

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Quickstart Rules

Version 1.0

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Introduction

Assumptions

Use of masculine pronouns

Throughout the text, you will find the use of standard masculine gender pronouns (i.e. “he”, “him”, and “his”) when referring to “the player” and “the character”. This is absolutely not intended to discriminate anyone or imply in any way that *Against the Darkmaster* is a game for guys only. This is because we needed a convention for simplicity’s sake, and because most phrases and examples are addressed at a generic “character” - and the word itself may be of masculine gender.

Kins and Cultures

The vast majority of fantasy worlds in novels, movies and other fiction feature a multi-racial, inclusive society where people of different cultures, social class and breed live together side by side - and sometimes fight against each other, in a way not so different from our world.

Today, the word “Race” is a commonplace term in the jargon of tabletop and computer games. Anyhow, you know what? We don’t like the word “race”. Not even a little. So in *VsD* we use the word “kin”, instead.

As for cultures. We tried to include a lot of stereotypical cultures from fantasy fiction. Many of these cultures have, or have had, some sort of equivalent in the real world. Of course, not all historical and present cultures from our

word are entirely featured. This is because it was first of all not possible to list all of them at once, and second because there’s some sort of “implied” setting in *VsD*, reminiscent of central European Middle Ages - plus, of course, dark magic, orcs and trolls!

But again, this is a *fantasy* game. Fantasy is meant for everyone.

If you want to play *VsD* in a setting different from the one implied in this book, you’re more than encouraged to do so. You want to introduce your own different Kins and Cultures? Let’s do it, definitely.

Future *VsD* supplements probably will feature more different Kins and Cultures from different settings. Wait for them if you want. Or make them out for yourself if you prefer.

What do you need to play *Against the Darkmaster*?

VsD is a pen & paper tabletop role-playing game. As such, you will need, well: a table, pens (actually, a pencil will be better), paper (particularly, a copy of these rules, and a character sheet from the Appendix for each player, and some white sheets to take notes and draw maps and sketches), and a set of ten-sided dice for each player.

Ah, yes! And *players*, of course. Gather two or more friends around that table. And make them bring pizza, too!

Dice & Dice Rolling

Type of dice

Against the Darkmaster uses only a couple of ten-sided dice (or d10) for any roll involved during game.

d100 rolls

The vast majority of dice rolls will be percentile - or 1d100 rolls. This means rolling two ten-sided dice, possibly of different color, and count one of them as the tens and the other as units, of course deciding before rolling which die will have to be the tens and which the units.

So, a roll showing up a "5" on the tens die and a "7" on the units die will read as a "57"; a "3" and a "9" are a "39"; a "0" and a "4" a "04" - or simply "4".

The exception to this are a couple of zeroes, which does not read as a "0" but instead as a "100".

This way, the two dice combined can produce any result within the 1 and 100 range.

d10 rolls

The other type of dice rolls in *VsD* will be simply d10 rolls. When you'd read "Roll #d10" it will mean rolling # number of ten sided dice and add the results together.

So for example a "3d10" wording means rolling three ten-sided dice and if they come up a "5", "4", and "9" the final result will be "18".

Type of Dice Rolls

There are four main types of roll in *VsD*:

- **Skill Rolls** are used when a character is trying to accomplish a task of some kind, using his own skills and capabilities.
- **Save Rolls** permit characters to resist to the nefarious effects of Spells, poisons and other perils they may encounter in their adventures.
- **Attack Rolls** are made when a character assaults another with a weapon, an unarmed attack, or by casting a Spell.
- **Spell Casting Rolls** are called when a character channels the mystical energies necessary to weave a Spell.

Unmodified Rolls

Sometimes, when rolling the dice, the rules will state that something happens on a particular *Unmodified Roll*. This means the numbers showing on the dice rolled, without applying any bonus or modifier.

Unmodified Rolls effects must be applied first and precede any other result or effect during a dice roll resolution.

Open Ended Rolls

When the game rules call for an *Open Ended Roll*, it means that if you obtain an Unmodified Roll between 96 and 100 on your d100, you must pick up the dice and roll again, *adding* the new result to the first one. If also this roll is 96 or more, you must keep on rolling and adding together the results until your dice land on a result of 95 or less.

On the other hand, if your dice come up with an Unmodified Roll between 01 and 05, you'll have to roll again and *subtract* the new roll from the first. If this second roll is 96 or more, you'll have to roll a third time, again subtracting the result from the first two; repeating this process until you get a result of 95 or less.

Part I

CREATING A CHARACTER

Character Creation Checklist

To generate your playing character, you will have to undergo the character creation process, which is essentially made of 7 milestones and some minor steps in between. Find below summarized and briefly explained the Character Creation steps for your convenience.

7. Name your Character

Choose a name for your character and start adventuring *Against the Darkmaster*!

1. Generate your Stats

Generate your character's Stats by distributing 50 points between your stats (minimum 0, maximum 25).

2. Choose your Kin and Culture

- Choose your character's Kin, modify your Stats accordingly and take note of your racial Special Abilities.
- Choose your character's Culture and assign your Cultural Skill Ranks.

3. Choose your Vocation

Choose your character's Vocation and distribute your Development Points.

4. Background and Equipment

- Determine your Background Options
- Take note of your character's starting gear and possessions.

5. Choose your Passions

Choose your Passions (Motivation, Nature & Allegiance).

6. Calculate Derived Attributes

Move Rate, Defense, Save Roll bonuses, etc.

Stats

Characters in *Against the Darkmaster* are defined by a set of six **Stats**, which measure their intrinsic capabilities and basic strengths or flaws.

Each Stat has an associated **Value**, which can be positive or negative, and tells you how good a character is in a particular field.

Stats Description

Brawn (BRN)

Measures a character's muscular strength and physical power.

Swiftness (SWI)

Is the measure of a character's dexterity, speed, coordination, balance and general agility.

Fortitude (FOR)

Is the measure of a character's resistance and vigor.

Wits (WIT)

Measures a character's reasoning, cleverness, mnemonic ability and mental agility.

Wits value modifies the number of Magic Points a Wizard character gains at each level. See the Magic & Spells chapter for more.

Wisdom (WSD)

Measures a character's empathy, intuition, willpower, awareness and attention to detail. Wisdom value modifies the number of Magic Points an Animist character gains at each

level. See the Magic & Spells chapter for more.

Bearing (BEA)

Is a measure of a character's presence, charisma and social influence.

Generating Stats

Players can choose their characters' Stats by distributing **50 points** (in slots of 5 points each) among them as they see fit.

No Stat may be given a starting value higher than 25 or lower than 0. Some examples of Stat Values arrays generated with this method are given below:

- +20, +15, +10, +5, +0, +0
- +25, +20, +5, +0, +0, +0
- +10, +10, +10, +10, +5, +5

You can use those standard arrays of stats as well if you prefer.

Kins

The world of *Against the Darkmaster* is inhabited by many different **Kins**. Fair and otherworldly elves; stocky dwarves; massive trolls; stunted orcs; nimble halflings and, obviously, humans coexist next to each other, even if not necessarily in a peaceful way.

A character's Kin determines his general appearance; influences his Stat Values; and gives him special abilities related to his ancestry.

Players must choose their Kins during character creation, right before selecting their character's Vocation.

Kin Modifiers

Each Kin grants a series of modifiers to a character's statistics, as shown in the **Kin Modifier Table** below.

1.1 - Kins Bonus Table												
Kin	BRA	SWI	FOR	WIT	WSD	BEA	HP	Max HP	MP	TSR	WSR	BG
Dwarf	+5	-5	+15	-5	+5	-5	40	150	+0	+20	+20	4
Halfling	-20	+15	+10	-5	+5	-5	20	100	+0	+10	+35	5
Man	+5	+0	+0	+0	+0	+0	30	120	+0	+0	+0	5
Wild Man	+0	+0	+5	+0	+0	-5	30	120	+0	+0	+10	4
High Man	+10	+0	+10	+0	+0	+5	35	150	+1	+5	+0	3
Half-Elf	+5	+5	+5	+0	+0	+5	25	120	+2	+5	+0	4
Dusk Elf	+0	+10	+0	+5	+0	+5	20	120	+3	+10	+0	4
Silver Elf	+0	+10	+5	+5	+5	+10	20	120	+4	+10	+0	3
Star Elf	+0	15	+10	5	+10	+15	20	120	+5	+10	+0	2
Half-Orc	+5	+0	+10	+0	+0	-5	30	120	+0	+5	+0	4
Orc	+5	+0	+15	-10	-5	-15	35	120	+0	+10	+0	5
Dark Orc	+10	+0	+20	-5	-5	-10	40	150	+0	+10	+0	4
Stone Troll	+20	-10	+15	-15	-15	-10	60	250	+0	+30	+0	5
Dark Troll	+25	-5	+15	-10	-5	-10	75	250	+0	+30	+0	4

BRA, SWI, FOR, WIT, WSD, BEA: these modifiers are applied directly to the corresponding Stat Value of the character belonging to this Kin. Players should note these on their character's sheet, altering their Total Stat Values accordingly.

HP: this value is added as a bonus to the character's total starting Hit Points number.

Max HP: a character can never have more HPs than the value shown on this column for his Kin

MP: this is the number of additional Magic Points the character gains at 1st level as on-time bonus, because of his Kin.

TSR: this bonus is added as a bonus to the character's *Toughness Save Rolls*.

WSR: this bonus is added as a bonus to the character's *Willpower Save Rolls*

Special traits

Each character gains a series of Special Traits, which reflect particular abilities common to members of his Kin. Players should take note of their Special Traits on their character's sheet.

Suggested Cultures

Here are listed the Cultures a typical member of a Kin usually belongs to. Playing Characters can belong to different Cultures than those suggested here, as long as everyone at the table agrees with the choice.

Kins Description

Dwarf

Legends say Dwarves were born from stone. Sculpted to life from their gods at the beginning of time. Surely, Dwarves seems to have an affinity with stone, or to have at least inherited some of its resistance and durability.

Dwarves are short and stout, usually just around 140 to 150 cm of height, but often weighing as a much higher, full grown man. They tend to have muscular arms, strong legs and barrel-bellied bodies. Adult males have very long, curly beards, often worn in braids. They have incredibly long lifespans and, while not immortal as the elven Kin, they can live over 300 years. This tends to influence their worldview and temperament, which members of the shorter lived Kins often find somber and brooding.

Starting Wealth Level

This is the Wealth Level a character from a Kin starts with. Add this to the character's cultural starting Wealth Level to determine his total WL, as described in the Wealth chapter.

Background Options

This is the number of Background Points a character from a Kin can spend to buy his Background Options.

Special Traits

- *Dark Sight:* Dwarves can see up to 30m in dim light (treating the first 15m as if they were standing in bright light); and up to 3m in total darkness.
- *Forgekin:* Dwarves get a +30 bonus to their RRs and defenses against heat and cold attacks.
- *Stoneborn:* Dwarves get a +20 bonus to their Nature and Wandering rolls while underground, but -50 to their swimming maneuvers.
- *Superstitious:* Dwarves can't be Wizards or Dabblers.

Suggested Cultures: Deep.

Starting Wealth Level: 1

Background Options: Dwarves start with 4 Background Points.

Halfling

Halfling are a diminutive people, even smaller than Dwarves. Even if they tend to be fat or pudgy, they're surprisingly nimble, and possess an uncanny, almost magical, ability of disappearing from sight and moving unheard. Their skin tones have the same range and variety of those of the Mannish Kin, but their hairs tend to be curly more often than not. While male Halfling rarely grow beards, they have big, hairy feet, of which they're often very proud.

Halflings live slightly longer than Men, but somehow manage to maintain a joyous, almost childish, disposition for most of their lives.

For some reason, Halflings seem to be impervious to magic. They have great difficulties in learning and understanding Spell Lores, and tend to resist magical effects more easily than the other Kins. No one really knows the reason behind this magical incompatibility, but up to now, no Halfling mage was ever born.

Special Traits

- **Nimble:** Halflings get a special +20 bonus to their Stealth and Acrobatic skills.
- **Sure-Shot:** Halflings get a special +10 bonus to their Ranged skill.
- **Second Breakfast:** Halflings double their HP recovery for the day if they manage to have a lavish meal (a real meal, not rations!) before resting.
- **Mundane:** Halflings can't be Wizards, Animists or Dabblers.

Suggested Cultures: Pastoral

Starting Wealth Level: 1

Background Options: Halflings start with 5 Background Points.

Man

The Mannish race is the most numerous and adaptable of all Kins. Men of all sizes and colors can be found through the land; valiantly struggling against the forces of the Darkmaster, and even serving under His rule, either willingly or as slaves to His ruinous power.

Special Traits

- **Specialization:** Men get a +10 bonus to any one skill of their choice.

Suggested Cultures: Any but Deep, Fey or Marauding

Starting Wealth Level: 0

Background Options: Men start with 5 Background Points.

High Man

The High Men are the last survivors of a rare and ancient Mannish Kin. They're said to be the last descendants of the forefathers of all Men, forced to flee from their crumbling empire centuries ago.

They tend to be higher and more muscular than common Men, often surpassing 190 cm of height and usually weighing around 100 Kg.

They've either a very fair or very dark skin tone, dark hairs and hazel, blue or green eyes.

High Men are long lived, probably because they have some traces of elven blood in their veins, living an average of 200 years, and in rare instances even surpassing 300 years of age.

Special Traits

- *Imposing*: High Men get a +15 bonus to their Charisma Skill.

Suggested Cultures: Noble, City or Seafaring
Starting Wealth Level: 1

Background Options: High Men start with 3 Background Points.

Dusk Elf

Among the elven Kins, Dusk Elves are the most closely tied to the mortal world. Unlike the other elves, they never travelled to the Immortal Lands, preferring to roam free in the wilderness than following their brethren. For this reason, they are sometimes called Wild Elves and seen as somewhat rustic and unrefined by their cousins, the Silver and Star Elves - while still having sophisticated culture and society compared to most Men. Dusk Elves have slightly pointed ears and are tall and slender, averaging around 180 cm of height, but usually weighing far less than a man of the same size. They tend to have a ruddy complexion, sandy or golden hairs and green or blue eyes.

Special Traits

- *Keen Senses*: Elves superior senses grant them a special +10 bonus to their Perception skill. Additionally, they can see in moonlight or starlight as if it were day, and up to 30m in dim light (treating the first 15m as if they were standing in bright light).
- *Immortal*: Elves do not age, are immune to disease, and are resistant to the effects of natural cold (gaining a +10 bonus against any Cold-based threat). They don't need to sleep, and will gain the benefits of a

night's rest simply by meditating for 3 hours.

- *Light-Footed*: Rough terrain does not affect Elves' movement, as long as they are unencumbered and wear light or no armor.
- *Sure-Shot*: Dusk Elves get a special +10 bonus to their Ranged skill.
- *Lithe and Graceful*: Dusk Elves must assign one of their three highest Stat Values to their Bearing. They get a +10 bonus to their Acrobatics skill, and a +20 bonus to their Stealth rolls in any natural environment.

Suggested Cultures: Fey or Woad

Starting Wealth Level: 1

Background Options: Dusk Elves start with 4 Background Points.

Cultures

Characters coming from different environments will have different skill sets and inclinations, different outfits, and possibly different worldviews, values and beliefs.

In Against the Darkmaster, Culture represents a character's upbringing, and the influence the environment he grew up in had on his life.

A character's Culture will grant him a certain number of ranks in a series of Skills; determines the equipment he carries when he begins his adventure; and influences his starting Wealth Level. Cultures will also give players ideas on how to roleplay their characters, and some suggestions about writing their Passions. Players choose their character's Culture during character creation, right after selecting their Kin

Cultural Skill Ranks

To represent a character's early training and education, a Culture will grant him a predetermined number of ranks in a series of Skills, as shown in the Cultural Skill Ranks Table.

Cultural ranks are gained as soon as the player selects his character's culture, and do not count toward the maximum number of developable ranks (see character development chapter).

Spells

Some Cultures grant a number of ranks in Spell Lores. Players may distribute these

ranks as they wish among the Spell Lores listed in the Culture's description.

Outfitting

Characters will begin with a number of items typical of their Culture, which are added to their starting equipment. These items are presented in the Culture's description as a series of outfitting options the players can pick and choose from.

