously).

The material component is a large polished chunk of black obsidian worth no less than 1000 sp.

Forcewall

Base SP Cost: 230
Components: V, S, M
Casting Time: 5 seconds
Range: 90 feet
Area of Effect: 200 square feet of surface area
Duration: 20 minutes
Saving Throw: none

Additional Spell Point schedule:
Extend Surface Area: 40 SP for every additional 25 square feet
Increase Duration: 20 sp/minute

This spell conjures the ultimate barrier – a wall that is impermeable to everything but light. No physical object may penetrate it neither may any spell or energy effect (even such things as dragon's breath) breach a wall of force.

Note however that the greatest weakness of a forcewall is the physical material around it. While nothing but light can pass *through* it, it may be possible to go *around* a forcewall. Thus unless a force*sphere* is created, creatures capable of bypassing material surrounding it may effectively bypass the wall. Examples of how this may be accomplished include casting *Quantum Leap* to traverse the boundaries of the forcewall (though this additional distance must be factored into the range) or physically tunneling around the wall.

A forcewall's basic implementation constitutes 200 square feet. Since the wall has no physical mass, the mage has broad latitude on form and placement. It can even hang in mid-air if desired. If you wish to create a hemisphere of force or a cylinder of force, those shapes are certainly possible (the only hard part is calculating the surface area). *If you don't know how to compute the surface area of these shapes, don't announce it and dispel the illusion that you're the smart guy in the party! Do your prep work like a good mage and consult the internet.*

The material component is a pinch of powdered gemstone (any of diamond, jacinth, oriental emerald or ruby will suffice).

Freezing Downpour

Base SP Cost: 230
Components: V, S, M
Casting Time: 5 seconds
Range: 200 feet
Volume of Effect: 40' diameter cylinder up to 40' in height
Duration: 20 seconds
Saving Throw: none

Additional Spell Point schedule:
Extend Duration: 40 SP/sec (max duration 45s)

This spell invokes a torrent of rain in a cylindrical volume of 40' diameter and up to 40 feet in height. Unlike normal rain, the droplets are liquid nitrogen and thus extremely cold (–321 °F). Anyone exposed to a *Freezing Downpour* will sustain cold burns (accumulating damage at the rate of 3hp/second). This damage is taken as a single aggregate wound for purposes of healing.

This is a supernatural phenomenon and not contingent on atmospheric conditions. It may thus be cast indoors.

No saving throw is permitted while within the confines of a *Freezing Downpour*. Holding one's shield aloft or hurriedly donning the world's thickest parka are ineffective means of mitigating this freezing damage. Inanimate objects suffer no permanent damage from being frozen.

The material component is a handful of clear marbles.

Thought Probe

Base SP Cost:	*230*
Components:	*V, S*
Casting Time:	*1 minute*
Range:	*Touch*
Volume of Effect:	*1 creature*
Duration:	*10 minutes*
Saving Throw:	*none*

Via this powerful mind-probing spell, you may access a creature's memory. As long as physical contact is maintained with the subject of this spell, it cannot resist a *Thought Probe*.

The tangible benefits of this spell are that you may execute a query once per minute to gain a specific piece of information you believe the subject possesses. Your supposition may of course be wrong and the subject of your probing may not know the answer to a particular question. If so, this is truthfully revealed.

All queries and responses are communicated telepathically obviating the need for a common spoken language.

TWENTIETH LEVEL SPELLS

Directed Shock Wave

Base SP Cost:	*240*
Components:	*V, S, C*
Casting Time:	*6 seconds*
Range:	*160 feet*
Area of Effect:	*40 foot radius*
Duration:	*3 seconds*
Saving Throw:	*none, half or negates (Dodge)*

Additional Spell Point schedule:
Greater material for increased radius: 20 SP/ foot – all ranges increased incrementally, mage's pit increases by one inch per foot
Greater damage: 25 SP/d4p, max increase +6d4p

When the mage recites this incantation and claps his staff on the ground, a large bubble of compressed air and earth races unerringly to the desired target (the mage points to the target while striking his staff), arriving in one second. The compressed matter causes the ground to buckle in a 3-foot diameter hemisphere. Anyone directly in the path must make a Dodge save with a +4 bonus or fall prone as the earth buckles and passes under them.

When the shock wave hits its target, the compressed air and earth burst forth from the ground, sending stone, packed earth and rock in all directions for two seconds. All those within 40 feet suffer 4d4p damage, but dropping prone and making a successful dodge save nullifying all ill results. Those within 30 feet suffer an additional 2d4p damage (6d4p total), but dropping prone and making a successful dodge save reduces the damage die to half damage. Creatures within 20 feet suffer an additional 2d4p damage (8d4p total), but dropping prone and making a successful dodge save reduces the damage die to half damage. Creatures within 10 feet suffer an additional 2d4p damage (10d4p total), but dropping prone and making a successful dodge save reduces the damage die to half damage. The target itself suffers 10d4p damage with no save allowed. Natural DR and armor mitigates the damage from the debris.

If this spell is cast where the ground is not packed earth, stone, rock, gravel, ice or similar material and is instead much softer (such as sand, snow, etc.), the number of dice rolled are reduced by half.

As the spell is created, the mage creates a 3-foot diameter hemispherical depression in which he can crouch if the spell is cast in close proximity. As long as the target is more than 10 feet from the mage, such an action will allow complete cover from any flying debris (damage). The catalyst is the mage's staff or other long pole.

Nerve Gas Cloud

Base SP Cost:	*240*
Components:	*V, S, M*
Casting Time:	*6 seconds*
Range:	*60 feet*
Volume of Effect:	*16,000 ft^3*
Duration:	*2 minutes*
Saving Throw Category:	*special*
Saving Throw:	*save vs. VF 15 poison*

Additional Spell Point schedule:
Increase duration 35 SP/10 s

This spell permits the caster to generate a cloud of venomous gas 16,000 ft^3 in volume. Being a cloud, the dimensions of the effect cannot be overly oblong (no side may be more than twice the length of another – thus a 20'x20'x40' cloud is the maximum 'stretch' permitted). Should the spell be cast in a confined area, the cloud will initially be denser (though this does not aggravate baneful effects).

This cloud appears as a fine mist that is odorless, tasteless and does not effectively limit vision .

The cloud's gas is deadly neurotoxin. Those becoming enveloped within the cloud must attempt a save vs. VF 15 poison (*i.e. d20p+Constitution vs. d20p+15*). Creatures without a defined Constitution score roll d20p+7+Physical Save vs. d20p+15 to determine if they die from the neurotoxin. Those failing die immediately. Those succeeding at their poison save suffer weakness, dizziness, headaches, difficulty breathing and nausea (Game effect: -1 penalty to Attack, Defense & Damage for 2d12 hours). The effect is cumulative (excepting time) for each additional 10 seconds of exposure for which a save versus poison is made.

Should an individual remain within the cloud, those having previously saved must continue to make poison saving throws every 10 seconds. Again, failure equals death.

When casting the spell, the mage must dictate a direction of advance. The cloud will roll forward in this direction at a rate of 2½'/s. If initially compressed, the cloud will fill this space with its extra volume until it expands to 16,000 ft^3 (i.e. 16 10'x10' cubes). Otherwise the entire cloud simply flows forward filling any vacant space in front of it.

Note that the gas is heavier than air and thus will always flow into pits or roll down stairwells in its path of advance. Winds from 10-19 m.p.h have 50% of dissipating the toxic cloud, and those 20-27 m.p.h. do so 80% of the time. Stronger winds will always render the spell ineffective.