Passions and Worldview

Each Culture description will also include some of the beliefs, opinions and prejudices commonly held by members of that Culture, as well as some suggestions on how they could influence a character's Passions. Obviously, these guidelines are only general assumptions made to help players bring their characters to life, and are in no way prescriptive. Players are free to interpret their characters as they wish, either playing along with these concepts, or creating an atypical member of their character's Culture.

Starting Wealth Level

This is the Wealth Level a character from a Culture starts with. Add this to the character's Kin's starting Wealth Level to determine his total WL, as described in the Wealth chapter.

1.2 - Cultural Skill Ranks Table													
	Deep	Fey	Weald	Woad	Noble	Pastor.	Plains	City	Maraud	Hill	Desert	Seafar	Arctic
Armor	3		1		2		1	1	3	1	1	1	2
Maces & Axes	4							1	2				
Blades	1	1	1	1	3		1	1	3	1	1	2	
Ranged	1	2	1	1	1	1	1	1	2	1	2	1	2
Polearms			1	1	1	1	2	1	1	2	1		2
Brawl	1		1	2		1		1	2	2		1	1
Athletics	1	1	2	2	1	2	2	1	1	2	1	2	1
Ride		1			1		5		1		2		
Hunting			2	2			1		1	1			2
Nature		1	1	2		3	1			1	2	1	2
Wandering			2			1				1	2	3	2
Acrobatics	1	1	1	2	1	2	1	1	1	2	1	1	1
Stealth		3	2	2		1		1		2			1
Locks & Traps	2							1					
Perception	2	2	1	1	1	1	1	1	1	1	1	1	1
Deceive		1			1	2		2			1		
Arcana	1	1			1			1					
Charisma		1			2	1	1	2		1	2	1	
Cultures	1	2	2	1	2	1	2	3		1	2	3	1
Healer				1	1	2							
Songs & Tales	1	2	1	1	1	2	1	2		1	1	3	1
Body	2		2	2	1		1		3	1	1	1	2
Spell Lores		2			1								

Cultures Description

Deep

Character from the Deep Culture build their homes underground. They could live in small mining communities; or in extensive, intricate warrens, sprawling beneath the earth's surface; or maybe in great halls and fortresses, carved into the side of hills or mountains. They're practical, hard working people, often strangely fascinated by gems, precious ores and stone-cutting. They tend to dislike vast open spaces like plains and grasslands, and to be unnerved by boats and the concept of sailing in general.

Concepts such as honor and kinship are usually kept in high regard by characters from this Culture.

A player wishing to underline his character's Culture, could write a Motivation about protecting his home or clan from the forces of the Darkmaster. Alternatively, he could link his Nature to a code of honor, or maybe to his character's lust for gold and precious stones. Finally, he could write about his unlikely or unstable Allegiance with one of his companions from another Culture.

Outfitting: Choose one of each:

- Bright colored, practical clothing; heavy cloak and chain shirt; woolen tunic and leather jerkin.
- War mattock or battle axe; sword & shield; short sword or dagger.
- Mining helm, tinderbox & rope; light crossbow with bolts; flask of ale and preserved rations.

Starting Wealth Level: 1

Fey

Members of the Fey Culture are the descendant of those who used their magical arts to shield their communities from the perils of the mortal world. They live deep in the forest, in strange villages, hidden on the tops of ancient trees; or in the weird, moonlit halls of enchanted castles, on islands that seems to appear only when certain conditions are met. They tend to be unconcerned by the problems of the outside world, unless they menace to threaten the wellbeing of their idyllic communities. Since they are raised in almost complete isolation, characters from a Fey Culture, while often cultured, can show surprise for the most ridiculously mundane things. Players can be inspired by this Culture to write the Motivation that made their character take interest in the events of the outside world. A Fey character erratic Nature can be used to give him some interesting trait or unique peculiarity. Maybe he's unable to lie, and must carefully weigh every sentence he utters. Or maybe he's driven by powerful emotions, that can overwhelm his good judgement and push him to grand, theatrical deeds

Outfitting: Choose one of each:

- Silver or gold embroidered silk clothes; short tunic and flowing cape.
- Longsword and short spear; longbow, quiver and arrows; leaf-shaped dagger.
- Reviving cordial; lute, lyre or flute; healer's kit.

Starting Wealth Level: 2

Spell Lores: Characters from the Fey Culture gain two additional rank that they can distribute as they wish among the following

Spell Lores: Detections; Movements of Nature; Illusions; Mind Control and their Kin Spell Lores.

Woad

Woad characters are often seen as primitive or barbaric by characters coming from other Cultures. They live deep in the wilderness, usually as part of small nomadic or semi-nomadic tribes or clans guided by Animists and shamans. They have a deep respect of the natural environment and its inhabitants, relying almost exclusively on what they're able to hunt and forage for survival. Characters from the Woad Culture wear elaborate tattoos and ritual scars all over their bodies, from which their Culture takes its name.. A Woad character could tell not only from which tribe another character hails from, but often also his name, social standing, and major life events, just by looking at his tattoos.

For this reason, Woad characters can be suspicious of "unpainted" individuals, who can be seen as purposely hiding their past and motives.

Once in their life, usually at their coming of age, characters from the Woad Culture undergo a special ceremony, during which they're given a portent about their future or destiny. Players could write a Motivation about the fate their character was given during this ceremony. Their character's tattoos could tell something about his Nature. Or maybe they could write about their character's Allegiance to the natural spirits that protect his clan.

Outfitting: Choose one of each:

- Swirling tattoos; ritual scars; stripe tattoos; scary tattoos.
- Furs; simple tunic; loincloth.
- Short spear; bow and arrows; quarterstaff.
- Bundle of healing herbs; hunting trap; bone ornaments.

Starting Wealth Level: 0

Noble

Noble characters come from a privileged class or caste that elevates them above common people, at least in terms of influence and power. Hailing from the landed gentry; forgotten imperial bloodlines; or recently parvenu families, they're well trained and educated, as well as better equipped, and generally richer than most of the other characters.

Whatever be their origins, Nobles tend to give a certain importance to ancestry and bloodline, to which they link one's valor, honor and, ultimately, worthiness. Their character's family's past could inspire players to write a Motivation about restoring its honor, or recovering one of its legendary heirlooms from the clutches of the Darkmaster. His Noble Nature could manifest as as an haughty attitude, or as an inclination to defend the less fortunate. It could also mean their character is bound by an Allegiance to the king's court or to a powerful order.

Outfitting: Choose one of each:

- Elaborate clothing; enameled breastplate; dark-green clothes and travel-stained cloak.
- Two-handed sword; composite bow, quiver and arrows; morning star or mace and shield; dagger.

- Scroll, ink and quill; a horse; engraved warhorn.

Starting Wealth Level: 2

Spell Lores: Noble characters gain an additional rank in one of the following Spell Lores: Detections; Healing; Cleansing; Soul Soothing or in one of their Kin Spell Lores.

Pastoral

Characters belonging to the Pastoral Culture come from rural communities, farmsteads or small villages. They're peaceful, simple people, who like to enjoy life's small pleasures, like a nice warm meal, a pint of ale with friends, or sitting in their gardens and smoking their pipes on a sunny holiday.

They're a quite conservative Culture, deeply tied to their roots and customs. They tend to be suspicious of novelties and, more than any other thing, they dislike adventures. Or that's what they say. Many of them, are actually quite curious and, while they may never admit to it, are particularly fond of tales of great heroes and legendary journeys.

Characters from this Culture are usually uncomfortable around violence and rarely take up arms, save as a last resort to defend their homes from a direct threat.

A character belonging to the Pastoral Culture will often have his Motivation thrown upon him, despite his best efforts to avoid any kind of adventure. He could somehow find himself in possession of a mysterious item, drawing the attention of the minions of the Darkmaster. Or he could be almost forcibly recruited by a wandering wizard for a seemingly impossible task.

Alternatively, it could be his naturally inquisitive Nature, that drew him away from his peaceful, but ultimately dull life.

Or it could be his Allegiance, that convinced him to answer the call of a friend in need.

Outfitting: Choose one of each:

- Colorful clothes; coat and waistcoat; traveling clothes.
- Ancient dagger; shepherd's sling; walking stick.
- Hat and pocket-handkerchief; pipe, tobacco and a bagful of food; a pony.

Starting Wealth Level: 1

City

Urban environments, from high-walled, bustling metropolises, to smaller and quieter border towns, are the origin of the City Culture.

Characters from the City often like to think they're more civilized and refined than those living outside it. They tend to be friendly and relatively open-minded, as they're accustomed to dealing with strangers and more exposed to different world views and ideas. However, ancient grudges and old enmities are hard to forget, so they might hold some prejudice against the dwellers of a neighboring town, or foreigners from a certain land.

They have at least some basic combat abilities, either from serving in the local militia, or from having to deal with life on the streets on their own. In any case, brute force isn't often the best solution in the City, so characters from this Culture usually prefer to defuse the situation with carefully placed words, or avoid confrontation altogether.

The life of members of this Culture revolves around their City, so they'll often need a powerful Motivation to leave it. Maybe they were wrongly accused, and forced to flee on a

quest to clear their name. Sometimes is their Allegiance to their companions or to a loved one, that spurs them to action.

Outfitting: Choose one of each:

- Plain clothing; leather jerking; chain shirt.
- Longsword; battle axe; bow and arrows; short sword.
- Bandages and healing salve; lock-pick; lantern and oil.

Starting Wealth Level: 1

Vocations

Each character in *Against the Darkmaster* has a Vocation, which represents a mix of innate aptitude and specific, intense training. A character's Vocation describes how his apprenticeship and natural inclination influence his starting abilities and also how easy (or difficult) it is for him to develop Skills in various fields of expertise.

Vocational Bonuses

Each Vocation gives a series of fixed bonuses to specific Skills, called **Vocational Bonuses**. They represent the edge that members of that Vocation have over other characters, thanks to their focused training.

These bonuses are applied during character creation, as soon as one's Vocation is chosen. Please refer to the Vocation Development Points and Professionals Bonuses Table to find out the Professional Bonuses of each Vocation.

Special Ability

Each Vocation is also characterized by a unique Special Ability, which further differentiates it from other Vocations.

Vocational Spell Lores

Vocational Spell Lores are those that characters belonging to a specific Vocation can learn and cast without restrictions, as explained in detail the the Magic & Spells chapter.

Development Points

Each Vocation gets a certain amount of Development Points for each level to distribute between their Skills. Development Points are spent to buy Skill Ranks on a 1:1 basis. A maximum of 2 Skill Ranks can be purchased at each new level - so basically a maximum of 2 Development Points can be spent on a single Skill at each new level. Development Points can also be set apart and transferred to different Skill Categories. This is made on a 2:1 basis.

So for example a character has 2DPs spare from developing skills in various Categories, and decides to transfer them to another Category. He will get to spend 1 point this way in the new Category. This point can be stacked with those he already has to spend in that Category (e.g. if he already had 3 DPs to spend, he will now have 4).

Magic Points Gain per Level

This number is the Magic Points the character adds to his maximum number of MPs for each level to cast his Spells (see Magic & Spells for more).

Skill Ranks from other categories can be transferred here on a 3:1 basis from any other category. So for example a character who already gains 2 MPs per level can gain a one-time additional MP if he transfers 3 DPs from any Skill Category.

The Vocations

Warrior

The Warrior is the master of arms and combat. He possesses unparalleled skills in fighting with both melee weapons, unarmed combat and missile or thrown weapons. He also can wear heavy, cumbersome armor and be more efficient and functional than any other character while doing that.

Armored Juggernaut

Warriors can add the *number of Ranks* (not the Ranks bonus) they have developed in their Armor Skill to their DEF when fighting with an Armor heavier than Soft Leather on.

Vocational Spell Lores: None

Rogue

The Rogue is adept at disguise, stealth, and subterfuge. He can go unnoticed in a crowd or be silent and unseen like a deadly shadow deep in a dark cave as well as in the back alleys of the city.

Ambush

Rogues can add the number of Ranks of their Stealth skill as a modifier to their Critical Strikes rolls they deal to a foe which is not aware of their presence - e.g. is being ambushed. This bonus applies to both melee attacks and ranged attacks, providing that they happen within the weapon's Close Range. This adjustment can be either *added* or *subtracted* up to the maximum value to the Critical Strike roll.

Vocational Spell Lores: None

Strider

The Strider is the master of outdoors. His life is all about wandering and being immersed in wildlife. He knows any road and can find any path. He's also adept at surviving in the harsh outdoors and hunting his prey.

Warrior of the Wilds

Striders can add the number of Ranks of their Hunting skill as a modifier to their Stealth rolls while in the wilds, and to their CMB and DEF when attacking wild beasts and animals.

Vocational Spell Lores: None

Wizard

Wizards are adept at sorcerous skills, always immersed in their studies of dusty tomes and moldy scrolls, seeking enlightenment and trying to uncover the deepest secrets and mysteries of Magic.

Arcane Power

Wizards can add the number of Ranks of their Arcana skill as bonus to their CMB with Bolt and Ball- type attack

Vocational Spell Lores

1.3 - Wizard Vocational Spell Lores

Alchemy	Eldritch Senses
Detections	Eldritch Storm
Earthmould	Eldritch Wards
Eldritch Change	Enchantments
Eldritch Fire	Illusions
Eldritch Frost	Mind Control
Eldritch Formulas	Open the Way
Eldritch Hand	Resistance
Eldritch Movements	Sounds & Lights

Animist

An Animist is a shaman, a druid, a spirit-monger, and a holy man. The Animist is a master of the healing arts, and he's also in communion with Nature, calling the ancient Spirits at his service.

Spirit Ward

Animists can add the number of Ranks in their Arcana skill to their DEF and Save Rolls against attacks and effects from undead, spirits and other unholy or unnatural creatures.

Vocational Spell Lore:

1.4 - Animist Vocational Spell Lore

Alchemy	Master of Plants
Aspects of Nature	Miracles
Chanting	Movements of Nature
Cleansing	Nature's Path
Communion	Resistance
Earthmould	Soul Soothing
Inner Healing	Sounds & Lights
Lore of Nature	Surface Healing
Master of Animals	Ways of Nature

1.5 - Vocation Development Points and Vocational Bonuses						
	Warrior	Rogue	Strider	Wizard	Animist	Dabbler
Armor	2	1	1	0	0	1
Combat	5	3	4	0	1	2
1st Skill Choice	+20	+5	+15			+5
2nd Skill Choice	+20	+5	+10			+5
3rd Skill Choice	+20	+5	+5			+5
4th Skill Choice	+20	+5	+5			
5th Skill Choice	+20	+5	+5			
Adventuring	4	4	5	1	2	2
Athletics	+10	+5	+15			+5
Ride	+15	+5	+15			+5
Hunting	+5	+5	+15		+5	+5
Nature	+5	+5	+15		+15	+5
Wandering	+5	+5	+15		+5	+5
Roguary	2	5	4	1	1	2
Acrobatics		+20	+5			+5
Stealth		+20	+10			+5
Locks & Traps		+20	5			+5
Perception	+10	+20	+10		+5	+5
Riddles		+20	+5	+5	+5	+10
Lore	0	1	0	5	4	3
Arcana				+15	+10	+5
Influence				+10	+5	+10
Languages				+15	+5	+10
Healer				+5	+15	+5
Songs & Tales				+10	+5	+15
Spells	0	0	0	5	5	3
Spell Lores				+15	+10	+5
Body	2	1	1	0	0	1
MP per Level	0	0	0	3	2	1

Skills

Introduction to Skills

In Against the Darkmaster, Skills represent a character's specialized capabilities developed with experience from training, while Stats represent innate abilities and potential attitudes.

Skills are organized into 8 Categories, which group together Skills with a similar theme or purpose. For example, the Combat Category contains Skills that are commonly used during combat situations.

Categories are used in game for quick reference, and for the purpose of determining characters' advancement, according to their Vocation.

Stat Bonus

Each Skill is associated to a particular Stat, which determines the natural affinity a character has with that specific kind of tasks. For example, dexterous characters with a high Swiftiness Stat, will be generally good in activities requiring agility and coordination, like acrobatic maneuvers or firing missile weapons.