The material components are grain alcohol, sulphur and a piece of apatite rock.

Planar Hole

Base SP Cost:	*240*
Components:	*V, S, M*
Casting Time:	*6 seconds*
Range:	*100 feet*
Area of Effect:	*10-foot radius*
Duration:	*30 minutes*
Saving Throw:	*none*

Additional Spell Point schedule:
Extend Duration: 6 SP/minute
Increase area of effect: 32 SP/foot

This spell creates a pinhole in the time-space continuum that warps space around it, instantly creating a small vortex on the surface on which it was cast (it cannot be cast in thin air). The vortex grows at a rate of one foot radius per 5 seconds until it reaches full size. Once full size it begins rotating and sucking objects toward it at a rate of 2½ feet per second outside of the radius and another one foot per second per foot closer to center. Objects, regardless of weight, will slide toward the center, rotating around it as well as inevitably sliding toward center at the rates stated. Creatures caught within the wormhole's gravitational pull can attempt to move away, but suffer a movement penalty equal to the rates above (slower moving characters may find avoiding the center hopeless). Anything touching the center is immediately shifted to a random plane. Once the spell ends, the surface on which it was cast instantly returns to normal and no worse for wear (despite having been drastically stretched previously).

The material component is a diamond worth no less than 1000 silver pieces.

Silver Ball

Base SP Cost:	*230*
Components:	*V, S, M*
Casting Time:	*6 seconds*
Range:	*200'*
Area of Effect:	*variable*
Duration:	*1 second per bounce*
Saving Throw Category:	*Dodge*
Saving Throw:	*negates (avoids)*

This spell conjures a solid steel ball the size of a softball and permits the mage to launch it with great velocity at an opponent. If the target is struck (e.g. it fails a saving throw), it suffers 8d12p damage and the steel ball bounces off it in a random direction (see below). If it saves (taking no damage), the ball continues in a straight line until it impacts another creature or a solid object such as a wall. Should the ball travel beyond the spell's range, it disappears leaving a glowing sigil (spelling TILT) in its wake.

Regardless of what it first impacts with, the ball will careen off at a crazy unpredictable angle (roll a d8 with 1=N, 2=NE, 3=E and so forth – roll again if the direction is solid space). From the point of impact, it travels along this new direction until it impacts either a creature or another solid object. Each ricochet (and accompanying transit to the next impact) takes 1 second.

Every impact (whether with a being or wall) reduces the ball's velocity such that it inflicts 1 die less of damage. After the eighth impact, the ball falls to the ground and drops into a void in space that conveniently forms beneath it. This hole appears beside the last individual struck (if applicable) and vanishes immediately once the silver ball enters. It poses no hazard.

Note: While the ball is careering around the battlefield, the caster temporarily gains the following flaws: Blind, Deaf and Dumb (*see descriptions on p. 137-138*). Despite these flaws, should the ball's trajectory intersect his person, he will sense its arrival and may automatically swat it sending it in a direction he chooses and restoring the ball to full velocity.

The material component is 1 silver coin.



Pixie Fairies

Tellene is home to many mysterious races, but none is more magical and mysterious than the hybrid pixie-fairy. This race is the result of cross breeding between pixies and fairies, though no one is quite sure how this happened. Whatever the reason, the resultant creation is by all accounts a handsome species. The pixie-fairy name for a member of his or her own species is 'paelifa,' which roughly translates as 'the joined ones.'

These tiny creatures flit about the sylvan forests, glades and sunny pastures of the land. Human children sometimes say that if you see the glimmer of a Pixie-Fairy's wings in the moonlight, and if you wish upon that fairy, your wish will come true. This is, of course, a complete crock so don't waste your time.

While in the pixie-fairy home woodland within one mile of their Mother Tree, living creatures rarely surprise Pixie-Fairies (always rolling no worse than d4 for initiative) due to the telepathic impulses picked up by their antennae from the other living creatures and plant life around them. In addition, any intelligent creature that associates with an individual Pixie-Fairy for at least two weeks becomes telepathically linked with the Pixie-Fairy when within one mile of their Mother Tree. Persons thus linked who remain within a 10' range of their Pixie-Fairy cohort will gain the ability of rarely being surprised (d4 initiative die).

While in their home woodland and flying within a three-mile radius of their Mother Tree, Pixie-Fairies can turn invisible at will. While flying within 10 miles they can become invisible once per day for five minutes per level of experience. If restrained, confined to a tight space, etc., no invisibility is possible; flight is required. They can wear armor (which must be tailored to fit at great cost) but doing so makes it impossible to fly, so they rarely do so. Pixie-Fairy armor does not protect the exposed wings. Many dedicated Pixie-Fairy warriors have had their wings removed so that they can wear their armor more effectively. Such creatures rely on butterfly or moth mounts, fancying themselves knights of the forest.

Pixie-Fairies can glow to a warm candlelight at will, shedding light where darkness once reigned. They may control the brightness level, ranging from full, bright candlelight, down to very dim, almost indiscernible firefly level. Pixie-Fairies have superior hearing (plus one mastery die in Listening) and their small size makes them excellent at stealth (plus one mastery die in Sneaking).

When within five miles of the Mother Tree, Pixie-Fairies gain +50% to their Hide skill. They have no added ability to see in the dark, but since they can generate their own light, the question is rendered moot (although, a glowing Pixie-Fairy becomes an excellent target in the dark). They are very hard to catch or hit (+8 to defense) and are very highly resistant to magic (also a +8 bonus). Pixie-Fairies enjoy a +3 bonus to Attack in mounted combat or flying combat.

Pixies have a number of downsides, however. They are so small and frail that they can withstand but little damage before succumbing to wounds. They are size Tiny for knock backs and almost any injury causes a threshold of pain check due to their aforementioned abysmal hit point total.

Pixie-Fairies do not receive half-hit die rolls on even levels and receive different hit dice for their classes than other races. To wit, when a d4 for hit points is called for (such as for a mage character), a pixie-fairy receives only a d3; for a d6, they receive a d4, for a d8, a d5 and for a d10, a d6. They have poor reach (-2 feet) and can only use size small melee weapons with difficulty (must use two-handed with no corresponding damage bonus), so Pixie-Fairies normally use weapons sized to their own stature (size Tiny). They may not use ranged weapons save that specially designed for their use (in the weapons list). All together, Pixie-Fairies do not make very fierce combatants.

Pixie-Fairies are quick, nimble little skeeters, enjoying a +4 to starting Dexterity relative to humans. They're also one of the most beautiful races, gaining a +4 to Looks, despite their alien features. Unfortu-

nately, their diminutive stature makes them the weakest of the demi-human and humanoid races (-8 to Strength). They're also frail, suffering a -4 to their constitution.

All special powers gained in close proximity to the Mother Tree are lost completely when too distant.

Flight: A pixie-fairy can gain 1 foot in altitude for every 2 feet flown forward. He can glide 1 foot down for every 2 feet forward or dive 1 foot for every 1 foot traveled forward. Pixie-fairies can hover, but cannot gain or lose altitude while hovering; forward momentum is required. Pixie-Fairies turn in the same fashion as horses with the same facing restrictions and turning diameters.

	Flutter (Walk)	*Buzz (Jog)*	*Fly (Run)*	*Soar (Sprint)*
Climb	2½	5	7½	10
Straight	7½	15	22½	30
Glide	3¾	7½	11¼	15
Dive	7½	15	22½	30

Physiology: A typical adult pixie-fairy stands between 18 and 24 inches tall (16 + 2d4 inches), and weighs roughly 9 to 15 pounds (7 plus previous roll). The variety of Pixie-Fairies is nearly as wide as that of the human races. Their skin tones vary from snow white to mauve to orange, and two pairs of beautiful, shimmering, dragonfly-like wings also spring from the back to grace each side of their bodies. These wings are about the length of the pixie-fairy's height. The wings attach to either side of the spine, with internal flight muscles attached to the rib cage. The primary wings are slightly larger, and rest atop the secondary wings. Pixie-Fairies use the primary wings to gain lift and propulsion, while the secondary, smaller wings help maneuver. These wings come in a variety of hues, but most are brightly colored with an iridescent sheen.

The face of a typical pixie-fairy combines angular bone structure with features similar to small human children (such as large, innocent looking eyes and pouting lips). They also possess two antennae, which sprout upward from their heads. A pixie-fairy's antennae grow in one of three different locations – from the inner edge of either eyebrow, at the hairline, or between the hairline and the crown of the skull (equal chance of each). Biologically, the antennae have a core of cartilage protecting the antennal nerves and then covered with skin. These sense organs efficiently detect the minute traces of magical energy that are the Pixie-Fairy diet.

The female of the species has slightly larger antennae, and men and other sapients often use this characteristic to distinguish the sex of a Pixie-Fairy (since to them the Pixie-Fairy often appears androgynous, just as a halfling might appear androgynous from a giant's point of view). Upon closer inspection, however, the physical features of male and female pixie-fairies can be determined. Pixie-fairies do not have individual teeth, but rather have two crescent-shaped bony ridges that span the upper and lower jaw, as would rows of teeth. Though these partially segmented ridges can easily be mistaken for rows of individual teeth, they are actually all of one piece.

Pixie-Fairies possess a high metabolism that allows them to heal one hit point per day per wound. The healing rate is double if they are able to sleep in special pods that grow from their Mother Tree in their home woodland. Because of their metabolism and the fact that they are magical creatures, pixie-fairy sustenance



Pixie-Fairies at a Glance

Ability adjustments

-8 Strength
+4 Dexterity
-4 Constitution
+4 Looks

Pixie-Fairy Pros

- Move 1½ times normal human speed in flight
- +8 Defense bonus
- +8 Saving Throw bonus versus magic
- +3 Attack bonus when flying or mounted
- Vastly accelerated natural healing
- One free mastery die in Listening skill
- One free mastery die in Sneaking skill
- Limited telepathy (two die improvement for init die) when near Mother Tree
- May cast *Phantom Irritation* once per day as a natural ability (no components or spell points required)
- Shed illumination equivalent to candle light

Pixie-Fairy Cons

- Size Tiny for Hit points (Con + limited class roll)
- Size Tiny for knock-backs
- Move ⅓ normal human speed when not in flight
- Native language Paelific
- Limited life-span
- Poor reach (effective weapon reach is -2 feet)
- Must use special size Tiny weapons

Class Costs

⇨ Mage: 20	⇨ Mage/Thief: 25	⇨ Thief: 25
⇨Fighter/Mage: 35	⇨ Ranger: 35	⇨ Fighter/Thief: 40
⇨ Fighter: 50	⇨ Rogue: 50	⇨ Assassin: 75
⇨ Cleric: 75	⇨ Barbarian: n/a	

TIP: The initiative bonus is not cumulative with class abilities or Talents.

requirements differ from other races. Pixie-Fairies actually feed on errant magical energies (the residual energies left behind by magical spells, items, etc.) that tend to accumulate in certain rare plants and insects. Although they eat less food as compared to their larger counterparts, their diet is so selective and restrictive that they spend a good deal of time acquiring provisions . However, a pixie-fairy is able to forage enough food to sustain itself in any environment where plant and insect life are plentiful without any checks and without any cost (although this requires 4-8 hours of free time per day). Of course, the Pixie-Fairy may instead choose to purchase food, but he must pay triple the normal costs for daily provisions that other characters pay due to relative scarcity and value. On the bright side, Pixie-Fairy rations and Pixie-Fairy-sized gear weigh and encumber at ⅛th the rate of standard gear.

A typical Pixie-Fairy has a natural lifespan of 10 to 12 years, and its mental state reflects this. Matters of long-term import seem insignificant to many; they are mere distractions in the pursuit of living life to the fullest. Pixie-fairies know that their life is short and often make snap judgments about friends or enemies. However, this does not mean that they are friendly creatures that immediately forgive and forget. A pixie-fairy may wait months to enact revenge, but you can rest assured he will strike back. After all, he wants to be sure to get revenge before he or his intended victim dies.

Example: A deceased Pixie-Fairy formerly possessed an Intelligence score of 12/55. Upon being reincarnated near her Mother Tree, her score is reduced by d12p. If she rolled a 10 on that die, her new Intelligence is 12/45.

Reincarnation: When a Pixie-Fairy dies an unnatural death (that is, any way other than old age), under certain conditions he can be reincarnated 1d4p months from his date of death and return as a newborn Pixie-Fairy. Pixie-Fairies can be reincarnated in their forest of origin by having their remains placed in special pods that grow around their Mother Tree. They emerge from their pods at about ¼ the size of a full adult. They reach full size in about three months and, except for skills and ability scores, are identical to their former incarnation including level, proficiencies, talents and hit points. However, they must roll for a minor quirk (15 or fewer BPs – but none gained – roll randomly on charts until a unique quirk of 15 or less value results). Additionally, their ability scores each drop by d12p fractional points (roll for each score), except for Constitution, which drops by 12d12p fractional points (if Constitution drops an integer, lose a permanent hit point; if Constitution drops below 1/01, the pixie-fairy never reincarnates and remains permanently dead). With respect to skills, they have no memory of their previous skills with the exception of the Paelific language. Gradually, three months after his re-birth, the Pixie-Fairy begins to regain full awareness of his former self. Each day after the three-month mark he can attempt a difficult skill check for one of the skills he formerly held. If successful, he has regained that skill. The next day he can roll to see if he regains another skill and so on. If the skill check fails he has permanently lost all memory of that skill.

If a Pixie-Fairy cannot be returned to his Mother tree within one week, he can be left under a tree in any temperate forest, also within a week of death. If not eaten by scavengers, the Pixie-Fairy will reincarnate as above, albeit less efficiently: they roll on the quirk & flaw tables randomly (any level of quirk or flaw possible, rather than only quirks under 15 BP) and all fractional ability losses are doubled (2d12p for all save Constitution, which is 24d12p). Skills are handled the same.

Pixie-Fairies that die a natural death (of old age) are also reincarnated, but begin life as a new Pixie-Fairy, a clean-slate with no former knowledge of their past selves. Pixie-Fairies may not be returned from the dead in any other fashion, nor if there are no remains to leave in a pod or under a tree.

Relations: Topping the pixie-fairy's list of natural enemies are the grel, who seek pixie-fairies out and devour them in hopes of gaining magical energy from their corpses. When the two races encounter one another, combat is usually constant and savage. Only the most foolish pixie-fairies trust grel. Throughout their history, pixie-fairies have had several beneficial dealings with elves, and often make a token payment of goods or services to elven rulers, if the pixie-fairy settlement lies within elven lands. For the most part, however, they are content to remain in their own isolated territories and let the other races 'live and let live.' They seem to like most halflings and gnomes and tolerate dwarves (even if they do not understand why they live beneath the ground). They dislike humans, for history teaches them that the race of man is filled with excellent liars and deceivers. Pixie-fairies tend to view most other fey in the same way as they would a distant cousin. Few rise through the pixie-fairy clan structure, but pixie-fairies are willing to give them a chance to prove themselves worthy. After all, they share a common bond of heritage.