Some Skills does not have any Stat associated, thus no Stat bonus is provided for that Skill.

Other Skills may accept more than one bonus and either the character or other circumstances decide which Stat bonus will apply.

Find more information on Skills Stat Bonuses summarized in the table below and further specified in each Skill's description.

1.6 - Skill Stat Bonuses			
Skill	Stat Bonus	Skill	Stat Bonus
Armor		Lore	
Armor	-	Arcana	WIT
Combat		Charisma	BEA
Blunt Weapons	BRN	Languages	WIT
Blades	BRN	Healer	WIS
Ranged	SWI	Songs & Tales	BEA
Polearms	BRN	Spells	
Brawl	BRN	Spell Lores	Varies
Adventuring		Body	
Athletics	BRN	Body	FOR
Ride	SWI	Secondary Skills	
Hunting	WIT	Arts	BEA
Nature	WIS	Battle Frenzy	FOR
Wandering	WIS	Cooking	WIT
Roguary		Crafting	SWI
Acrobatics	SWI	Gambling	WIT
Stealth	SWI	Martial Arts	SWI
Locks & Traps	WIT	Meditation	WIS
Perception	WIS	Streetwise	WIT
Deceive	WIT	Trickery	SWI

Ranks

Ranks represent a character's training in a particular Skill. As characters gain experience during their adventures, they'll develop new ranks in their Skills, improving their chance of success. There's no maximum number of ranks that can be developed for any skill: the higher the rank, the highest the bonus linked to that particular skill, the more adept the character is at it.

The first ten ranks give +5 bonus each; the second ten +2 each, and any subsequent rank gives +1. Refer to the Skill Ranks Bonus Table below for calculated bonuses.

1.7 - Skill Ranks Bonuses			
Number of Ranks	Skill Rank Bonus	Number of Ranks	Skill Rank Bonus
0	+0	16	+62
1	+5	17	+64
2	+10	18	+66
3	+15	19	+68
4	+20	20	+70
5	+25	21	+71
6	+30	22	+72
7	+35	23	+73
8	+40	24	+74
9	+45	25	+75
10	+50	26	+76
11	+52	27	+77
12	+54	28	+78
13	+56	29	+79
14	+58	30	+80
15	+60	31+	+1/rank

Skills Description

Armor

This skill represents the character's ability to offset the penalty that he would face when using certain other Skills and moving around while wearing an armor.

Generally, the penalty is applied to the following skills: athletics, acrobatics, ride, and stealth.

An exhaustive list of armors and their specific bonuses and penalties can be consulted in the Equipment Chapter.

Combat

This set of skills determines how effective is the character in performing an attack with or without a weapon. These skills can be also used to asses the enemy combat skill, and to evaluate combat gear and equipment.

Rather than developing skills in each specific weapon, the character assigns the development points to a skill that represents a broad group of similar weapons.

Maces and Axes

Maces and axes weapons, often called also mass weapons, produce damage on impacting the target with blunt force to crush, cut and break.

Blades

Bladed weapons are made to cut and slash through the target's flesh.

Ranged

Ranged weapons encompass all weapons that either shoot projectiles of some sort or are themselves thrown as projectiles.

Polearms

Polearms encompass any weapon consisting of a piercing, slashing or blunt head mounted on a longer (from 1.5 to 3 meters) shaft.

Brawl

Brawl is a catch-all skill encompassing all manners of fist-fighting, unarmed techniques and also the use of the so-called “hand weapons” such as daggers and armored fists and improvised weapons such as stones and other small objects.

Adventuring

This category includes those skills that are often used in an outdoor environment.

Athletics

This skill is rolled when a character has to use his strength or stamina to overcome an obstacle.

Ride

This skill is rolled when a character uses his ability to control and maneuver a mount or drive an animal-powered land vehicle.

Hunting

This skill is rolled whenever a character wants to track down a creature or set up traps in an outdoor environment.

Nature

This skill is used when a character wants to apply his outdoor knowledge in order to survive or actively interact with the surrounding environment.

Wandering

This skill is used when a character needs to apply his outdoor knowledge in order properly navigate the wilderness.

Roguery

This category includes those skills that are related to the character swiftness, agility, dexterity, and more in general his ability to deceive.

Acrobatics

This skill is rolled when character needs to perform maneuvers that require a big deal of agility, balance, and motor coordination.

Stealth

This skill is rolled whenever the character needs to avoid being seen or heard by an opponent in order to gain an advantage against him or a situation.

Locks & Traps

This skill allows the character to successfully pick locks, padlocks, traps, and similar devices.

Perception

This skill allows the character to gather information and clues through his five senses.

Deceive

This skill allows the character to successfully provide a misleading, mistaken, or false perception of the reality.

Lore

This category includes those skills related to the character’s mundane and academic

knowledge of the world around him and his ability to use that knowledge to his advantage.

Arcana

This skill provides a bonus whenever the character uses his magical knowledge to determine things such what spell is on a rune scroll and how to cast it, what sort of magic is embedded in a magical symbols or item and how to activate it.

Charisma

This skill is rolled when the character is trying to convince others in doing something that would benefit him or improve his situation.

Cultures

This skill represent the general knowledge that the character has of a specific culture. This skill can be also used to try to establish communication with another culture by using specific knowledge of that culture which includes spoken, written or signed language.

Healer

This skill is used when a character need to perform medical maneuvers that will lead to a healing of himself or others.

Songs & Tales

This skill represents the character's knowledge of the folklore, the history, and the myths and legends of a specific region.

Spells

Spell Lores

This skill represent the character's ability of casting a spell. See Magic & Spells section for more information about Spell Lores.

Body

This skill represents the character's ability to endure physical punishment like wounds, scratches, and pain. The Body value sets the maximum number of Hit Points (HPs) the character has. Please note that while taking wounds and damage reduces the HPs total of the character during game, it *never* reduces the Body total bonus, which instead express the character's maximum potential.

The Body skill is never rolled during the game.

Some effects, like some creatures Unholy Drain ability and some spells, may reduce the total Body bonus of the character. This will also reduce the character's hit point maximum. If the Body value is reduced to 0, the character dies instantly.

Background, Passions & Drive

Background

In *Against the Darkmaster*, players can use **Background Options** to flesh out the past of their characters, bringing the most important details about it in play.

A character's Kin gives him a certain number of **Background Points** (BPs).

Players use these points to buy some of the Background Options described in this chapter, choosing those that they think best reflect the past of their character.

Players can buy each Option only once for their character, and only if they have enough BPs left.

Each Option has two different Tiers: Minor and Major. When selecting an Option, players must choose which Tier to buy, and pay the cost in BPs associated with that Tier.

Unspent BPs are lost after character creation.

Background Options

Elven Training

You have been raised, or have lived among the Elves. You received a special training reflecting the time you spent learning from the Fair Kin.

- **Minor (cost 1 BP):** you can use SWI instead of BRN as a Stat modifier for your Blades skill, providing you're using a Short Sword, Long Sword, Scimitar, or Two-Handed Sword.
- **Major (cost 3 BPs):** you gain the benefits of the Minor Tier of this Option, and you also gain the Lore of the Ages Kin trait as if you were a Silver Elf.

Gifted

You're known among your kin for your extraordinary might, cunningness or charm.

- **Minor (cost 1 BP):** increase the total value of a Stat of your choice by 5. Add a title, moniker or epithet that describe the trait you're known for to your name (e.g.: Tharos the Mighty; Illydriel the Fair;...).
- **Major (cost 3 BPs):** you gain the benefits of the Minor Tier of this Option, and you can also increase the total value of a Stat of your choice (including the one you've already chosen) by another 5 points.

Exceptional Training

You've studied under a renowned mentor, who taught you the secrets of a particular skill.

- **Minor (cost 1 BP):** you gain 2 ranks in any one Skill of your choice (except Spell Lores), or 5 ranks in a Secondary Skill of your choice.
- **Major (cost 2 BPs):** you gain the benefits of the Minor Tier of this Option, and your mentor also left you an item specially tailored to you as keepsake. This item grants you a special +10 bonus to the chosen skill.

Ancient Heirloom

You've either inherited an ancient item of power, or acquired it in unusual circumstances.

- **Minor (cost 1 BP):** choose one of the cultural Outfitting Options selected for your character. That item either grants you a +10 magical item bonus to a specific skill;

acts as a +1 Magical Focus; or lets you cast a 1st Weave spell of your choosing twice a day. Give it a name, a origin, and record it on your character sheet.

- **Major (cost 3 BPs):** t you gain the benefits of the Minor Tier of this Option, and the item also lets you cast a spell up to the Third Weave twice a day, or a Fifth Weave spell once a day. However, the item is either stolen, or seek by the Darkmaster.

Heroic Bloodline

The blood of heroes runs strongly in your veins. Tales are sung about the mighty deeds of your family, of your ancestors. Now these tales live again, through you

- **Minor (cost 1 BP):** you can take an Half Action to inspire an ally, granting him a special bonus of +10 to their Willpower Save Rolls, or a special +5 bonus to his Attack Bonus and Defense for the current round.
- **Major (cost 2 BPs):** you gain the benefits of the Minor Tier of this Option, and you can also reveal your ancestry to gain a special +20 to your Charisma or Deceive rolls.

Keeper of the Hidden Lore

You're an initiate of a secret magical tradition, or part of an arcane organization. Other initiates (and, sometimes, sworn enemies of your faction) could recognize you, and may either aid or hinder you, depending on the situation.

- **Minor (cost 1 BP):** you gain two ranks in one of your Kin, Vocational or Common Spell Lores (see Magic & Spells chapter for more information on Spell Lores).

- **Major (cost 3 BPs):** you gain the benefits of the Minor Tier of this Option, and your training also unlocked a previously untapped reserve of magical power stored within you. Add 1 MP to your Base MP level gain. However, the enemies of your faction both fear and long for your potential, and will go to great length to win you over to their cause.

Geared for Adventure

Your companions may joke about the quantity of gear you manage to stuff in your backpack, but you know that being prepared always pays well during an adventure.

- **Minor (cost 1 BP):** you can add two items with a Fare of 2 or less (see the Equipment section in the Appendix) or one Fare 3 item to your starting equipment.
- **Major (cost 2 BPs):** you gain the benefits of the Minor Tier of this Option, and you also get a suit of armor or a riding beast of your choice.

Greater Fortune

You come from a wealthy family, or managed to grow in richness and social standing with hard work... or blind luck.

- **Minor (cost 1 BP):** you can raise your starting Wealth Level by one, up to a maximum WL of 4.
- **Major (cost 3 BPs):** you can raise your starting Wealth Level by two, up to a maximum WL of 4.

Passions and Drive

Passions

In *Against the Darkmaster*, each character is driven by Passions.

Passions are statements that tell something really important about the character: why he went adventuring in the first place, and the reason why he fights and stands; how he deals with difficult and dangerous situations; and who he's sworn to protect or serve, or has decided to fight and destroy. Each player chooses up to three Passions for his character during creation, and writes them down on the sheet.

There are three standard Passions in *Against the Darkmaster*: **Motivation**, **Nature** and **Allegiance**.

Motivation is what pushes the character forth: a goal set either in the near future or in the farthest, a personal belief, a strong conviction. Examples of good Motivations are:

- *I will find out the fabled Sword of the Tuatha, and prove myself worthy of wielding it.*
- *I will wipe out the Orcs that burned down my village and killed my family.*

Nature is how a character behaves in most situations, due to his inherent instincts, demeanor or ethical and philosophical convictions. Find below some examples of fine Natures.

- *Trust no one, and have your sword ready.*
- *As a Holy Knight, I'm sworn to protect the meek, avenge the wrongs, and fight Evil.*

Allegiance is who the character is loyal to, or loves, or - on the other hand - has sworn to

destroy. Some examples of serviceable Allegiance may be:

- *The love for my family drives me forward.*
- *I will follow my companion and master Eoin wherever our path will lead us.*

Choosing Passions

Passions are decided during character creation by the player for his character, according to the opinion of other players and of the Game Master. Creating interesting Passions is a collective process that really must involve all the players at the table, since it's vital for a VsD game to come alive with vibrant and interesting characters, and it's also an excellent opportunity to tie characters to each other and to NPCs and root them to the story.

Changing Passions

Passions will change during play. They're written down for anyone to remember, but they're not engraved in stone. Characters can change as the game goes on, just like every one of us changes over the course of our lives, according to the experiences he endures and the challenges that Fate has in store for him.

Examples of possible good motivations for changing a character's Passions are listed below.

- The reason why the Passion existed in the first place ceases to be
- An event during game made the character (and thus the player) change his mind about his whole beliefs system;
- The character goes through a very heart-rending or mind-bending experience, like

coming back from the dead or literally being through Hell..

Typically Passions can be changed when the story reaches a significant turn point or milestone.

Players and Game Masters are encouraged to be creative about Passions and how and when to change and evolve them. On the other hand, we suggest not to shift Passions too quickly and too often, giving instead each of them a fair try to be kicked in during play and let the character shine his own light.

Drive

Drive is a measure of how strongly a character is motivated and how far he would push himself to get what he's after. Drive has a fluctuating value during play: it can grow and decrease over the course of the story and even in a single session, following the character's actions and other circumstances. Drive value can never be less than 0 and more than 5. Each character starts play with a Drive value of 1.

Increasing Drive

Drive increases by pushing the game forward with oneself's Passions.

Whenever a character willingly puts himself into a dangerous situation, in a challenge, puts himself in a bad light because of one of his Passions, or makes the story change in a new and interesting direction following his Passion, he then gets to increase his Drive score by one - to a maximum of five.

Tapping Drive

Whenever the character is involved in a situation in which one or more of his Passions are challenged in a meaningful way - such as when a character having the *I will avenge my father's death* Passion is confronting his father's murderer - he can Tap on his Drive.

When Drive is Tapped, the character gains a +5 bonus to all of his Skill, Spell and Attack Rolls for each point of Drive score for the duration of the whole scene in which the Passion is involved and so the Drive's kicked in.

So for example if the above mentioned character has 4 points of Drive, he will get to add +20 (+5*4) to his Attack, Skill and Spell rolls for the whole fight against his father's assassin.

Tapping Drive does not count as an Action and can be done whenever the player wants - simply by declaring he would like to do so.

Spending Drive Points

Drive Points (DPs) can be spent by the player to mitigate harmful effects suffered during game - thus reducing the character's Drive score, but also possibly saving his life!

A character can spend one or more Drive Points to:

- Re-roll a failed Save Roll with a special +10 bonus to the re-roll. If also the re-roll comes up a failure, the character can spend another Drive Point to roll again, adding another +10 bonus on top - the bonuses continue to stack until the Save Rolls succeeds or the character spent all his Drive Points.

- Re-roll a suffered Critical Strike lowering its severity level by one. The character must abide to the new roll; but still can spend another Drive Point to roll again, lowering the severity level once more. If the severity level is reduced below “Superficial”, then no critical is suffered.

A character can also spend five Drive Points at once to:

- Consider the result of any open-ended Attack, Skill or Spell roll as a natural 100 after rolling the dice.
- Treat a Critical Strike inflicted by himself as Slaying. This can be chosen after the Attack Roll.
- Ignore all penalties to actions from wounds and adverse Conditions for the duration of a whole scene.
- Double the Area of Effect, Targets, Range, Duration or Base Damage of one of his own spells before casting it.

Finishing Touches

Derived Attributes

Move Rate

A character's Move Rate indicates how far he can move in a single combat round.

All characters have a basic Move Rate of 15, meaning that they can move up to 15 meters at a walking pace (or up to 30 meters when Sprinting) each round.

Defense

Characters can shield themselves from harm by wearing armor and others protections, but their ability of deflecting and evading blows is represented by their Defense score (or DEF for short).

A character's DEF is equal to his Swiftiness score or zero, whichever is higher.

Characters can temporarily improve their DEF by wielding shields and parrying; while Spells, Conditions and other effects can modify it in other ways, so a character's DEF score will probably change quite often during the game.

Save Rolls

Not every attack can be dodged or parried. Save Rolls (SR) represent a character's ability to resist pernicious effects.

There are two kinds of Save Rolls in Against the Darkmaster: Toughness Save Rolls (TSR), and Willpower Save Rolls (WSR).