Pixie-Fairy Lands: Pixie-fairies hold no known lands, save for a few small acres deep in vast wooded areas. They are most common in the Kalalali Forest, the Fyban Forest and the Lendelwood. It was once said that all pixie-fairies left the Edosi Forest in a mass exodus, due to the murders of their kind by the Kalamaran Empire, intent on expanding its logging and shipbuilding industry. Rumor has it that a militaristic clan of pixie-fairies assists the guerilla tactics of the Edosi elves. Any pixie Fairy PC must return back to their place of origin for the Pixie-Meet, held once every six years. Failure to do so permanently eliminates their ability to reincarnate.

Religion: The deity most commonly worshiped is Raconteur, although the Guardian, the Holy Mother, the Bear, the Laugher and the Riftmaster all have fol-

lowers among the pixie-fairies (the first four allow the clerical class for only 50 BPs, while the latter two allow at 60 BPs, all others are at 75 BP). They generally avoid the Mule, the Landlord and the Overlord. Pixie-Fairies also believe in the Realm of Faerie, an outer plane whose exact relationship to other planes remains unclear and unproven. Those who claim to have visited this realm report it as a lush, beautiful garden stretching as far as the eye can see. Great stone castles sit in distant vales and atop immense mountains, yet it seems to take only a few steps to reach them. The sun is a pale yellow orb, but still provides good light and comfortable warmth. Others claim it to be a harsh, snow swept land ruled over by a dark queen. Some Pixie-Fairies believe that the land's appearance depends upon the viewer, while others argue that the realm's magical nature means that alternate versions exist simultaneously, and that by somehow 'shifting sideways,' one may be able to visit the alternate Faerie realms. Like the land, the native creatures seem to vary with each story. Most are said to resemble the fey of Tellene, but with more powerful aspects of beauty, good and evil. Regardless, time is said to flow strangely in this land, and visitors not of the fey blood should be prepared, for they may find that a hundred years have passed in a single day. Even worse, they may age one or more decades upon their exit.

Language: Pixie-fairies speak their own language, Paelific. It has no written form and is thought to be an offshoot of High Elven. Many Pixie-Fairies learn elven, gnomish, butterfly, moth, songbird and perhaps even the local human language.

Tattoo Magic: Pixie-fairies also have access to a tribal tattoo magic that comes down from ages past. These magical tattoos serve as focal points, allowing the Pixie-Fairy to draw from its own inherent magical energy to achieve perpetual spell-like results. The pixie-fairies do not speak of tattoo magic to outsiders as they are sometimes hunted by other races who believe they can gain magical abilities by consuming a pixie-fairy so painted. Because the tattoos draw their power directly from the Pixie-Fairy there is a significant drawback: each tattoo permanently removes one point plus 3d12p fractional points of the Pixie-Fairy's Constitution. Pixie-Fairy characters may have as many tattoos as they have body parts available (one tattoo per arm, front and back of torso and one on their forehead – tattoos on the legs or other body parts always fail to work, though still reduce Con 50% of the time, though it is unclear why this is). Once a tattoo has been placed, it lasts forever; it cannot be removed and replaced with another. Tattoos do not transcend the reincarnation process and are thus lost when a Pixie-Fairy dies. New tattoos can replace old in this instance only.

Only one tattoo of each type/name is allowed.

Pixie Fairy Tribal Tattoos

Type/Name	*Effects*
Ardkrin	*+2 Defense against all melee attacks*
Shewkrin	*+2 Defense against all ranged attacks*
Yiskrin	*+1 to Charisma*
Tarkrin	*Diminish Evil*[1]
Fakrin	*Resist Pain*[2]
Emphkrin	*Detect Living Creature*[3]
Shunkrin	*+3 to All Saves*
Hurdkrin	*+1 to Hit Points (per hit die roll)*
Grekrin	*+2 to Strength*
Gorkrink	*+1 to Damage*
Rulikin	*-1 bonus to Speed*
Phorndralink	*+100 Spell Points*

[1] Gives –2 to all attacks from evil creatures.
[2] Doubles Threshold of Pain target number
[3] This tattoo is free to pixie fairies and gives them their telepathic ability, which accounts for their superior initiative.

Pixie Dust: Because Pixie-Fairies literally ooze with magic, when their sweat dries on their skin it flakes off in small dandruff-like golden particles known as Pixie Dust. A roving Pixie-Fairy in its natural habitat generally doesn't produce enough Pixie Dust to have any real value or use. However, if a Pixie-Fairy sleeps and grooms himself in the same area on a routine and essentially continuous basis (such as in a cage), it will accumulate enough Pixie Dust to make harvesting and gathering it of some value to anyone willing to spend the time scraping it up and selling it.

Woodland Thralls: Pixie-Fairies can gain woodland thralls that serve them. While in the Pixie-Fairy's service, the small creature (such as a chipmunk) obeys any command (to the limits of its abilities) the Pixie-Fairy gives it — including giving its life. For example, a Pixie-Fairy with a squirrel as a thrall could order the squirrel to leap into the face of a mage casting a spell and the squirrel would do it (even though it would certainly mean his death once the mage recovers from his astonishment). Your GM has details on how to gain a woodland thrall.

Advice on playing a pixie fairy: You are small, quick, nimble and cute. Sort of like a butterfly. Your best bet for survival is to remain skittish and avoid any sort of direct conflict unless you have complete surprise and can stick your enemy and fly away before they recover. Once somebody gets a hold of you, you're a goner. Of course, that'll happen sooner or later, so the best thing for you to do is live fast and hard. Stay out of harms reach, but when death becomes inevitable, embrace it. Oh, and have a really solid last will and testament, then make sure all your friends know where your Mother Tree is located so you can get reincarnated. Don't come crying to me if you don't – I warned ya!

Pixie-Fairy Goods and Gear

Pixie-Fairies exist in a tribal hunting/gathering society. The fecundity of their realm coupled with their magical nature has obviated the need to settle down and develop agriculture and technology as humans did. As such, pixie-fairies do not have or desire the ability to manufacture the vast array of goods produced by humans. What little they need is repurposed from material readily available in their forests. Those few unattainable items they truly fancy (such as colored garments or petite rapiers) can be bartered from elf-friends.

There are not, by and large, diminutive analogues for all of the equipment found in ***Chapter 12: Goods and Gear***. Pixie-Fairies do not wear body armor or employ shields (for what use would they be against gigantic human weaponry?) Even if they did covet these goods, the precision workmanship required to make scaled replicas would tax all but the most expert craftsman.

They have a limited selection of weapons as these serve their minimal need for arms. All but the petite rapier are constructed from raw materials gathered from the woods.

Pixie-Fairy Bow

Distance (ft)	Attack Die
5 - 30	d20p
31 - 50	d20p-4
51 - 70	d20p-6
71 - 100	d20p-8

Pixie-Fairy Melee Weapons

Melee Weapons	STR required	Skill level	Damage	Shield Damage	Speed (jab speed)	Size	Reach	Type
Bloodthorn Quarterstaff[T]	2	low	1d6p	-	13	S	1 foot	Crushing
Fairy Spetum[T]	2	low	2d3p	-	12	S	2 feet	Puncturing
Petite Rapier	3	medium	1d6p	-	8 (7)	T	1 foot	Puncturing
Moon Blade	1	low	1d4p	-	7 (5)	T	0 feet	Puncturing

[T] *indicates two-handed weapon*

Pixie-Fairy Ranged Weapon

Weapons	STR required	Skill level	Damage	Shield Damage	Base Rate of Fire	Size	Max. Range	Type
Pixie-Fairy Bow	4	high	1d4p	-	7 s	S	100′	Puncturing



Appendix 2

Index

1+Reroll, ...266

A

Ability Score
- Ability Score Bonus BPs....155
- Ability Score Modifiers....154
- Ability Score, Fractional....10
- Ability Scores....6, 10
- Ability Scores, Arrange....16
- Ability Scores, Racial Modifiers....17
- Ability Scores, Swap....16

Additional BPs, Level Advancement....266
Additional Spell Point Schedule (Mage)....335
Adherence to Alignment, (Honor)....114
Adherence to Class (Honor)....114-115
Advancement Tables
- Advancement Table (Assassin)....57
- Advancement Table (Barbarian)....48
- Advancement Table (Cleric)....68
- Advancement Table (Fighter Mage)....63
- Advancement Table (Fighter)....39
- Advancement Table (Fighter/Thief)....65
- Advancement Table (Knight)....41
- Advancement Table (Mage)....59
- Advancement Table (Mage/Thief)....67
- Advancement Table (Paladin)....44
- Advancement Table (Ranger)....46
- Advancement Table (Rogue)....55
- Advancement Table (Thief)....51

Age, Starting....118
Aggressive Attack (Combat)....229
Alcohol and Beverages....199
Alignment....108
- Alignment (Cleric)....70
- Alignment Restrictions....108
- Alignment Shift, (Honor)....114
- Alignment, Restriction....6

Ambush (Pro Tip)....219
Ambushes (Combat)....218
Anaphylactic Shock....136
Angawa Battle Cry....144
Anointed Follower, (Honor)....113
Antiques....261
Apprentice Spells (Mage)....338
Arc of Defense (Combat)....224
Armor....204
- Armor Degredation....197
- Armor Proficiencies....143
- Armor Use (Thiefly)....52
- Armor, Effects on Stealth....206
- Armor, Magic (Treasure)....262, 264
- Armor, Price and Availability....205

Arrange Ability Scores....16
Artifacts and Relics (Treasure)....263
Artistic Items....261
Assassin Class....57
Assassin Guild, Training....272
Attack Modifier, (Dexterity)....14
Attack Modifier, (Intelligence)....13
Attack Roll, Melee (Combat)....215
Automatic Defenses and Hits....241
Automatic Hits and Defenses....241
Average Honor, (Honor)....112

B

Bankers....257
Barbarian Class....48
Bardiche....207
Barding....202
Barriers, Locked....283
Bartering....257
Base Rate of Fire Chart (Combat)....221
Base Spell Point Cost (Mage)....334
Bear, The (Cleric)(Deity)....79
Beasts of Burden....200
Bec de Corbin....207
Beggars Guild, Training....272
Beginning Spell Table (Mage/Thief)....67
Beginning Spells (Fighter/Mage)....63
Beginning Spells (Mage)....61
Bending Bars, (Feat of Strength)....12
Bill-guisarme....207
Birth, Circumstances of....123
Blindness....137
Blood Oaths....113
BMI (Body Mass Index)....120, 131
Boat, Collapsible....203
Body Mass Index (BMI)....120, 131
Body Shield....206
Bonus Spell Table (Cleric)....69
Books, (as Treasure)....261
BP (Building Points)....6
BP Bonus (Wisdom)....13
BP Bonus, (Charisma)....16
BP Bonus, (Intelligence)....13
Break Hold (Combat)....240
Breakage, Equipment....197
Breaking an Oath....113
Buckler, Shield....205
Building Points....6, 8
- Building Point Bonus (Intelligence)....13
- Building Point Bonus (Wisdom)....13
- Building Point Bonus, (Charisma)....16
- Building Points, Charisma....155
- Building Points, Spending on Class (Tip)....17
- Building Points, Stats....155
- Building Points, Wisdom....155

Bull Rush (Combat)....239

C

Called Shots....231
Campfires....280
Caregiver (Cleric)(Deity)....72

Carry, (Strength) 12
Carrying Capacity, Mounts and Pack Animals 203
Casting Time, Spells (Mage) 334
CastingTime, Cleric 284
Catalyst (C) (Mage) 334
Catalyst (C), (Component, Cleric) 284
Cathedral of Light (Cleric) 70
Chain Mail 204
Changing Alignment 112
Chaotic Evil 109
Chaotic Good 109
Chaotic Neutral 109
Character Classes 38
Character Generation 6-7
Character Honor Table 110
Character Outfitting 192
Character Races 18
Character Retirement 137
Charge (Combat) 229
Charisma Modifier, (Looks) 15
Charisma, (Ability Score) 16
Charm 131
Cherry Picking (Quirks and Flaws) 124
Chivalric Compounds, Training 272
Chivalry Code 42
Chivalry Points 43
Church Names, (List) 92-93
Church of Chance (Cleric) 82
Church of Everlasting Hope (Cleric) 73
Circumstances of Birth Table 123
Class, Costs by Race 17
Class, Selection 6, 16
Clerics 68
  Cleric God Oaths 113
  Cleric Powers, Detect Lies 71
  Cleric Scrolls, Deciphering 170
  Cleric Skills General 69
  Cleric Spell Descriptions (alphabetical) 290-341
  Cleric Spell List By God 94-107
Climbing, (Skill) 165
Coins, Approximate Size 257
Coins, Foreign Exchange 257, 260
Combat 214-244
  Aggressive Attack 229
  Ambushes 218
  Arc of Defense 224
  Attack Roll, Melee 215
  Base Rate of Fire Chart 221
  Break Hold 240
  Bull Rush 239
  Charge 229
  Count Up 216
  Coup de Grace 236
  Critical Hits 241
  Damage 215, 222
  Darkness, Fighting Penalties 280
  Death And Dying 222
  Distance, Encounter 215
  Effective Range 221
  Encounters 215
  Exclusive Combat Moves 228
  Fighting Styles 226
  Fighting Withdrawal 230
  Flee 230
  Forced Declaration 229
  Freedom of Action, (Unarmed Combat) .....
  Full Parry 229
  Fumbles and Misses 241
  Give Ground 230
  Initiative Bonus 22
  Hold at Bay 228
  Initiative 216
  Jab 228
  Knock Backs 231, 232
  Lift and Toss 240
  Maximum Number of Opponents 223
  Mixing Unarmed and Armed Attacks 238
  Mounted Combat 186, 201, 233
  Perfect Defense 241
  Ranged Attacks 218
  Special Moves 228
  Spell Casting in Combat 242
  Strike 238
  Surprise 216
  Surprise, Mitigating 217
  Tackle 239
  Tactical Move 229
  Take Down/Toss 239-240
  Taking Action 216

Components
  Component, Catalyst (C) (Cleric) 284
  Component, Catalyst (C) (Mage) 334
  Component, Divine Icon 284
  Component, Material (M) (Mage) 334
  Component, Somatic (S) (Cleric) 284
  Component, Somatic (S) (Mage) 334
  Component, Verbal (V) (Cleric) 284
  Component, Verbal (V) (Mage) 334
  Component,Material (M) (Cleric) 284
Concealed Doors 283
Constitution, (Ability Score) 15
Containers, Price List 195
Conventicle of Affliction (Cleric) 88
Conventicle of the Great Tree (Cleric) 80
Count Up (Combat) 216
Counter Turning Undead 243
Coup de Grace 236
Coup de Grace Interruption (Tip) 236
Courser 201
Courts of Justice (Cleric) 71
Critical Failure (Tip) 223
Critical Hits 241
Cronies, (NPCs) 276
Cryogenics (Mage) 335
Currency, Exchange Value/Size 196
Currency, Types 193
Cursed Items (Treasure) 263