A character's TSR bonus is equal to his Fortitude stat, plus 5 times his current Level, plus his Kin bonus and special modifiers.

His WSR bonus is equal to his Wisdom stat, plus 5 times his current Level, plus his Kin bonus and special modifiers.

Total Hit Points

Each character Total Hit Points are equal to his Body Skill bonus. See the Skills and the Damage & Wounds, Health & Healing chapters for more information on Hit Points.

Magic Points

Magic Points (MPs) represent a reserve of mystical energies used by characters to cast magical spells.

A first level character starts with a number of MPs equal to the sum of his Kin MP bonus and his Vocation's Base MP level gain.

Wizards and Animists also gain one additional MP for each 10 full points of their MP Stat (WIT for Wizards; WSD for Animists and BEA) each level.

See the Magic & Spells chapter for more information about Magic Points and their use.

Starting Equipment

Each character starts the game with:

- a set of normal traveling clothes;
- a belt with scabbards to hold his weapons;
- a pouch for his coins and personal belongings;
- a small bag or rucksack;
- the items gained through his Background Points and his Culture Outfitting Options.

Naming your Character

At this point, the players will only have to find a suitable name for their characters, and are ready to start the game.

While choosing a character's name is based purely on personal tastes and preferences, try to keep in mind the game tone and setting when selecting names

Part II

ADVENTURING

Resolving Actions

Most of the times, players only need to describe their characters' actions for them to automatically resolve as they want. However, when a character is facing some kind of opposition, or when failure could lead the game in an interesting direction, Against the Darkmaster uses dice rolls to determine the outcome of an action.

interesting influence on the situation at hand, the GM must call for a Skill Roll.

The player controlling the character makes an Open Ended 1d100 roll and adds his character's relevant Skill Bonus, plus any possible modifier.

The final result is then applied to the Action Resolution Table to determine the outcome of the task.

Skill Rolls

When a character tries to accomplish a task whose outcome has a meaningful and

2.1 - Action Resolution Table

Roll	Outcome	Game Effect
4 or less	Critical Failure	You don't get what you were trying to obtain and you put yourself in danger; break a piece of equipment; take twice the time normally required; or grant your foes a +20 bonus to their next roll against you.
5 -75	Failure	You don't get what you were trying to obtain.
76-110	Partial Success	You only partially accomplish what you were trying to do, or manage to do it, but with a cost, complication or trouble.
111-175	Success	You accomplish what you were trying to do.
176 or more	Outstanding Success	You accomplish what you were trying to do, and you get a +20 bonus to your (or one of your ally's) next related roll; gain additional information; or take less time than normally required to complete your task.

Difficulty

Some tasks are more difficult than others, requiring greater skill or luck to be accomplished successfully.

When a Skill Roll is called, the GM must determine how difficult the task that is being attempted is, choosing a Difficulty for it.

The higher the Difficulty, the higher the negative modifier associated to it. There's no theoretical limit to the Difficulty of a skill roll and thus to the penalty associated to it; however you can follow the guidelines in the table to quickly assess the Difficulty and determine the inherent modifier of the action attempted.

2.1 - Skill Roll Difficulty Table					
Difficulty	Modifier	Description	50/50*		
			Partial Success	Success	Outst. Success
Standard	+0	A task that in conditions of no hurry or stress an averagely skilled character will accomplish without much trouble.	25	60	125
Challenging	-10	A task easily at hand of skilled characters; however it can be tricky for novice or unskilled characters.	35	70	135
Hard	-20	A task requiring dedication and effort even by skilled characters.	45	80	145
Very Hard	-30	That's a task challenging even for a skilled character and possibly requiring some luck to be accomplished.	55	90	155
Extremely Hard	-40	Possibly something out of reach of many characters except for highly trained professionals.	65	100	165
Heroic	-50	Something really tough to accomplish even by the most skilled masters without aid or greater luck.	75	110	175
Insane	-70	You should not even think about it, just to begin with!	95	130	195

* This is the Skill bonus required to have a 50/50 chance of getting that result (assuming a '51' roll on 1d100)

Helping

Help means teaming up in order to succeed at challenging tasks.

Helping is an Action of the same type of the action being Helped; thus Helping an Athletics skill check which is a Full Round Action in the Movement and Maneuver Phase (see the Combat chapter and Tactical Round Sequence for more) is itself a Full Round Action in the same Phase.

Furthermore, to Help another character, a character must have at least +1 or higher bonus in the same skill being Helped.

When Helped, a character gets a +10 bonus to his skill roll for each character helping, up to a maximum of +30.

The Die is Cast

Once the dice have been rolled, their result is final. Characters' actions cannot be taken back and their outcome must stand until something else changes it.

Conflicting Actions

Conflicting Actions are those action that are played against each other and of which successes are mutually exclusive - the so called "race condition".

Conflicting Actions are resolved by having all the characters involved roll the appropriate Skill on the Action Resolution Table.

The results are then interpreted as follow:

- Any character rolling a Critical Failure fails to act and eventually suffers a Fumble.
- Any other characters rolls which did not end up in a Critical Failure are compared: the higher result wins the Conflict.

Conflicting actions can have Difficulties on their own, as subject to GM's discretion.

Save Rolls

Some attacks requires their target to make a Save Roll (SR) to avoid their effects.

Save Rolls in VsD are divided into two categories: Physical and Mental.

Toughness Save Rolls (TSR) represents a character's innate resistance to physical threats, such as fatigue, poisons, disease and similar effects.

A character's TSR Bonus is given by his Fortitude Stat, plus 5 times his level, plus his Kin bonus and special modifiers.

Willpower Save Rolls (WSR) represent a character's chance to resist attacks and effects influencing his mind, such as fear, illusions or mind controlling spells.

A character's WSR Bonus is given by his Wisdom Stat, plus 5 times his level, plus his Kin bonus and special modifiers.

Resolving Save Rolls

When a SR is called, a character must make an Open Ended roll and add his relevant SR Bonus, plus any applicable modifier.

If the final result is higher than the Save Roll Difficulty, the SR is successful, and the character manage to resist the effects of the attack.

The Difficulty of a Save Roll is 50 plus 5 times the Attack Level of the effect the character is trying to resist or avoid.

For spells, the Attack Level is usually equal to the level of the character casting the spell. In other cases, the Attack Level is given in the description of the attack.

2.2 - Save Rolls Table			
Defender Level	SR Bonus	Attack Level	SR Difficulty
1	5	1	55
2	10	2	60
3	15	3	65
4	20	4	70
5	25	5	75
6	30	6	80
7	35	7	85
8	40	8	90
9	45	9	95
10	50	10	100

Combat

Introduction to Combat

Combat is a serious thing in *Against the Darkmaster*.

While characters are assumed to be heroic, even the most skillful fighter must take combat seriously because of the high chance of being wounded or killed with a single blow.

The Tactical Round

A “Round” in game terms is a convention to indicate a short time interval during which a series of tactical actions can take place, when it’s important to determine which actions fit during this time frame and whoever gets to act first.

During a standard game of *Against the Darkmaster*, when time is not a relevant factor to consider, there’s no real need to take note of single time units other than for fictional purposes.

When, however, the game’s coming down to frantic action like melee combat, missile fire, spell casting and movement in a tactical situation, then it’s necessary to rule the thing by assuming a standard, countable time unit - and that’s the **Tactical Round**, or simply **Round (rnd)**, for brevity.

How long is a Round?

Since when counting down rounds there’s no real need to keep count of any other time unit, it’s not really important how long (in game time terms) actually a Tactical Round is.

However, to give a sense of completeness and plausibility, we can assume that a standard Tactical Round **lasts about five seconds** of game time.

THE TACTICAL ROUND SEQUENCE (TRS)

The **Tactical Round Sequence**, or TRS, is a quick reference list used to determine what actions should take place and when, and what characters gets to act in which order during each round.

The TRS is somehow fluid: not necessarily each Phase has to take place in each round. only the Phases in which one or more characters actually want and get to act will be counted down and the actions resolved in the order suggested.

Additionally, the TRS is not as strict as it may seem. Common sense must always be used to judge a situation and determine if there’s some specific event or condition that will eventually alter the normal flow of the Phases and Actions in the round.

We will discuss each of the above in depth. For now let’s take a look at how a typical TRS looks like.

Assessment Phase

In this Phase characters gets their turn at **assess the situation**, and decide what they want to do in the following Phases and for the rest of the round, thus declaring their actions.

In the Assessment Phase each character gets his chance to take a Perception skill roll, if needed, to assess the situation.

This roll is not always necessary but only if the GM deems it appropriate and specifically when a character: Has been struck by a Critical Strike that

- Stunned or knocked him down
- Has just awoken from sleep or faint in the middle of action
- Has been ambushed
- Has been affected by a disorienting effect, such as a fall, tumble or the like.

If the Assess roll fails, the character gets not to declare any actions in the following Action Declaration Phase for that round. He can still melee in defense, Parrying with half his maximum CMB available.

Action Declaration Phase

After the Assessment roll (if any), each player gets to declare his character's actions for the round.

Move Phase

During this phase characters start moving around and performing Maneuvers involving movement and changing position on the battlefield (sprinting, tumbling, climbing to higher ground, etc).

In case it's necessary to determine which character starts moving earlier (for example in case of conflicting actions like a chase), the character capable of moving farther in a single round or the character with the highest Skill bonus for the involved maneuver gets to act first.

2.3 - The Tactical Round Sequence

- 1** Assessment Phase
Roll Perception to Assess if needed.
- 2** Action Declaration Phase
Declare Actions and Targets for the current Round.
- 3** Move & Maneuver Phase
Move up to full Move Rate, or double Move Rate if sprinting. Perform Move Skill Rolls.
- 4** Spell Phase A
Cast prepared or Instant spells.
- 5** Ranged Phase A
Loaded missile and thrown weapons Attacks are resolved.
- 6** Melee Phase
Melee Attacks are resolved in order of weapon length:
Longest Weapons (Spears & Polearms)
Long Weapons (Long Swords, Two Handed Weapons)
Short Weapons (Maces, Hammers, Short Swords, Hand Axes)
Hand Weapons (Daggers, Improvised Weapons, Brawling)
- 7** Ranged Phase B
Other missile weapons Attacks that weren't fired in Ranged Phase A are resolved.
- 8** Spell Phase B
Cast unprepared or Improvised spells.
- 9** Other Actions Phase
All other Actions take place.

Spell Phase A

In this Phase a first volley of spells goes off. These fall into two specific categories:

- Spells that were prepared at least during one of the previous rounds and held until the current round - In this case the spell gets the bonus/penalty for preparing spells according to the number of rounds it

was prepared before casting, *excluding* the current round.

- **Instant Spells** (marked with a * symbol)

If it will ever be necessary to determine which spell goes off first, it is the one cast by the higher level caster. In case of a tie, look at the spell-casting higher bonus to break the tie.

Ranged Phase A

In this Phase the first volley of missile weapons shoot. These fall in two specific categories:

- **Loaded and aimed missile weapons:** bows & crossbows that have been reloaded for a full 1+ rounds before the current one and are thus ready to shoot.
- **Readied thrown weapons:** a weapon the character already holds in his hands and is ready to be shot.

If it will ever be necessary to determine which missile attack goes off first, compare their CMBs: the higher the CMB, the fastest the arrow flies. In case of ties, consider the shots to be simultaneous.

Melee Phase

In this Phase, combatants that have already closed to each others and are at melee range engage in combat and exchange blows. The order in which attacks are made is determined by the reach of each combatant's weapon or attack - or the weapon length. There are basically four different weapons lengths:

- **Longest:** Spears, Polearms
- **Long:** Long Swords, Two Handed Weapons

- **Short:** Maces, Hammers, Short Swords, Hand Axes
- **Hand:** Daggers, Improvised Weapons, Brawling

The longer the weapon, the first its turn to attack.

In case of tie between attacker wielding weapons of the same length, the attacker with the highest CMB goes first. In the case of identical CMB, the attacks are considered to occur simultaneously.

There are a few exception to the aforementioned rules: **Positional Bonuses & Dashing Attacks.**

Positional Bonus

A Positional Bonus is a circumstance in which one attacker has a positional advantage against his opponents, reflected by a CMB bonus. There are three basic circumstances this kind of bonus:

- Attacking from **higher ground** (or being horse-mounted)
- **Flanking** a foe
- Attacking from the **Rear** of a foe.

An attacker with a Positional Bonus is considered as wielding a weapon one step longer than its actual length. Thus, a Longsword becomes Longest and a Hand Axe becomes Long for the purpose of determining who gets to attack first in a melee.

Dashing Attack

A Dashing Attacks is an audacious and daring attempt at lunging at the opponent trying to take him off with a single surprise blow. A dashing attack gets a special -30 OB, but the attacker is considered as wielding a weapon one step longer than its actual length

for the purpose of determining which combatant gets to attack first in the melee. A character who decides to make a Dashing Attack action can not Parry in the same round: he must commit all of his OB to attacking.

Ranged Phase B

In this Phase the second volley of missile weapons shoot. These will be all the missile and thrown weapons that hadn't already being fired in Ranged Phase A or missile weapons reloaded in the same round with a reload action..

Spell Phase B

In this Phase the second round of spells goes off. These will be unprepared spells (e.g. spells cast without preparation, taking maximum penalty for a 0-round prep casting).

Other Actions Phase

In this Phase the character get their chance at using their other Skills which weren't involved in the previous Phases.

Types of Actions

There are three basic types of actions that can be performed during the TRS: **Full Round Actions**, **Half Actions**, and **Free Actions**.

Examples of Full Round Actions are:

- Making a melee or ranged attack
- Casting a spell
- Moving at Full Move speed while sprinting (see Movement & Travel for more)

Examples of Half Actions are:

- Reading an item or drawing a weapon
- Knocking and arrow and taking aim
- Moving to engage a foe in melee

Examples of Free Actions are:

- Talking/Singing/Chanting
- Making an Assess (Perception) Roll
- Declare Actions

A Full Round Action takes place in the appropriate TRS Phase according to it.

A Half Action takes place anytime during the TRS, generally in conjunction with another action. If combined with a Full Round Action, both actions (the Half Action and the Full Round Action) suffer a special -20 penalty to any roll involved.

If combined with another Half Action, there will be no associated penalty.

A Free Action can be taken anytime during the round and does not count against other actions; however, only one Free Action per round is allowed for each character in each round; subsequent actions that should normally count as Free Actions in the same round must be taken as Half Actions.

Combining Actions

Here are the possible combinations of actions a character can take during each round:

- One Full Round Action and a Free Action
- One Full Round Action and a Half Action, both at a -20 penalty
- Two Half Actions with no penalty and a Free Action

Readied Actions

Readied Actions are those actions that a character voluntarily holds and releases only

when a specific circumstance arises, or when he deems appropriate.

If a character declares he wants to Ready an Action, that action does not take place immediately in the Phase in which the character should have taken it, but can be delayed indefinitely until the character wants it to go off. At that point, it takes place anytime, in any phase, and interrupts other actions in order of resolution.

Multi-Round Actions

Multi-Round Actions are - as the name may suggest - actions that last more than a single round.

Multi-Round Actions and their duration are normally adjudicated by the players and GM by common sense. There are some particular cases that may have a *minimum* duration associated to them. If that's the case, the minimum duration is indicated in brackets like "Reload (2)".

Multi-Round Actions count to all effects as an uninterrupted series of Full Round Actions linked together: the character can not interrupt the sequence without losing the full action (i.e. he must start over again). A Multi Round Action can not be combined with other actions except for a Free Action in each round.

2.4 - Actions Summary Table

Action	Type	Phase	Modifier	Notes
Assess Roll	Free Action	Assessment Phase	-	Roll when the character: <ul style="list-style-type: none"> • Has been stunned • Has been disoriented somehow.
Action Declaration	Free Action	Action Declaration Phase	-	The character must declare the target of his attacks for the round.
Talking, Singing	Free Action	Any	-	Can take place anytime in the round, as long as the players and GM see fit.
Moving up to full Move Rate	Full Round Action	Move Phase	-	The character can move up to his Move Rate or either move up to twice his Move Rate by Sprinting.
Moving up to half Move Rate	Half Action	Move Phase	-	The character can move up to half his Move Rate walking.
Move to Engage	Half Action	Move Phase	-20 to Melee CMB or Move Skill rolls	The character must have left at least half his Move to make for the current round; after which he can not move any further.
Rolling for a Move Skill	Full Round Action	Move Phase	Varies	Roll for Athletics, Swim, Ride, Stealth, Acrobatics will probably fall under this.
Spell Casting	Full Round Action or Multi-Round Action (up to 4)	Spell Phase A, Spell Phase B	Varies	Depends on how long the spell has been prepared (see Casting Spells for more).
Shooting Missiles, Throwing Weapons	Full Round Action	Ranged Phase A, Ranged Phase B	-	See details on reloading and aiming.
Melee Combat	Full Round Action	Melee Phase	Varies	A character can split his OB as he sees fit and commit a part of it to Parry and another part to Attack.
Quick Reload	Half Action	Ranged Phase B	-10 or -20	Only applies to Bows and Slings, not to Crossbows. See weapon description for penalties to CMB.
Reloading Bow	Full Round Action	Ranged Phase A	-	In the following round it can be shot without penalties.
Reloading Crossbow	Multi-Round Action (2)	Ranged Phase A	-	In the following round it can be shot without penalties.
Drawing a Weapon or Ready an Item	Half Action	Melee or Move Phase	-20 to Melee CMB or Move Skill rolls	For each weapon/item drawn (e.g. drawing two different weapons will result in a -40 penalty).
All other actions	Full Round or Multi-Round Action	Other Action Phase	Varies	Duration may depend on the Skill rolled, the Skill Roll difficulty, wounds and other factors.

Tactical Movement

Movement needs to be more regulated during Combat than in other situations. Each character has a Move Rate, which indicates how far he can move in a single round.

The Battlefield

At the beginning of combat the GM describes the area where the fight is taking place, including potential obstacles, lighting conditions and terrain features that may influence the battle. He also set the position of each combatant, according to the situation and listening to the players opinion about their characters. We suggest to sketch a map of the battlefield, to give everyone at the table a good sense of the situation.

Movement & Positioning

During the Move Phase, a character can spend a Full Action to cover a number of meters up to his Move Rate or Sprint to up to twice his Move Rate in meters. A Sprinting character can not Parry and can not get the Shield bonus to his DEF.

Characters can also use a Half Action to Move to Engage an enemy within half of their Move Rate in meters, or to move for the same distance at a walking pace.

Usually there's no Skill Roll involved for movement, unless the character is trying to cross treacherous terrain, or overcoming an obstacle.

Making an Attack

To make an attack, a character rolls a D100 (open-ended) and adds his Combat Bonus (or

CMB) to the roll and any other applicable modifier. Then he must subtract the target Defensive Bonus (or DEF) to the roll. This is called an **Attack Roll**.

The final score of the Attack Roll is then cross-referenced with the appropriate Attack Table for the weapon, spell or other form of attack the character is using to perform his Attack action, and the Armor Type the target's wearing.

Two important thing to remember:

- An Attack is a **Full Round Action** that occurs in the appropriate Phase.
- To make an Attack, a character **must have at least a +0 or higher CMB** remaining. If any effect or modifiers lowers the CMB of a character under +0, he can't make attacks for that round.

Reading the Attack Tables Results

The result on the Attack Table is read as it is instructed below.

- If the final modified Attack Roll result falls in to the "up to 10" range, the attack automatically misses; *and* if the **Unmodified Roll** range (e.g. considering only the d100 roll before applying any modifier) falls into the **Clumsy Range** for the weapon or spell the attack's using the attack also **fumbles**, causing the attacker to roll on the appropriate **Fumble Table** for the weapon, attack or spell he's using (see more at "Weapon Fumbles").
- If the modified Attack Roll result indicates a "-", then the attack had missed its target and no harm is inflicted.
- If the modified Attack Roll result indicates a "0", the attack actually hit the target, but dealt no damage, due to scant power or

the target's armor blocking or deflecting the attack's force.

- If the result of the modified Attack Roll is a number different from "0" (for example "7"), that's the number of Hit Points the attack inflicts to the target. This is called the **Base Damage** of the attack. Said Hit Points must be subtracted from the target's Current HPs (see "Damage and Injuries" for more).
- If the result of the modified Attack Roll is a number *and* an acronym, like "16 Mod" then the result is read as follow. The number on the left is the Base Damage of the attack, as above mentioned. The acronym indicates that in addition to the base damage also a **Critical Strike** has been dealt to the target of the attack and indicates the **severity** of the Critical Strike inflicted to the target - read below for more.
- If the target is between two and three times the weapon's Base Range, the attack is considered to be at **Long Range**, and impose a **-50 penalty** to the attacker's total CMB.
- Targets between three and four times a weapon's Base Range are said to be at **Extreme Range**, and attacks against them incur in a **-75 penalty** to the attacker's total CMB.
- Targets beyond the Extreme Range limit are simply too far away to be attacked.

Missile weapons must be loaded and thrown weapons readied to be used to attack.

Reloading a missile weapon is usually a Full Round or a Multi-Round action. The exact number of rounds required to load each weapon is listed in the Weapon Table.

Some missile weapons, like slings or certain bows, can also be **Quick Loaded** as a Half Action, permitting their wielder to attack in Ranged Phase B of the same round with a -20 penalty to his CMB.

Reading a thrown weapon is always a Half Action.

Range and Reloading

The distance from which missile and thrown weapons can make an attack against a target, is determined by their **Base Range** value, shown under each weapon description in the Weapon Table.

This value is used to determine if the ranged attack suffers any penalty due to the target's distance, as explained below:

- Attacks made by a character against a target **within the Base Range** of his weapon, suffer **no modifier** to the attacker's total CMB.
- Attacks against a target between a weapon Base Range and double its Base Range, are considered to be **Medium Range** attacks,

Parrying

Parrying means sacrificing one's offensive capabilities during combat to protect oneself. When a character Parries, he subtracts any number **up to** his total CMB and **adds this amount** to his DEF for the current round against incoming attacks.

There are some special rules and cases to be considered when Parrying.

- A character wielding a **two-handed weapon** (e.g. a weapon that requires both

hands to be wielded in combat) can only use **up to half** his total CMB to Parry.

- A character wielding a **one-handed weapon** and **no shield** can only use **up to half** his total CMB to Parry a two-handed weapon attack.
- An **unarmed character** can not Parry armed attacks but can still Parry unarmed attacks and animal attacks.
- You can not Parry with a missile weapon at all!
- Ranged attacks from missile, thrown weapons and spells **can not be parried** at all, except if the defending character's wielding a shield.
- A character can only Parry a **single attack** directed at him during each combat round. Additionally, this attack must come from the same opponent the character's facing and eventually attacking back - you can not Parry a foe you're not attacking! If the character's wielding a Shield he can Parry all attacks from multiple opponents coming from the same side in a single round.
- **Stunned** characters can only Parry with **up to half** their CMB, whatever the weapon they're using is.
- **Incapacitated, Held or Surprised** characters, or characters suffering any condition negating them to subtract their DEF from incoming attacks **can not Parry** at all.

Critical Strikes

There are **five degrees** of Critical Strikes of increasing **severity** (and thus potentially inflicting increasingly serious damage to the target).

- **Superficial** (or **Sup**) - the less damaging type of Critical Strike, often associated to minor scratches and bruises.
- **Light** (or **Lig**) are still not so serious wound and are seldom instantly fatal, but can still result in crippling damage, and death may well occur if the target's untreated. Light Critical Strikes rolls are **modified by +10**.
- **Moderate** (or **Mod**) Critical Strikes are serious matter. They can easily maim, stun or inflict bleeding and put the target at a serious disadvantage, tearing it down very quickly. Moderate Critical Strikes rolls are **modified by +20**.
- **Grievous** (or **Gri**) Critical Strikes are less than forgiving on the target. Grievous Critical Strikes rolls are **modified by +30**.
- **Lethal** (or **Let**) are something you'd prefer to inflict on a target than suffer on you. Lethal Critical Strikes rolls are **modified by +50**.

Critical Strikes are rolled on a separate table - the appropriate Critical Strike Table for the weapon, spell or attack. This is a D100 non-open ended roll, modified by the **severity** of the Critical Strike inflicted and seldom by other modifiers.

Weapon Fumbles

Whenever a character rolls within the **ClumsyRange** of his weapon or attack, the attack automatically misses its target and the character has **Fumbled** his weapon or attack. Roll another 1d100 (non open-ended) and add the Weapon Fumbles Modifiers.

2.5 - Weapon Fumbles Modifiers

Modifier	Melee or Thrown	Missile
+0	Brawl, hand weapons, short impact weapons, thrown daggers.	Light Crossbow.
+10	Short edged weapons, long impact weapons, handed axes, javelins.	Short Bow, Sling.
+20	Long edged weapons .	Heavy Crossbow.
+30	Two handed weapons, chain weapons.	Composite Bow.
+50	Polearms, net, whip.	Long Bow.

2.6 - Melee and Ranged Fumbles

1d100	Melee and Thrown Weapons	Missile Weapons
01-75	The character must Assess or be Stunned next round.	The character must Assess or be Stunned next round.
76-100	The character must Assess or be Stunned next round, and gets to choose one: <ul style="list-style-type: none"> • Drops his weapon. • Takes a Superficial Critical Strike of the appropriate type on himself. 	The character must Assess or be Stunned next round and gets to choose: <ul style="list-style-type: none"> • Drops his weapon. • Drops all his ammunition. • Breaks the weapon's string - if applicable.
101-125	The character must Assess or be Stunned next round and gets to choose one: <ul style="list-style-type: none"> • Drops his weapon. • Takes a Light Critical Strike of the appropriate type on himself. • Inflicts a Superficial Critical Strike upon a nearby ally (if applicable). 	The character must Assess or be Stunned next round and gets to choose two: <ul style="list-style-type: none"> • Drops his weapon. • Drops all his ammunition. • Breaks the weapon's string - if applicable. • Inflicts a Superficial Critical Strike of the appropriate type on himself. • Inflicts a Superficial Critical Strike of the appropriate type on an ally within the weapon's range - if applicable.
126-150	The character is Stunned and gets to choose two: <ul style="list-style-type: none"> • Drops his weapon. • Takes a Light Critical Strike of the appropriate type on himself. • Inflicts a Light Critical Strike upon a nearby ally (if applicable). • The weapon breaks. 	The character must Assess or be Stunned next round and gets to choose two: <ul style="list-style-type: none"> • Breaks his weapon. • Drops all his ammunition. • Inflicts a Light Critical Strike of the appropriate type on himself. • Inflicts a Light Critical Strike of the appropriate type on an ally within the weapon's range - if applicable.
151+	The character is Stunned and gets to choose two: <ul style="list-style-type: none"> • Drops his weapon. • Takes a Moderate Critical Strike of the appropriate type on himself. • Inflicts a Moderate Critical Strike upon a nearby ally (if applicable). • The weapon breaks. 	The character must Assess or be Stunned next round and gets to choose three: <ul style="list-style-type: none"> • Breaks his weapon. • Drops all his ammunition. • Inflicts a Light Critical Strike of the appropriate type on himself. • Inflicts a Light Critical Strike of the appropriate type on an ally within the weapon's range.

Combat Conditions

Generally, different conditions can stack with each other, while conditions with the same name does never stack upon themselves.

Prone

A Prone character is knocked off his feet to the ground, or either drops willingly to the ground, for example to avoid ranged fire - in this case he can use a Free Action to drop to the ground anytime if he's aware of the incoming attack.

- **Fighting while Prone from the ground** implies a -20 CMB penalty and the character can not use two-handed weapons. However, a Prone character free to side roll gets a +20 bonus to his DEF against ranged attacks.
- **Standing up from Prone** is a Full Round action in the Move Phase that requires the character is free to move (e.g. he can not be Held or Incapacitated). While Standing up the character can Parry and apply his DEF but he's still considered Prone.

Surprised

A character is considered Surprised when he's ambushed without being aware of it. Generally, the Surprised condition only lasts one combat round.

A Surprised character can not Attack and can only take Half or Free Actions. He can not Parry or apply any Shield bonus to his DEF. Attacks against a Surprised character also gets a +20 situational bonus.

Stunned

A Stunned character cannot take Full Actions, but can still Defend himself, using up to half

his CMB to Parry. Attacks against Stunned characters gain a +20 situational bonus. Characters can attempt to shake their Stunned Condition off at the end of each round by passing a TSR against their own level. A character automatically shakes the Stunned condition off if he isn't engaged in melee at the end of his round.

Incapacitated

Incapacitated characters cannot take Actions and cannot Defend themselves in combat. Attacks against Incapacitated characters always inflict maximum damage for the weapon (no attack roll is required), and the attacker can choose the Critical Strike result, instead of rolling for it.

Held

A Held character is not capable to move freely and is slowed down. A Held character is not completely paralyzed (completely paralyzed characters are considered Incapacitated) but can only move 1/10 of his normal movement rate as Half Action, and cannot sprint. Furthermore, the Held character suffers a -30 penalty to both his CMB and DEF, *and* all melee attacks against him have a special +30 bonus.

If a Held character wants to attack another character holding him (for example, his grappler) he can only use Hand or Short weapons. A Held character can not use Ranged Weapons.

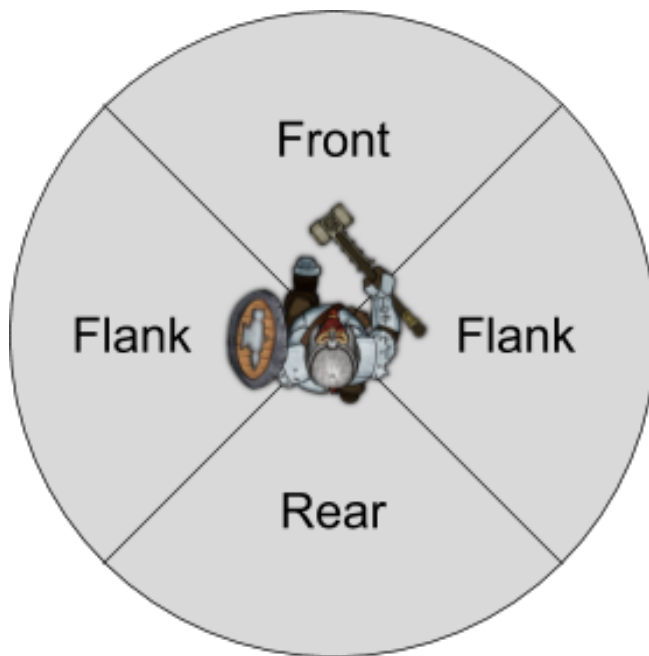
Flanking

A character who's Flanking another character is considered attacking from the side. A Flanking attacker gets a +15 bonus to his

attacks against the target. Furthermore if the target's wielding a shield, he can only use it against attacks coming from his front and shield side.

On Rear

A character who's On Rear of another character gets a +30 bonus to his attacks against said target. As per the Flanking condition, the target can not use a Shield to defend against attacks from the rear. Consider using the following diagram to determine if a character's Flanked or attacked From Rear.



Movement and Traveling

During a game of *Against the Darkmaster*, the characters will seldom be found resting and relaxing; more likely, when they're not fighting they will be moving around and traveling relentlessly.

Encumbrance

Encumbrance is *Against the Darkmaster's* way of representing how much a character is hampered in his movements and actions by the amount of objects he carries on himself and their overall weight and volume. *VsD* does not use a complicated system of recording every single object and its specific weight to determine the total Encumbrance of the character; rather it relies on the players

and GM common sense in determining how effectively a character is cluttered.

Encumbrance is measured in **Encumbrance Levels**, or EL. There are 5 ELs:

- **Unencumbered:** The character has no penalties
- **Lightly Encumbered:** The character suffer -10 to Attacks and Moving Actions
- **Encumbered:** The character suffer -20 to Attacks and Moving Actions
- **Heavily Encumbered:** The character suffer -30 to Attacks and Moving Actions
- **Over Encumbered:** The character moves at ¼ normal Movement Rate and can not run, can not attack, can not add his SWI stat to their Defense.