D

Daily Food and Lodging 195
Damage (Combat) 215, 222
Damage Modifier (Strength) 10
Damage, Falling 282
Darkness, Fighting Penalties 280
Darkness, Movement Penalties 281
Death And Dying (Combat) 222
Deceptive Defender (Tip) 149
Deciphering Cleric Scrolls 170
Deciphering Mage Scrolls 162
Defense Die Table 230
Defense Modifier (Wisdom) 13
Defense Modifier, (Dexterity) 14
Demi-human 20
Destrier 201
Dexterity (Ability Score) 14
Dice Penetration 8
Dice, Electronic Simulators 10
Disguise, (Skill) 158
Dishonorable, (Honor) 112
Distance, Encounter (Combat) 215
Dividing Treasure 263-264
Divine Icon 284
Divine Lore 70
Divine Spells 69
Dodge Saving Throw ,(Dexterity) 14
Door, Forcing Open (Feat of Strength) 12
Doors, Concealed/Secret 283
Drag, (Strength) 12
Draper (Cleric)(Deity) 81
Drowning (see Swimming skill) 189
Dwarves 18-20
  Dwarves, Racial Combat Bonus 19

Dwarves, Speed....12

E

Effective Range (Combat)....221
Elves....20-22
Encounters (Combat)....215
Encumberance, (Strength)....12
Epic, (Fame)....116
Equipment/Goods/Services....192
Equipment, Breakage....187, 197
Equipment, Quality Levels....197
Alcohol/Beverages....199
Beasts of Burden....199
Clothing....194
Containers....196
Daily Food and Lodging....196
Expedition Gear....194
Illumination....194
Livestock....199
Load Bearing Equipment....195
Miscellany....198
Mounts....199
Musical Instruments....198
Outfitting Bundles....195
Provisions, Rations....196
Religious Items and Accouterments....196
Services....198
Scribe Materials....198
Spices and Herbs....198
Tack and Harness....199
Tools....195
Transport, Land....203
Transport, Water....203
Escape Artist (Skill)....186
Eternal Lantern(Cleric)....70
Exclusive Combat Moves....228

F

Fabrics, (as Treasure)....261
Face of the Free (Cleric)....77
Failed Skill Checks....155
Falling Damage....282
Falling, (Skill)....165
Fame....115-116
Fame, Combat Bonus....116
Fame, Gaining....116
Fame, Losing....116
Fame, Reaction Rolls....116
Family Fame....116
Family Honor....112
Famous, (Fame)....116
Fast Asleep Victims (Combat Tip)....236
Fatigue....232
Fatigue, Computing Table....232
Fauchard....207
Fauchard-fork....207
Feat of Agility, (Dexterity)....14
Feat of Strength (Strength)....12
Fight Defensively....229
Fighter Class....39
Fighter/Mage....62
Fighting Styles....226
Fighting Withdrawal....230
First Aid, (Skill)....172
Flaymaster (Cleric)(Deity)....84
Flee (Combat)....230
Flying, Movement Rates....391
Followers, (NPCs)....276
Forced Declaration (Combat)....229
Formal Training....271
Fractional Ability Score....10
Freedom of Action, (Unarmed Combat)....238
Full Parry....229
Fumbles....137
Fumbles and Misses (Combat....241
Furs, (as Treasure)....261

G

Gaining Honor....114-115
Gem Brokers....257
Gender, Choosing....16
Give Ground (Combat)....230
Glersee....144
Gnome Titans....24-25
Gnomes....22-24
God Oaths....113
Golden Arrows (Cleric)....75
Goods and Services....198
Great Honor, (Honor)....112
Grel25-28
Group Fame....116
Group Honor....110-112
Guardian (Cleric)(Deity)....77

H

Haggling....257
Half-Elf....28-29
Half-Hobgoblin (Sil-Karg)....29-31
Half-Orc....31-33
Halflings....33-34
Handedness, Character....122
Hangers On (NPCs)....278
Hard of Hearing....139
Healing....283
Healing, Critical Care....283
Healing, First Aid, (Skill)....172
Healing, Magical....283
Healing, Nursing....283
Healing, Time....283
Heavy Armor Encumbrance (Tip)....232
Height, Character....118-119
Helpless Opponent Attack....236
Henchmen, (NPCs)....276-277
Hides, (as Treasure)j....261
Hiding in Natural Surroundings (Skills)....22
Hirelings, (NPCs)....274-276
Hit Points....7
Hit Points, Class Die....15
Hit Points, Size Bonus....15
Hold....240
Hold at Bay (Combat)....228
Honor....10, 109-115
Honor (Ability Score)....109
Honor Modifier, Starting (Charisma)....16
Honor Modifier, Starting (Looks)....15
Honor, Average Honor....112
Honor, Awarding....114
Honor, Categories....112
Honor, discord in the party (Tip)....19
Honor, Dishonorable....112
Honor, Expenditure by Level....113
Honor, Family....112
Honor, Gaining....114-115
Honor, Great Honor....112
Honor, Group....110-112
Honor, Individual....110
Honor, Legendary Honor....112
Honor, Losing....114-115
Honor, Low Honor....112
Honor, Mulligan....112
Honor, Notoriety....112
Honor, NPC....114
Honor, Reverse Mulligan....112
Honor, Starting....7
Horses, Mounts....200
House of Shackles (Cleric)....83
Humanoid....20
Humans....35-36
Humans, Subraces....35-36
Hurled Weapons (Tip)....208

I

Identifying Magic Items 162, 170
Illumination/Light
- Illumination, Artificial Light Ranges 280
- Illumination, Campfires ..... 280 (Tip)
- Illumination, Darkness/Fighting Penalties 280
- Illumination, Dim Light Penalties 280
- Illumination, Price List 195
- Illumination, Torches 281

Illusion Resistant (Talent) 152
Individual Fame 116
Individual Honor 110
Inflation in Aventuring Areas 258
Initial Hit Points, (Constitution) 15
Initiative (Combat) 216
- Initiative Bonus (Combat) 22
- Initiative Die Choosing Table 216
- Initiative Modifier (Tip) 14
- Initiative Modifier (Wisdom) 13
- Initiative Modifier, (Dexterity) 14
- Initiative, Base (Combat) 216

Intelligence, (Ability Score) 13
Investing in Adventuring 258

J

Jab (Combat) 228
Jewelers 257, 260
Jumping (Skill) 177-178

K

Knight Class 41
Knock Backs 231, 232
Kobars (Training) 269

L

Lances 233-234
Language, Native 178-179
Language, Starting 178-179
Large Shield 206
Lawful Evil 108
Lawful Good 108
Lawful Neutral 108
Leaping (Skill) 177-178
Leather Armor 204
Legendary Honor, (Honor) 112
Level Advancement 265-266
- Level Advancement, Additional BPs 266
- Level Advancement, Mage 266-267
- Level Advancement, New Proficiency Acquistion 268
- Level Advancement, New Skill Acquisition 267
- Level Advancement, New Talent Acquisition 267
- Level Advancement, Stat Bumps 266
- Level Advancement, Training Time 266
- Level Advancement, Weapon Specialization 268

Lift and Toss (Combat) 240
Lift, (Strength) 12
Lifting Gate, (Feat of Strength) 12
Livestock 199
- Livestock, Bonding Period 200
- Livestock, Pecking Order 200
- Livestock, Trained Animals 200