2.7 - Encumbrance Levels

Unencumbered	Clothes, a belt with a small pouch, a single weapon or two light weapons.
Lightly Encumbered	Clothes, a belt with a scabbard and a melee weapon, a light missile weapon (short bow or light crossbow) or light melee backup weapon (light mace, shortsword, dagger), light traveling gear (a small 5 kg backpack or bag).
Encumbered	Clothes, a belt with a pouch, a side weapon and a backup weapon, a heavy melee weapon (like a two-hand sword), a heavy backpack with 1-week worth of rations, a bedroll and various traveling equipment.
Heavily Encumbered	Clothes, three heavy melee or missile weapons, a big and very heavy (20+ kg) backpack with lots (2 weeks) rations, a camping tent and other encumbering traveling gear, special equipment like a rope and pulley, chains, heavy treasure (like a bag with a thousand coins).
Over Encumbered	The character is really overburdened, like dragging a sled with a big load (or pulling or carrying the body of a wounded companion). Generally this is not how the character runs around during adventuring but more likely a particular condition the character can endure only for a short period

Determining Encumbrance Level

Determining a character's EL, as mentioned, is mainly about common sense and mutual judgement. The players and GM must discuss the argument without stressing it too much considering elements like the character's actual size, strength, physical conditions - the GM has the final say in determining the actual character's EL.

However, in the Encumbrance Levels Table below are provided some guidelines to determine the EL of a man-sized character or normal strength and endurance.

A more robust character (perhaps a character factoring a total +30 bonus or his Brawn and Fortitude stats) can eventually decrease the Encumbrance Level by one; as well as a larger size character, like a Troll.

Armors and Encumbrance

Armors are *never considered* when factoring a character's EL. Armors have their own inherent associated penalties to maneuvering, attacking and general activities that you can find in the Equipment chapter. Remember that any negative penalty to movement or attacks coming from Armors *always stack* with those associated to Encumbrance.

Travels

Travels start by setting a destination the heroes have to reach. If the exact location of their destination is known, the characters must simply choose the trail they'll follow to reach it, marking it on their map. Once the path is set, the GM establish the time required to travel to the chosen location, using the Overland Movement Table below. The distance covered each day by the characters is influenced by their level of Encumbrance and by the type of *Terrain* crossed.

Roads, open plains, light forests and similar areas, where characters can advance easily, are considered to be *Normal Terrain*.

Woods, forested areas, deserts, hills and others areas where advancement is slowed down by rugged ground or small obstacles, are considered *Rough Terrain*.

Lastly, mountains, bogs, swamps, jungles, thick forests and other hard to cross areas are considered *Arduous Terrain*.

For each day of travel, each character must consume a ration, or suffer the effects of weariness, as detailed in the *Weariness and Starvation* paragraph.

2.8 - Overland Movement Table

Encumbrance Level	Kilometers per Day of Travel					
	Normal Terrain		Rough Terrain		Arduous Terrain	
	By foot	Mounted	By foot	Mounted	By foot	Mounted
Up to Lightly Encumbered	50	95	30	40	15	8
Encumbered	30	65	15	25	8	8
Heavily Encumbered	15	30	8	15	3	0
Over Encumbered	0	0	0	0	0	0

Traveling Hazards

The GM must prepare *Hazards* and obstacles the heroes will face during their travel.

The number and nature of these Hazards depends on the length of the journey, the type of terrain traversed, and the notable locations and regions the characters will travel through.

Usually, characters will face 2-3 Hazards during a medium-length journey.

Each Hazard is resolved as a separate scene.

The GM zooms in, presents the obstacle and

the PCs face it as they deem appropriate. So, each of them is potentially and adventure on its own.

Failure to overcome an Hazard means a setback and could lead to a detour, loss of resources or a condition imposed on the party. The GM should come up with appropriate consequences, based on the PCs' decisions and actions.

After each Hazard, the PCs regroup and decide to push on and proceed to the next step of their journey, or stop to rest and/or resupply.

2.9 - Random Hazards Table

Roll	Area Population Density		
	Populated	Wilderness	Wasteland
01-10	Weather	Weather	Weather
11-20	Free People	Weather	Weather
21-30	Natural Obstacle	Natural Obstacle	Natural Obstacle
31-40	Minions of Darkness	Natural Obstacle	Natural Obstacle
41-50	Wild Beast	Weather	Ancient World Perils
51-60	Weather	Wild Beast	Natural Obstacle
61-70	Free People	Wild Beast	Wild Beast
71-80	Minions of Darkness	Minions of Darkness	Natural Obstacle
81-90	Free People	Free People	Minions of Shadow
91-00	Ancient World Perils	Ancient World Perils	Ancient World Perils

Weariness and Starvation

Characters that do not rest, eat or drink for one day will become *Weary* (See *Damage & Wounds, Health & Healing* chapter).

Weary characters that fail to rest, eat or drink, must make a Physical Save Roll against an Attack Level equal to twice the number of days they're gone without eating, drinking or

resting at the end of each day. Characters failing this SR will suffer a cumulative -20 *Exhaustion* penalty to all their Actions and Attacks. Should this penalty ever reach the total of -100, the character will die of exhaustion.

Exhaustion penalties are recovered at the rate of 20 points per day of complete rest and proper nourishment.

Wealth and Treasure

In *Against the Darkmaster*, Wealth and Social Status are determined by a somewhat abstract system. Instead of keeping track of each and every single coin, a character “buys out” equipment and any other mundane goods or services looking at his Wealth.

Wealth Level

A character’s Wealth and Social Status are measured in **Wealth Levels** (WL), ranging from 0 to 5. Refer to the list below for a definition of what each WL means.

- WL0 - Serf or Slave
- WL1 - Struggling
- WL2 - Commoner
- WL3 - Gentry
- WL4 - Lesser Noble
- WL5 - Greater Noble/Ruler

Determining Starting Wealth Level

The starting WL of a character is simply factored by adding together the WL bits coming from his Kin and Culture and eventually adding any extras coming from his Background Options. No character can start the game with a WL higher than 4 or lesser than 0.

Remember also that Starting Equipment is *never influenced* by the character’s actual WL. You can have a WL0 but you will always own *at least* the items listed in your Starting Equipment list.

Buying Goods

Wealth Level vs. Fare

Any good or service, be it an item or weapon, or a horse, or food and lodging, or transportation, has a Fare value listed to it in the Equipment chapter.

When during game there’s need to determine whether a character can afford buying a particular good or not, you must compare the character’s current Wealth Level to the good’s Fare value. Refer to the WL vs. Fare chart below.

2.10 - WL vs. Fare Table

WL > Fare The character can afford buying the good.

WL = Fare The character can afford buying the good, but his WL is reduced by one.

WL < Fare The character can not afford that good by his finances alone. He must have someone loan money to him or either increase is Wealth.

Modifying Fare

Sometimes, there’s need to modify the base Fare of any goods the character may want to purchase.

In these cases, refer to the Modifiers to base Fare table below.

2.11 - Modifiers to base Fare

Multiple Purchases
(tens of the same good) +1 Fare

Bulk Purchase (hundreds or thousands of the same good) +2 to +3 Fare

Low quality item or service -1 Fare

Increasing Wealth

Decreasing Wealth can happen during play by making purchases or because of other unfortunate occurrences. Now let's take a look at how to *increase* one's WL instead - which is the reason most characters goes adventuring in the first place!

Treasure

Finding and retrieving lost **Treasure**, be it a fabled Dragon's hoard or the smaller loot of a band of brigands, is something happening a lot in a Darkmaster game, and also something the characters are often actively seeking for.

First things first, it's necessary to assess the actual value of the found Treasure, referred to as the **Treasure Value** - or TV. TV ranges from 1 to 5.

Refer to the table below to tell the TV of any Treasure.

2.11 - Treasure Values

TV1 A pouch of silver or bronze coins, a handful of gold pieces. A small semiprecious stone, a valuable trinket. A very weathered fine art piece.

TV2 A bag of silver coins or a small chest of gold pieces and/or smaller jewellery. A fine art piece, a fine little gemstone.

TV3 A big chest of silver and gold coins. A beautiful jewel set with gemstones. A collection of fine arts pieces or valuable and/or rare, exotic objects like chandeliers, incensories, and the like.

TV4 Elven or Dwarven-made jewellery worth thousands of gold pieces. Precious ore like Truesilver. A fist-sized radiant gemstone. The treasure hidden in the Lost Island by the famous Pirate Captain.

TV5 The hoard of an ancient Dragon. The treasure of the High King.

When characters find Treasure (and are able to keep it for themselves of course!), they must compare their current WL with the TV. Refer to the table below.

2.12 - Wealth Level vs Treasure Value

Character's WL < TV Increase character's WL to the TV

Character's WL = TV Increase character's WL by +1

Character's WL > TV No change in character's WL

Damage, Wounds, Health & Healing

Adventures are by definition dangerous businesses and characters are bound to get hurt sooner or later; be it by the hands of the Darkmaster's minions, by their own recklessness or simply by misfortune. Heroes will have to learn how to deal with the consequences of wounds, bleeding, injuries and, ultimately, even the death of their companions.

Hit Points

Hit Points (HPs) are an abstract measure of the amount of punishment a character can take before passing out. Each character has a **Total Hit Points** value equal to his Body Skill bonus. If this Skill bonus changes for any reason, the character's Total HPs value also immediately changes accordingly. A character's Current HPs value is equal to his Total HPs, minus any **damage** (see Combat chapter) received. Lost HPs can be recovered with rest and healing, but a character's Current HPs value can never be higher than his Total HPs, save for particular exceptions.

If a character's Current HPs drop to 0 or less, he passes out and becomes *Incapacitated* (see below). If his Current HPs fall to -50 or less, a character starts *Dying* in 6 rounds, unless he's healed somehow.

Bruised Value

A character's **Bruised Value** is equal to half his Total HPs. Should a character's Current HPs fall under his Bruised Value, he'll suffer from a -20 penalty to all his action and attack rolls.

Resting

Characters recover one tenth of their Total HPs (rounded down) every hour of rest, although herbs or magical healing can increase the amount recovered.

Bleeding

Bleeding represents a gradual weakening derivating from blood loss, pain and general weariness.

A character suffering from Bleeding loses a certain number of HPs each round, until the Bleeding is stopped.

The amount of HPs lost due to Bleeding from different wounds is cumulative. So, if a character is losing 2 HPs each round, receiving another wound Bleeding for 3 HPs will bring him to lose a total of 5 HPs each round.

There are three severities of Bleeding, based on the total amount of HPs lost by the character each round:

- a character losing 1 to 4 HPs each round is suffering from **Light Bleeding**;
- characters losing 5 to 10 HPs each round are suffering from **Severe Bleeding**;
- finally, those losing more than 10 HPs each round suffer from **Exsanguination**, and are considered to be *Dying* (see the Conditions paragraph below) in a number of rounds equal to 20 - their Bleeding value (down to a minimum of 1 round).

Bleeding characters cannot recover HPs until their wound is treated and blood loss is healed.

Outside combat, Bleeding can be temporarily stopped simply by applying some bandages or a tourniquet. However, unless successfully treated, Bleeding will resume as soon as they enter combat again or perform any strenuous activity.

Treating Bleeding Wounds

Bleeding can be treated in a safe environment with a Healer skill roll. Characters suffering from Light Bleeding must also spend some bandages to treat their wounds, while Severe Bleeding or Exsanguination need the use of a Healer's Kit.

Characters suffering from Exsanguination are also automatically *Weary* (see the Conditions paragraph below).

Light Bleeding is healed immediately once treated, leaving the character free to continue his adventure.

Severe Bleeding and Exsanguination, on the other hand, require a full day of rest to heal completely. Treated bleeding wounds of these types won't reopen if the patient fights or engages in other adventuring activities, but won't fully recover either, preventing him to regain lost HPs until healed.

Conditions

There's a number of **Conditions** that can negatively affect the characters during their adventures.

Dying

A Dying character will die in a given number of rounds if this Condition is not removed.

A character Dying from HP loss can be saved by simply bringing his Current HPs over the

-50 threshold. Otherwise, the Dying condition will be removed as soon as its causes are healed.

Weary

Weary characters move at half their normal Speed, cannot take Half Actions, and cannot recover HPs or heal from Bleeding and Injuries until this Condition is removed. The Weary condition can be removed by resting for a least 8 hours in a safe environment.

Injuries

Injuries are long-lasting wounds, like broken bones or torn muscles, that severely impede a character's activity.

They're represented by a penalty to all of the injured character's actions and attacks.

Injuries are categorized into three severities, according to the penalty they impose to a character.

- Injuries inflicting up to a -20 penalty are called **Minor Injuries**.
- Injuries imposing a penalty from -21 to -50 are considered **Serious Injuries**.
- All Injuries inflicting a penalty over -50 are called **Crippling Injuries**.

Each Injury must be recorded and healed separately from others eventual Injuries a character is suffering from.

Injuries need time and rest to heal. Injured characters can travel at a slow pace or engage in similarly light activities, but fighting or exerting themselves will prevent recovery. Minor Injuries will heal by themselves in three days of rest.

Other Injuries require a Healer skill roll and the use of a Healer's Kit to start healing.

Once the recovery process is started, as long as the patient keeps resting, Crippling and Serious Injuries will slowly turn into less severe Injuries, until they're fully healed. A Serious Injury will turn into a Minor Injury in 10 days of rest, after being treated. Crippling Injuries will become Serious after 20 days if treated.

Death and Dismemberment

A character will die if his Dying condition is not removed in time, or if he suffers an effect (such as a result from a critical strike) that causes instant death.

Dead characters cannot be healed by normal means, only a miracle or the strongest of magic can bring them back into play.

Magical healing is also the only way to repair destroyed organs or severed limbs.

Poison and Disease

Poisons and Diseases usually have an Attack Level, against which their victims must make a Physical Save Roll, and a description stating their effects should the SR fail.

A Healer roll permits poisoned or diseased characters to make a new SR to recover from the effects of their affliction.

Antidotes, Spells and some Healing Herbs can also be used to contrast or heal the effects of poison and disease.

Falling

Falls from dangerous heights are resolved as an attack on the Beast Attack Table against the falling character, inflicting Impact Critical Strikes

The CMB of this attack is equal to five times the fall length in meters (rounded up).

- Falls of **5 meters or less** are limited to a maximum result of 90 on the Attack Table;
- Falls **between 5 and 10 meters** are limited to a maximum result of 120 on the Attack Table;
- Falls **between 10 and 20 meters** are limited to a maximum result of 150 on the Attack Table;
- Falls of **more than 20 meters** can reach up to the top of the Attack Table.

Characters cannot add their Shield bonus to their DEF against this attack.

Character Advancement

A character's *Level* measures his power, competence and experience. During their adventures heroes will gain *Experience Points* (XPs) by visiting new places, completing missions and facing challenging situations. By gaining enough XPs, a character will level up, developing his Skills and abilities to become a more capable adventurer.

Levels and Progression

Playing characters will usually start at Level 1 with 10 XPs (reflecting the Experience they already earned from training and past adventures), and will progress through ten Levels of experience during play.

From level 1 to 5, characters will level up every 10 XPs gained. Starting with level 6, improving oneself will become slightly more challenging, and characters will need 20 XPs to reach a new level.

For a quick reference, you can look at the Experience Points Table, which shows the total amount of XPs needed to reach each level.

2.13 - Experience Points Table			
Level	XPs necessary	Level	XPs necessary
1	10	6	70
2	20	7	90
3	30	8	110
4	40	9	130
5	50	10	150

Gaining Experience Points

Experience Points are awarded at the end of each session. Each player, together with the GM and the others at the table, briefly review what happened during the game. Then reads aloud the *General Experience* list and the *Vocation Based Experience* list appropriate to his character's Vocation.

His character gains 1XP for each point in these lists the group agrees that happened at least once during the session. If agreement over some point cannot be reached, the GM has the final say if the character gains the XP reward or not.

General Experience

- You travelled to or explored a location you've never seen before.
- You faced dangerous foes and/or difficult situations.
- You completed a quest or mission.
- You suffered a grievous wound.

Vocation-Based Experience

Warrior

- You slew a foe more powerful than you.
- Your might or bravery solved the most critical situation in this session.

Rogue

- Your cunning or dexterity opened a new path when all seemed lost.
- You tricked an NPC more powerful than you.

Strider

- You successfully hunted a dangerous beast more powerful than you.
- You navigated through or survived the harshness of the wilds.