Loading Ranged Weapon (Tip) 219
Loans 257-258
Looks, (Ability Score) 15
Low Honor, (Honor) 112
Low-Light Vision 280

M

Mage Class 59
- Mage Spell Cognition Table 61
- Mage Spells, Full Descriptions 343-386
- Mage Spells, Tables by Level 334-335
- Mage, Level Advancement 266-267
- Mage/Thief 65
- Mage/Thief beginning spells table 67

Magic Items, Identifying 162
Magic, Miscellaneous (Treasure) 263
Magnifying Glass 198
Major Celebrity, (Fame) 116
Maps, (as Treasure) 261
Master Teachers, Training 272-273
Mastery Die Modifier 154
Maximum Number of Opponents (Combat) 223
Maximum Protegés (Charisma) 16
Medium Shield 205
Melee Attack Roll (Combat 215
Melee Attacks 223
Melee Attacks and Reach 223
Melee Weapons 208
Mental Saving Throw, (Wisdom) 13
Merchant's Scale 198
Minimum Weapon Speed 143
Minor Celebrity (Fame) 116
Missile Attack Defense (Tip) 220
Mixing Unarmed and Armed Attacks (Combat) 238
Modified Weapon Speed 226
Momentum (Combat) 229
Monastic Training 272
Money 256-258
- Coins, Approximate Size 257
- Coins, Foreign Exchange 257, 260
- Money, Starting 7, 192
- Moneychangers 257, 260

Morale Modifier, (Charisma) 16
Mounted Combat 186, 201, 233
- Mounted Combat Table 235
- Mounted Combat, Fighting Styles 235
- Mounted Tactical Movement 235

Mounts 200
- Mounts and Pack Animals, Movement Rates 203
- Mounts, Carrying Capacity 203

Movement
- Movement Rates, Flying 391
- Movement Rates, Mounts and Pack Animals 203
- Movement Tables 218
- Movement, Darkness Penalties 281

Mule 202
Mulligan, (Honor) 112
Multiclass
- Multiclass (Fighter/Mage) 62
- Multiclass (Fighter/Thief) 63
- Multiclass Overview 62

Multiple Opponents 230
Musical Instruments 198

N

Nagging Conscience 108
Native Language 178-179
Near Perfect Defense 138, 139, 241
Neutral Evil 109
Neutral Good 108
Non-Player Characters, NPCs 274-279
Notoriety, (Honor) 112
Notorious Foe (Fame) 116
NPCs (Non-Player Characters) 274-279
- NPCs, Cronies 276
- NPCs, Dissension 279
- NPCs, Followers 276
- NPCs, Hangers On 278
- NPCs, Henchmen 276-277
- NPCs, Hirelings 274-276
- NPCs, Honor 114
- NPCs, PC Obligation to 278-279
- NPCs, Protégés 277-278
- NPCs, Sidekicks 277

O

Oaths, Attoning 113
Obscure, (Fame) 116
Observation Check 139

Oils (Treasure) 262
One-Handed Weapon alone (Combat) 226
One-Handed Weapon used as Two-Handed 226
Opposed Skill Rolls 139, 155, 158
Order of Agony (Cleric) 84
Order of Thought (Cleric) 78
Outfitting, Character 192
Overbear 238-239
Overlord (Cleric)(Deity) 83

P

Pack Animals 200
Pack Animals, Carrying Capacity 203
Padded, (Armor) 204
Paladin Class 44
Parents and Siblings Table 123
Penetration, Dice 8
Perfect Defense (Combat) 241
Perfect Defense (Tip) 241
Perfumes, (as Treasure) 261
Physical Saving Throw, (Constitution) 15
Pixie Fairies 390
  Pixie Fairy, Goods and Gear 394
  Pixie Fairy, Tribal Tattoos 393
Plate Mail 204
Pole Arms 209
Pony 200
Potions (Treasure) 262
Priors and Particulars 117-123
Proficiencies 142
  Proficiencies (List) 142-147
  Proficiencies, Weapon (List) 142-143
Projectile and Cover Values (Combat) 224-225
Projectiles, Shield Cover 224
Protégés, (NPCs) 277-278
Protegés, Maximum (Charisma) 16
Provisions, Rations 195

Q

Quirks and Flaws 7, 124
Quirks and Flaws, Conflicting 125
Quirks and Flaws, Overcoming 125

R

Races
  Dwaves 18
  Elves 20
  Gnomes 22
  Gnome Titans 24
  Grel 25
  Half-Elf 28
  Half-Hobgoblin 29
  Half-Orc 31
  Halfings 33
  Humans 35
  Brandobian 35
  Dejy 35
  Fhokki 35
  Kalamarans 36
  Reanaarians 36
  Svimohz 36
Race, Class Costs 17
Race, Racial Ability Adjustments 18
Race, Selection 6, 16
Racial Ability Adjustments 18
Racial Combat Bonus (Dwarves) 19
Racial Height Tables 118-119
Racial Preference Table 37
Racial Prejudices and Interactions 36-37
Racial Skill Adjustments (Tip) 18
Racial Skill Bonus, Half-Elves 29
Range, Spell (Cleric) 284
Ranged Attacks (Combat) 218
Ranged Firing Timing Chart 220
Ranged Weapon Loading (Tip) 219
Ranged Weapon Ranges Table (Combat) 220
Ranged Weapon Use (Combat) 219
Ranged Weapons 208
Ranger Class 46
Rate of Fire Timing 220
Rations, Price List 196
Reach 223
Ready Against Charge (Combat) 229
Rear Attacks 230
Rear Attacks, Multiple Opponents 230
Record Sheet, Character 6
Relics and Artifacts 263
Religious Items, Price List 195
Retrying Skill Checks 155
Reverse Mulligan, (Honor) 112
Riding Horse 200
Ring Mail, (Armor) 204
Rings (Treasure) 262
Rods (Treasure) 263
Rogue Class 54
Rounsey 201
Rule Dispute 9

S

Saddles 202
Saving Throws
  Saving Throw Bonus vs. Magic (Constitution) 19
  Saving Throw, Mental (Wisdom) 13
  Saving Throw, Spell (Cleric) 284
  Saving Throws vs. Spells 242
  Saving Throws, Spell (Mage) 335
Scale Mail 204
Scamper Back (Combat) 230
Scramble for Weapon (Combat0 240
Scribe Materials 198
Scrolls (Treasure) 262
Second-Rank Attacks (Combat Tip) 228
Secondary Weapon Defense (Combat) 227
Secret Doors 283
Self Training 270
Shapechanging (Cleric) 75, 80
Shields 205
  Shield (Two-shield Defense) (Combat) 228
  Shield Attribute Table 225
  Shield Bash (Combat) 240
  Shield Damage Table 225
  Shield Destruction 225
  Shield Only (Combat) 227
  Shield Protection against Projectiles 224
  Shield Rules (Advanced) 224
  Shield Tips 224
  Shield Use 225
  Shield, Hold at Bay (Combat Tip) 228
  Shield/Weapon Combo (Combat) 226
  Shields and Armor (Combat) 224
  Shields, Magic (Treasure) 262, 264
  Shields, Superior Quality (Treasure) 262, 264
  Shields, Touch Attacks by Mage 335
Shooting Into Melee (Combat) 221
Shopkeeper Rule 10
Sidekicks, (NPCs) 277
Sizes, Armor 204
Skills 154
  Core Skills (Assassin) 58
  Core Skills (Fighter/Thief 65
  Core Skills (Rogue) 56
  Core Skills (Thief) 51
  Skill Checks 155
  Skill Combinations (Tip) 161
  Skill Difficulty Modifiers 154,155
  Skill, Mastery Level 154
  Skills, Ability Score Modifiers 154
  Skills, Disguise 158
  Skills, Listing (Table) 156-157
  Skills, Mastery Die Modifier 154
  Skills, Mounted Combat 186
  Skills, Opposed Skill Rolls 155, 158