Wizard

- Your cleverly cast spell turned overwhelming odds in your favor.
- Your academic knowledge granted you an edge in a challenging situation.

Animist

- Your wisdom or healing arts solved a desperate situation.
- You destroyed an unhallowed item or defeated an unnatural creature more powerful than you.

Dabbler

- You saved the day against all odds, by sheer luck or improvised skills.
- After the first session, choose one point from the Vocation Based Experience list for another Vocation. Change this point to the chosen one.

Leveling Up

When a character levels up, he increases his total MPs and gains a new set of Development Points for each Skill Category according to his Vocation, as shown in the **Character Advancement Table** below.

He can then spend his new DPs to buy more ranks for his Skills, exactly as he did during character creation.

DPs cannot be “carried over” from one level to the next. Unspent or unused Development Points are lost.

Level up should always happen between sessions, possibly right after assigning XPs or before starting a new game. If you think it makes more sense, try waiting until the characters reach a place where they can rest and meditate or practice what they learned, before advancing a level.

2.14 - Character Advancement Table

Skill Category	Warrior	Rogue	Strider	Wizard	Animist	Dabbler
Armor	2	1	1	0	0	1
Combat	5	3	4	0	1	2
Adventuring	4	4	5	1	2	2
Roguary	2	5	4	1	1	2
Lore	0	1	0	5	4	3
Spells	0	0	0	5	5	3
Body	2	1	1	0	0	1
MP per level	0	0	0	3	2	1

Magic & Spells

The world of *Against the Darkmaster* is imbued with magic.

The elves gather under the silvery stars to sing their enchanted songs. Primordial spirits bathe in the waters of remote mountain lakes. Fallen kings raise from the grave to protect their barrows against plunderers and trespassers. And, of course, the evil sorcery of the Darkmaster and his servants taints the land, menacing to plunge it in a perpetual night.

Spell Lores

The ability to cast magical spells in *VsD* is represented by a set of special skills called *Spell Lores*.

Each Spell Lore is a single skill, which must be developed separately from other Lores, and gives the character knowledge of a specific “branch” or “school” of magic.

Spell Lores are made by different *Spells*, organized in *Weaves*, from the least to the most powerful. First Weave Spells are simple tricks and basic cantrips, easily mastered even by the least gifted magical practitioner. Tenth Weave Spells, on the other hand, are extremely complex, reality-altering enchantments, the mark of a real archmage.

Each rank developed by a character in a Spell Lore gives him the ability to cast a Spell from a new Weave, starting from the First and up to the Tenth. For example, a character with 3 ranks in a Spell Lore, will be able to cast Spells from the first three Weaves of that Spell Lore.

Spell Lores are developed like any other Skill, by spending DPs when levelling up or during character creation, and are subject to the same rules and restrictions as others Skills.

A Spell Lore total skill bonus is influenced by one of the character’s Stats. Refer to the specific Spell Lores description to see which particular Stat applies for each of them.

Spell Learning Restrictions

Spell Lores are divided into three categories, which determine their availability to the characters.

Common Spell Lores are open to all Vocations. Any character can develop these Spell Lores and cast Spells from them up to the Fifth Weave.

Note that characters may put as many ranks as they want in a Common Spell Lore (to improve their chances of casting it successfully), but cannot cast any Spell over the Fifth Weave, unless it’s in one of his Vocational or Kin Spell Lores.

2.15 - Common Spell Lores

Detections	Open the Way
Eldritch Senses	Resistance
Eldritch Wards	Sounds & Lights
Movements of Nature	Ways of Nature

Nature's Path

Vocational Spell Lores are tied to a specific Vocation. They’re carefully guarded secrets, that only characters with a very specific training and mindset can hope to grasp.

A character can learn and cast Spells from his Vocational Spell Lores without restrictions.

Kin Spell Lores are similar to Vocational, but are tied to a character's Kin, rather than his Vocation. Characters can learn and cast Spells from their Kin Spell Lores without restrictions, and can develop them using DPs from any category to buy ranks in them on a 1:1 ratio.

Magic Points

In *VsD*, the amount of magical energy a character can harness and use over a given period of time is represented by a value called *Magic Points* (MPs for short). Each character has a certain number of MPs, determined by his level, kin and profession. To cast a Spell, the character must spend a number of MPs equal to the Weave of that Spell. So, a First Weave Spell costs 1 MP; a Second Weave Spell 2 MPs, and so on.

MPs spent are deducted from a character's current MPs total, down to a minimum of zero. A character cannot spend more MPs than he currently has (so, a wizard with 2 remaining MPs will not usually be able to cast Third or higher Weave spells).

Totaling Magic Points

The total number of Magic Points a character has is determined by summing up the following factors:

- Base MP level gain
- Stat Bonus MP level gain
- Kin base MP bonus.

Base MP level gain

This is the number of MPs indicated in the Vocations Table on the Vocations chapter. This is added to the Stat Bonus MP level gain and multiplied for the character's current level to determine his MPs total.

Stat Bonus MP gain

This is a bonus to the base number of MPs gained at each level, depending on the Stat value of the character. The Stat involved depends on the character Vocation. Only Wizards, Animists and Dabblers get this special bonus as this is a bonus to the per-level MP gain.

Wizards gain bonus MPs each level based on their Wits Stat value; Animists based on their Wisdom, and Dabblers on their Bearing. The bonus equals 1 MP/level for each 10 full points of Stat values. Thus, a 10 or 15 Stat value gives a 1 MP bonus, a 20 or 25 a 2 MPs bonus, a 30 or 35 a 3 MPs bonus, and so on.

Kin Base MP bonus

This is a flat one-time bonus added to the MP total of the character for his Kin. Check it in the Kins Modifiers table in the Kins chapter.

Recovering Magic Points

Magic Points are recovered by resting (or meditating, in the case of elven characters). A full night's (8 hours) sleep is sufficient to completely replenish a character's MPs, restoring them to their original value.

Casting Spells

Spell Casting Requirements

A character may attempt to cast any Spell he knows, provided that he has enough MPs *and* the Weave of the Spell isn't higher than the character's Level.

The caster must also clearly pronounce the magic words of the Spell, so characters unable to speak can not usually cast spells. A character can never cast more than one Spell in each round.

Casting Time

Most Spells take a single action to cast (see the Combat Chapter for more informations on rounds and actions), but a character may *Concentrate* on a Spell to enhance his chances of success.

To Concentrate, the caster must spend a Full Action focusing on the Spell he's preparing, chanting and drawing arcane symbols in the air. Each round spent this way grants a +10 bonus to the Spell Casting Roll, up to a maximum of +40.

If the caster stops Concentrating (or is somehow interrupted) all accrued bonuses are lost and the process must begin again, but no MPs are spent until the Spell is actually cast.

Improvised Spells

While risky, it's also possible to completely forgo preparation, casting a Spell without Concentrating first.

Spells cast this way are called *Improvised Spells*, and impose a special penalty of -10 to the Spell Casting Roll.

Instantaneous Spells

Spells marked as *Instantaneous* gain no benefit from Concentration, but can be Improvised without incurring in the normal -10 penalty.

Spell Casting in Armor

Mages usually shun armors, as their weight often proves a distraction to those not accustomed to it. Armor Movement Penalty (modified as usual by the wearer's Armor Skill Bonus) also apply to all Spell Casting Rolls.

Spell Casting Roll

Finally, to successfully cast a Spell, a character must make an Open Ended roll on the Spell Casting Table, adding his total Skill Bonus for the Spell Lore used, plus any modifier.

A modified roll of 25 or less will result in a Critical Spell Failure, which means that the spell casting fails, and the player must roll on the Critical Spell Failure Table.

A roll of 26 or more means the Spell was successfully cast and must be immediately resolved.

If the Spell requires a Save Roll, the Result column on the Spell Casting Table will show the modifier applied to the target's Save Roll against its effects.

2.16 - Spell Casting Table

Roll	Result	Roll	Result
up to 25	Spell Fails	76-125	+0
26-30	+50	126-130	-5
31-35	+45	131-135	-10
36-40	+40	136-140	-15
41-45	+35	141-145	-20
46-50	+30	146-150	-25
51-55	+25	151-155	-30
56-60	+20	156-160	-35
61-65	+15	161-165	-40
66-70	+10	166-170	-45
71-75	+5	171+	-50

2.17 - Spell Casting Roll Modifiers

General Modifiers	SC Roll	Range Modifiers	SC Roll
Improvised spell (cast without preparation)	-10	Touching	30
First to fourth round of preparation (up to +40)	+10/round	Up to 3m	10
Target is static	10	4-15m	0

Bolt and Area Spells

Bolt and Area Spells use the Bolt Spells Attack Table and the Area Spells Attack Table, instead of the Spell Casting Table. These Spells are resolved as normal Attack Rolls, adding a character's Spell Lore Skill Bonus (plus modifiers) as CMB, and subtracting the target's Defense.

Spells and Unwilling Targets

Some Spells grant a Save Roll to unwilling targets to resist their effects. See the description of each individual spell, to see if it grants a Save Roll.

The Attack Level of these SR is always equal to the level of the character casting the Spell. Furthermore, as explained in the Spell Casting Roll paragraph, the target SR is modified by the result of the caster roll on the Spell Casting Table.

Warping a Spell

Some Spells may be *Warped*, which means that a character can choose to cast them as a higher Weave Spell, obtaining a more powerful effect.

Only Spells with *Warping Options* in their description may be Warped. Each Warping

Option may be selected multiple times, unless the spell description specifically prohibits doing so.

The final Weave of a Warped Spell is equal to the Weave of the basic form of that Spell, plus the Weave of the Warping Option chosen, and its MP cost changes accordingly. Magical Resonance

The use of Magic is never completely safe. Even the casting of the lesser of cantrips creates a *Resonance*, a ripple in the fabric of reality, which can attract the attention of Dark Powers and Servants of the Shadows.

Each time a character rolls a double result on the dice (i.e.: 11, 22, 33) of his Spell Casting Roll, the GM makes a roll on the Magical Resonance Roll Table, adding the Weave of the Spell cast and the following modifiers.

2.18 - Magical Resonance Roll Modifiers

In a Safe Haven	-20
In a Blighted Land	+20
Healing Spell	-20
Natural or Elven Spell	-10
Attack Spell	+20
Dark Spell	+30

2.19 - Magical Resonance Roll Table

Roll	Effects
30 or less	Nothing: an inquisitive shadow passes over the caster, but soon its attention is drawn somewhere else. The character is safe, for now...
31-60	Awareness: the dark powers are aware of the caster presence, but are unable to locate his current position. The next spell the character cast within the next hour automatically results in a Magical Resonance Roll.
61-80	Attention: the dark powers have located the general position of the caster, and will send agents and spies to investigate.
81-90	Pursuit: the caster has been located and deemed worthy of the dark powers attention. A small band of servants will be sent to kidnap or apprehend the caster and his allies.
91-100	Assault: the shadows have located the caster, and will send a band of capable servants to destroy him.
101 or more	Lieutenant: the character has been found by a overwhelmingly powerful servant of the shadows, sent to bring him over to the dark side or utterly destroy him.

Spell Failure

Another danger of Spell Casting is **Spell Failure**.

Whenever a character rolls a Spell Failure result on the Spell Casting Table or on one of the Spell Attack Tables, the Spell automatically fails (missing its target if it was an attack), and the character must roll another percentile dice,

adding the Spell Failure Modifiers

The result of this roll is then confronted with the Spell Failures table, and its effects are immediately applied, substituting those of the Spell cast

2.20. - Spell Failures Modifiers

+0 Healing, information and divination spells.

+10 Utility, personal, defensive and Nature Magic spells.

+20 Enchantment Magic.

+30 Alteration Magic.

+50 Dark and Elemental Magic.

2.21 - Spell Failures

1d100	Effect
01-75	The Caster is Stunned.
76-100	The Caster is Stunned and chooses one: <ul style="list-style-type: none"> • Loses half the Spell's Magic Points. • The Spell goes off 2 rounds later, but the caster must still concentrate on it to get it right.
101-125	The Caster is Stunned and chooses one: <ul style="list-style-type: none"> • Loses the Spell Magic Points. • The Spell goes off on a different target within range, if applicable. Determine randomly or GM's choose.
126-150	The Caster is Stunned and chooses two: <ul style="list-style-type: none"> • Loses the Spell Magic Points. • The Spell goes off on a different target within range (including the caster), if applicable. Determine randomly or GM's choose. • Roll on the Magical Resonance Table with a special +20 to the roll.
151+	The Caster is Stunned and chooses two: <ul style="list-style-type: none"> • Loses the Spell Magic Points and becomes Weary. • The Spell goes off on a different target within range (including the caster), if applicable. Determine randomly or GM's choose. • Roll on the Magical Resonance Table with a special +50 to the roll. • The Caster is knocked over for 6 hours.

PART III GRIMOIRE

Animist Grimoire

Healing

Miraculously healing wounds, clotting blood loss and mending broken bones, injured muscles and organs; restoring one's health and vigour.

Stat Bonus: WSD

Healing				
Weave	Spell	Range	Area of Effect	Duration
1st	Heal	0 (touch)	1 target	P
2nd	Clotting	0 (touch)	1 wound	P
3rd	Unstun*	0 (touch)	1 target	P
4th	Mend Injuries	0 (touch)	1 injury	P
5th	Recover*	0 (touch)	1 target	C
6th	Clarity*	0 (touch)	1 target	P
7th	Rejoining	0 (touch)	1 injury	P
8th	Heal Injuries	0 (touch)	1 injury	P
9th	Suspended Animation	0 (touch)	1 target	1 day/1vl
10th	Regenerate	0 (touch)	1 injury	P

1st • Heal

Range: 0 (touch)
Area of Effect: 1 target
Duration: Permanent
Save: No

Target living creature recovers up to 10% of his Total Hit Points over the course of the next minute, as if he rested for a full hour.

Warping Options

- +1 Weave: increase amount of HPs recovered by another 10% and the recovery time by another minute.
- +2 Weave: HPs recover is instantaneous instead.

2nd • Clotting

Range: 0 (touch)
Area of Effect: 1 wound
Duration: Permanent
Save: No

Reduce the HPs loss of target Bleeding Wound by 1 hp/rnd. If this brings Bleeding to zero, the wound is

considered to be healed, as if treated with a successful Healer Roll.

Warping Options

- +1 Weave: reduce Bleeding by another 1 hp/rnd.

3rd • Unstun*

Range: 0 (touch)
Area of Effect: 1 target
Duration: Permanent
Save: No

Target creature immediately shakes off its Stunned condition.

4th • Mend Injuries

Range: 0 (touch)
Area of Effect: 1 Injury
Duration: Permanent
Save: No

Each day of rest will count as two days for the purpose of recovering from the effects of target Light Injury (note that Injury must be treated for recovery to begin).

Warping Options

- +2 Weave: increase the severity of Injuries treated by this spell by one step (from Light to Serious, or from Serious to Crippling).

5th • Recover*

Range: 0 (touch)
Area of Effect: 1 target
Duration: Concentration
Save: No

For the duration, the target recovers 1 HP each round. An Incapacitated character can cast this spell on himself and Concentrate on it as if he wasn't Incapacitated.

Warping Options

- +2 Weave: target recovers 1 more HP each round.

6th • *Clarity**

Range: 0 (touch)
Area of Effect: 1 target
Duration: Permanent
Save: No

Target living creature immediately wakes from sleep or ceases to be Stunned or Incapacitated. This spell doesn't work on characters with 0 HPs or less. A sleeping or Incapacitated character can cast this spell on himself as if he was fully conscious.

7th • *Rejoining*

Range: 0 (touch)
Area of Effect: 1 Injury
Duration: Permanent
Save: No

Caster can reattach target severed limb or body part in its original place. The target will not be immediately functioning, but will be considered a Crippling Injury and will heal normally if treated.

8th • *Heal Injuries*

Range: 0 (touch)
Area of Effect: 1 Injury
Duration: Permanent
Save: No

This spell immediately reduce by one step the Severity of an Injury the caster is treating (from Crippling to Serious; from Serious to Light or from Light to completely healed). The penalty inflicted by the Injury is reduced to the standard maximum penalty for its new Severity (-20 for Serious Injuries or -10 for Light Injuries). Note that this spell does not remove the need of a Healer Roll, but affects its Difficult and the Injury recovery time.