Skills, Prerequisites....156-157
Skills, Retroactive Improvement....267 (Tip)
Skills, Skill Combinations (Tip)....161
Skills, Starting....155
Skills, Talents, Proficiences (STP)....8
Skills, Universal....155
Sleep Spells, Saving Throws....132
Small Shield....205
Speed, Dwarves....12
Spells
Cleric Spells (Full Descriptions)....290-341
Cleric Spells (Table, Alphabetical)....284-287
Mage Spells (Full Descriptions)....338-389
Mage Spells (Tables by Level)....335-337
Spell Casting, while wearing a shield....143
Spell Fatigue....141
Spell Fatigue (Cleric)....284
Spell Fatigue (Mage)....242, 334
Spell Mishaps (Mage)....60
Spell Saving Throws....242
Spell, CastingTime, (Cleric)....284
Spell, Copying....147
Spellcasting in Combat....241-242
Spells, Access to mage spells by Clerics....284
Spells, Additional Spell Point Schedule (Mage)....335
Spells, affecting ability scores (Mage)....335
Spells, Apprentice (Mage)....338
Spells, Base SP Cost (Mage)....334
Spells, Casting Time (Mage)....334
Spells, Cryogenics (Mage)....335
Spells, Saving Throws, (Mage)....335
Spells, Spell Fatigue (Mage)....334
Spices & Herbs....198
Spices, (as Treasure)....261
Splint Mail....204
Spyglass....198
Starting Age....118
Starting Fame Modifier, (Looks)....15
Starting Honor Modifier, (Charisma)....16
Starting Honor Modifier, (Looks)....15
Starting Language....178-179
Starting Money....192
Starting Skills....155
Stat Bumps, Level Advancement....266
Staves (Treasure)....263
STP, (Skills, Talents, Proficiencies)....8
Strength (Ability Score)....10-12
Strike (Combat)....238
Strike, Called Shot (Tip)....238
Stringing a bow....221
Studded Leather, (Armor)....204
Surprise (Combat)....216
Surprise, Mitigating (Combat)....217
Surprised Characters....217
Swap Ability Scores....16
Swimming (Skill)....189
Swords....208

T

Tack and Harness....200
Tackle (Combat)....239
Tactical Move (Combat)....229
Take Down/Toss (Combat)....239-240
Taking Action (Combat)....216
Talents....7,148-153
Target Size (Combat)....221
Temple of Strife (Cleric)....89
Temple of the Patient Arrow (Cleric)....75
Temple of the Stars (Cleric)....74
Thief Class....51
Thiefly Abilities....52
Thieves Guild, (Training)....269-270
Thieves' Tools, Price List....195
Thrain (Cleric)(Deity)....78
Threshold of Pain....235-236
Tips (Barbarian)....49
Tips (Knighthood)....41
Tools, Price List....195
TOP (Threshold or Pain)....235-236
Torches....281
Toss/Take Down (Combat)....239-240
Touch Attacks on Shields (Mage)....335
Training....268
Training Time, Level Advancement....266
Training, Chivalric Compounds....270
Training, Events....273
Training, Formal....273
Training, Guilds- Thieves....269-270
Training, Guilds-Assassins....270
Training, Guilds, Beggars....270
Training, Kobars....269
Training, Master Teachers....270-271
Training, Monastic....270
Training, Self....272
Training, Self Limits....268
Training, Universities....269
Transport, Land....203
Transport, Water....203
Trauma....235
Traveller (Cleric)(Deity)....74
Treasure....258-264
Treasure Type....258
Treasure, Dividing....263-264
Tribal Tattoos, Pixie Fairies....393
True Neutral....108
Truthseekers (Cleric)....72
Turn Undead, (Cleric)....69
Turning Modifier, (Charisma)....16
Two Weapon Attack (Combat)....226
Two-Handed Weapon Use....226

U

Unarmed Combat....237-238
Unarmed Combat Techniques Table....238
Unarmed Combat, Freedom of Action....238
Unarmed Combat, Multiple Opponents....240-241
Unarmed Vs Armed Combatant....236
Unarmed vs. Armed Opponent Flow Chart....236-237
Undead
Undead Commanding....242
Undead, Counter Turning....243
Undead, Turning....242-243
Undead, Turning Defense Die (Tip)....242
Universal Skills....155
Universities, (Training)....269

V

Vengeful One, The (Cleric)(Deity)....87
Vision, Low Light....280

W

Wands (Treasure)....263
Warhorses....201
Weapons....206
Weapon Proficiencies, (List)....142-143
Weapon Specialization....143
Weapon Use, One-handed used as two-handed....226
Weapon/Shield Combo (Combat)....226
Weapons, Magic (Treasure)....262, 264
Weapons, Melee....208
Weapons, Price and Availability....207
Weapons, Ranged....208
Weapons, Superior Quality (Treasure)....262, 264
Weight, Character....120-121
Wisdom, (Ability Score)....13



Appendix 3

PDF Errata

Version 1.01

Stylistic inconsistencies corrected in Character Generation (p. 6-7)

Duplicate tip on Barbarian's initial hit points removed from p. 50 as well as reference to Dexterity being considered 2 points higher for the Jumping skill

Added note to discussion of Spellbooks under Fighter/Mage (p. 62) that rules pertaining to this tome are identical to those of mages but, of course, not with regard to rate of spell acquisition

Corrected discussion of Spellbooks under Mage/Thief (p. 66) to state that he gains a new spell every odd level after 3rd (consistent with chart)

Reference to Religion costing 3 BP for non-clerics corrected on p. 69

Duplicate mention of The Church of Everlasting Hope as a confederate faith of the Courts of Justice removed (p. 72)

Name of Cathedral of Light corrected from "Assembly of Light" on p. 92

Cleric Spell Lists (p. 94-107) corrected to update obsolete spell names and replace duplications

Arcane Lore skill (p. 161) corrected to note that Mages gain bonus mastery points equal to their Intelligence Mastery Die modifier each time they level up such that the skill corresponds to the Mage class description (instead of the errant +3 points per level stated). Discussion of Deciphering Mage Scrolls clarified.

Added note that slingstones and sling bullets are functionally identical. However, only bullets may be precision crafted to gain a bonus as a quality weapon (p. 207)

Special Jabbing damage for Voulge corrected (p. 209)

Corrected mistaken text in qualitative description of shield properties (p. 225) that stated bucklers absorb 2 points of damage (contradicting chart below)

Training Checklists moved to end of Chapter 15 (p. 272-273)

Paragraph added to Sanctify Weapon (p. 323) to clarify spell. These clarifications apply to the entire family of Sanctify Weapon spells.

Additional Spell Point Schedule (p. 335) amended to clarify that "300% of their Base Spell Point Cost" means that spells cannot be "amped up" beyond (Base SP Cost)x3 or 200% over and above the Base SP Cost.

Bird's Eye View (p. 344) spell name corrected in spell descriptions

Corrected Create Pit spell (p. 373) to fix reversed rate of excavation of earth and stone. Skill check thresholds remain in place as stone excavation is far less likely to collapse.

Page reference to Healing Time corrected in index (p. 397)