9th • *Suspended Animation*

Range: 0 (touch)
Area of Effect: 1 target
Duration: 1 day/lvl
Save: No

The caster puts target living creature into a deep trance. While under the effect of this spell, the target is Incapacitated, recovers 5 HPs each round and halves the recovery time for any Injury it's suffering from. Additionally, for the duration Bleeding and the Dying condition are temporarily stopped, as are the effects of any disease or poison afflicting the character (they'll

resume normally as soon as the spell ends, unless healed).

This spell ends immediately if the target is completely recovered.

10th • *Regenerate*

Range: 0 (touch)
Area of Effect: 1 Injury
Duration: Permanent
Save: No

This spell replaces target lost or destroyed limb, organ or body part. The replaced part won't be immediately functioning, but will be considered a Crippling Injury and will heal normally if treated.

This spell will prevent characters from dying from the healed wound, but won't bring dead characters back to life.

Master of Plants

Mastering all kind of plants and trees to make them grow, move, help, hinder or grapple and crush at the master's command.

Stat Bonus: WSD

Master of Plants				
Weave	Spell	Range	Area of Effect	Duration
1st	Hinder	30m	6m radius	1 rnd/lvl
2nd	Speak with Plants	0 (self)	caster	1 min/lvl
3rd	Herbal Remedy	0 (touch)	1 herb	P
4th	Safe Passage	0 (self)	30m radius	1 hr/lvl
5th	Locate Plant	0 (self)	1,5 km radius	-
6th	Purify Plant	3m	1 plant	P
7th	Nature's Bounty	0 (touch)	1,5 km radius	1 day
8th	Miraculous Growth	0 (touch)	1 target	P
9th	Defoliate	30m	6m radius	-
10th	Awaken Tree	3m	1 tree	1 min/lvl

1st • Hinder

Range: 30m

Area of Effect: 6 m radius

Duration: 1 rnd/lvl

Save: No

Vegetation in the area seems to mysteriously hinder the passage of the enemies of the caster, who'll find themselves tripping over roots that weren't there a moment before, or caught by unseen branches. The area is considered Arduous Terrain for all enemies of the caster for the duration. This spell works only in a natural environment.

Warping Options

- +2 Weave: increase the radius of the Area of Effect by 6 meters.
- +2 Weave: change the Duration to 1 minute per level (cannot be chosen more than once).

2nd • Speak with Plants

Range: 0 (self)

Area of Effect: Caster

Duration: 1 min/lvl

Save: No

For the duration, the caster can communicate with normal, monstrous and awakened trees and plants.

Warping Options

- +2 Weave: change the Duration to 10 minutes per level (cannot be chosen more than once).
- +5 Weave: target sentient plant chosen at the time of casting will also obey a single non self-harming command by caster for the duration.

3rd • Herbal Remedy

Range: 0 (touch)

Area of Effect: 1 herb

Duration: P

Save: No

Increase the potency of target healing herb, doubling the effects of one of its doses. This spell cannot be cast more than once on a single herb.

Warping Options

- +5 Weave: triple the effects of a dose of target herb instead.

4th • Safe Passage

Range: 0 (self)

Area of Effect: 30 m radius

Duration: 1 hr/lvl

Save: No

Vegetation seems to part for the caster and his allies within the area of effect, guiding them through the easiest route toward their destination, and closing right after their passage. This spell allows the caster and his allies to treat thick forests, bogs, swamps and jungles as *Rough Terrain*; and woods or forested area as *Normal Terrain* for the duration.

5th • *Locate Plant*

Range: 0 (self)

Area of Effect: 1,5 km radius

Duration: -

Save: No

The caster knows the exact position and the shortest route to a specific plant or healing herb within the Area of Effect. If no such plant grows in the area, this spell will reveal what's the most similar plant (if any) in the Area of Effect.

Warping Options

- +2 Weave: increase the radius of Area of Effect by 1,5 kilometers.

6th • *Purify Plant*

Range: 3 m

Area of Effect: 1 plant

Duration: P

Save: No

This spell removes any poison, disease or side effect from target plant or herb.

Warping Options

- +2 Weave: add one target.
- +1 Weave: the spell also dispels any harmful spell or evil magical effect afflicting the target.

7th • *Nature's Bounty*

Range: 0 (touch)

Area of Effect: 1,5 km radius

Duration: 1 day

Save: No

Plants in the area of effect are blessed with an overabundance of fruits. For the duration, Nature Skill Rolls for foraging in the area gain a special +50 bonus, and foraging characters in the area will gather double the normal amount of food.

8th • *Miraculous Growth*

Range: 0 (touch)

Area of Effect: 1 target

Duration: P

Save: No

This spell restore target dead plant back to life, or makes a fully grown herb sprout from target seed in 1d10 rounds.

9th • *Defoliate*

Range: 30m

Area of Effect: 6m radius

Duration: -

Save: Yes

This spell destroys all vegetation within the area of effect, turning it into a fine, fertile, powder. Sentient and enchanted plants can make a Save Roll against the effects of this spell.

10th • *Awaken Tree*

Range: 3 m

Area of Effect: 1 tree

Duration: 1 min/lvl

Save: No

The caster animates target tree, transforming it into an Awakened Tree (see Bestiary for stats and description) for the duration.

Trees awakened with this spell can communicate freely with the caster and obey his commands at the best of their capabilities. When the spell ends, they revert to their original condition

Master of Animals

Mastering the Animals to summon them at once, driving them away, calming their instincts, speaking their tongues.

Stat Bonus: WSD

Master of Animals				
Weave	Spell	Range	Area of Effect	Duration
1st	Animal Sleep	30m	1 animal	1 min/lvl
2nd	Speak with Animals	0 (self)	caster	1 min/lvl
3rd	Animal Companion	3m	1 target	P
4th	Summon Animals	30m	1 creature	1 min
5th	Beast Mastery	30m	1 animal	C
6th	Hold Beasts	30m	1 animal	1 rnd/5 fail
7th	Eyes of the Forest	0 (self)	caster	1 hr/lvl
8th	Nature's Friend	0 (self)	15m radius	C
9th	Animal Healing	0 (touch)	1 animal	P
10th	Plague of Insects	30m	6m	1 rnd/lvl

1st • Animal Sleep

Range: 30m

Area of Effect: 1 animal

Duration: 1 min/lvl

Save: Yes

Target animal falls deeply asleep for the duration. The target will immediately awake if it's shaken, prodded or harmed in any way. Loud noises will grant it a Save Roll to end the effects of this spell.

Warping Options

- +2 Weave: add one animal to the Area of Effect.

2nd • Speak with Animals

Range: 0 (self)

Area of Effect: caster

Duration: 1 min/lvl

Save: No

The caster can communicate with normal animals for the duration.

Warping Options

- +2 Weave: change the Duration to 10 minutes per level (cannot be chosen more than once).

3rd • Animal Companion

Range: 3 m

Area of Effect: 1 target

Duration: P

Save: No

The caster establishes a special bond with target friendly animal within Range, swearing a sacred pact of mutual friendship. The animal will follow the caster and blindly obey his orders. Both will be able to communicate with each other at a basic level (conveying concepts such as fear, danger, hunger, enemies, and so on).

This spell ends immediately if the caster betrays the animal's trust, or if it's cast again on another animal.

4th • Summon Animals

Range: 30 m

Area of Effect: 1 creature

Duration: 1 min

Save: No

The caster summons a random animal of third level or lower from the surrounding area. When this spell is cast, the caster can specify the general type of animal he intend to summon (e.g.: "a flying beast" or "a predator"), but cannot choose a specific animal. The summoned animal will appear at the end of the round and will be friendly toward the caster, who can Concentrate to control its action for the duration. When the spell ends, the animal will flee back to the wild.

Warping Options

- +2 Weave: increase duration by 1 minute.
- +2 Weave: increase the maximum level of the summoned creature by one.
- +3 Weave: summon one more creature for the duration.

5th • *Beast Mastery*

Range: 30 m

Area of Effect: 1 animal

Duration: C

Save: Yes

The caster can control the actions of target animal within Range for the duration.

Warping Options

- +3 Weave: add one target.

6th • *Hold Beasts*

Range: 30m

Area of Effect: 1 animal

Duration: 1 rnd/5 pnts failure

Save: Yes

Target animal within range is Held for 1 round for every 5 points of failure in its Save Roll.

Warping Options

- +3 Weave: add one target.

7th • *Eyes of the Forest*

Range: 0 (self)

Area of Effect: caster

Duration: 1 hr/lvl

Save: No

Local animals will aid the caster, warning him of possible dangers ahead and steering him away from perilous paths.

The caster gains a special +20 bonus to his Wandering Skill Rolls while Trailblazing, and a +30 bonus to all rolls made to evade encounters for the duration.

8th • *Nature's Friend*

Range: 0 (self)

Area of Effect: 15 m radius

Duration: C

Save: No

Animals in the Area of Effect will be friendly towards the caster and his allies for the duration.

9th • *Animal Healing*

Range: 0 (touch)

Area of Effect: 1 animal

Duration: P

Save: No

Target animal miraculously recovers from any disease, wound or injury in 1d10 days. This spell can save Dying animals, but cannot bring dead animals back to life.

10th • *Plague of Insects*

Range: 30 m

Area of Effect: 6 m radius

Duration: 1 rnd/lvl

Save: No

A buzzing cloud of stinging insects attacks every creature in the chosen area.

Creatures in the Area of Effect will lose 2d10 HPs at the end of each round, unless they spent a Full Action swatting the insects covering them and protecting themselves from their bites.

The Area of Effect is also almost completely obscured by the insects, and all creatures inside it suffer a special -30 penalty to all their actions and attacks.

Each round, the caster can Concentrate to move the cloud to another area within the Range of the spell.

Chanting

Invoking the protection of the Ancient Spirits and the Gods of Nature to protect oneself and own companions from adverse magic, curse and misfortune.

Stat Bonus: WSD

Chanting				
Weave	Spell	Range	Area of Effect	Duration
1st	Chant of Courage	0 (self)	3m radius	C
2nd	Endure the Elements	0 (touch)	1 target	1 min/lvl
3rd	Nature's Blessing	0 (touch)	1 target	1 min/lvl
4th	Suppress Curse	3m	1 target	1 hr/lvl
5th	Repel Magic	0 (self)	3m radius	C
6th	Sanctuary	0 (self)	3m radius	C
7th	Dispel Magic	20m	1 target	P
8th	Break Curse	3m	1 target	P
9th	Nature's Cradle	0 (touch)	1 camp	1 day
10th	Nature's Shield	0 (self)	caster	-

1st • Chant of Courage

Range: 0 (self)
Area of Effect: 3m radius
Duration: C
Save: No

The caster and his allies within the Area of Effect gain a special +10 bonus to their Save Rolls against Fear. Additionally, at the end of each round, they can make a Save Roll to shake off the effects of any fear-inducing spell or ability affecting them.

Warping Options

- +3 Weave: increase radius of the Area of Effect by 3m.
- +2 Weave: increase duration to 1 round/level of the caster (cannot be chosen more than once).

2nd • Endure the Elements

Range: 0 (touch)
Area of Effect: 1 target
Duration: 1 min/lvl
Save: No

Target creature is protected from the effects of extreme natural hot and cold weather. Additionally, it gains a special +20 bonus to its Defense and Save Rolls against Fire and Frost magical attacks for the duration.

3rd • Nature's Blessing

Range: 0 (touch)
Area of Effect: 1 target
Duration: 1 min/lvl
Save: No

The caster blesses target living creature, granting it a special +10 bonus to its Defense and Save Rolls for the duration.

4th • Suppress Curse

Range: 3 m
Area of Effect: 1 target
Duration: 1 hr/lvl
Save: Yes

The caster makes a Save Roll against the Attack Level of a curse affecting target creature or item within range. If it's successful, the effects of the curse are cancelled for the duration. The curse will take effect again when the spell ends.

5th • *Repel Magic*

Range: 0 (self)
Area of Effect: 3m radius
Duration: C
Save: Yes

The caster asks the spirits to protect him from adverse magic. For the duration, whenever a spell that would affect a target within the Area of Effect is cast, he can make a Save Roll against an Attack Level equal to the Weave of the spell. If this SR is successful, the spell is cancelled.

Warping Options

- +3 Weave: increase radius of the Area of Effect by 3m.
- +2 Weave: increase duration to 1 round/level of the caster (cannot be chosen more than once).

6th • *Sanctuary*

Range: 0 (self)
Area of Effect: 3m radius
Duration: C
Save: Yes

The caster and all his allies within the Area of Effect gain a special +10 bonus to their Defense and Save Rolls for the duration. Additionally, evil creatures outside the Area of Effect cannot enter it without making a Save Roll (evil creatures already inside it are unaffected).

Warping Options

- +3 Weave: increase radius of the Area of Effect by 3m.
- +2 Weave: increase duration to 1 round/level of the caster (cannot be chosen more than once).

7th • *Dispel Magic*

Range: 20 m
Area of Effect: 1 target
Duration: P
Save: Yes

The caster makes a Save Roll against an Attack Level equal to the Weave of target active spell or magical effect within range. If it's successful, the chosen spell is dispelled and its effects immediately end.

8th • *Break Curse*

Range: 3 m
Area of Effect: 1 target
Duration: P
Save: Yes

The caster makes a Save Roll against the Attack Level of a curse affecting target creature or item within range. If it's successful, the curse is broken and its effects are permanently cancelled.

9th • *Nature's Cradle*

Range: 0 (touch)
Area of Effect: 1 camp
Duration: 1 day
Save: No

The spirits watch over the caster and his allies, shielding them from danger and hiding them from the agents of the Darkmaster. The caster's camp is considered to be a Safe Haven for the Duration.

10th • *Nature's Shield**

Range: 0 (self)
Area of Effect: caster
Duration: -
Save: No

This spell protects the caster from a single non magical attack, causing it to automatically miss.

Movements of Nature

Moving like the breeze through tree branches or the stream through the rock; flying like the Bird or tunneling like the Badger or running like the Wolf.

Stat Bonus: WSD

Movements of Nature				
Weave	Spell	Range	Area of Effect	Duration
1st	<i>Wanderer's Stride</i>	0 (self)	caster	10 min/lvl
2nd	<i>Squirrel's Step</i>	0 (self)	caster	1 min/lvl
3rd	<i>Wolf's Speed</i>	0 (self)	caster	10 min/lvl
4th	<i>Otter's Breath</i>	0 (self)	caster	1 min/lvl
5th	<i>Water Walk</i>	0 (self)	caster	1 min/lvl
6th	<i>Burrowing</i>	0 (self)	caster	1 min/lvl
7th	<i>Spider Climb</i>	0 (self)	caster	1 min/lvl
8th	<i>One with Nature</i>	0 (touch)	15m radius	1 rnd/lvl
9th	<i>Hawk Flight</i>	0 (self)	caster	1 min/lvl
10th	<i>Ghostwalk</i>	0 (self)	caster	1 min/lvl

1st • *Wanderer's Stride*

Range: 0 (self)
Area of Effect: caster
Duration: 10 min/lvl
Save: No

Natural Rough and Arduous terrain count as Normal terrain for the caster for the duration.

2nd • *Squirrel's Step*

Range: 0 (self)
Area of Effect: caster
Duration: 1 min/lvl
Save: No

The caster can walk (but not Sprint) on horizontal and semi-horizontal tree branches and limbs as if they were Normal terrain for the duration.

Warping Options

- +4 Weave: the caster can also Sprint for the duration.

3rd • *Wolf's Speed*

Range: 0 (self)
Area of Effect: caster
Duration: 10 min/lvl
Save: No

The caster double his Move Rate and can Sprint without tiring for the duration.

4th • *Otter's Breath*

Range: 0 (self)
Area of Effect: caster
Duration: 1 min/lvl
Save: No

The caster can breath underwater for the duration.

Warping Options

- +4 Weave: increase duration to 5 minutes per level of the caster (cannot be chosen more than once).

5th • *Water Walk*

Range: 0 (self)
Area of Effect: caster
Duration: 1 min/lvl
Save: No

The caster can walk (but not Sprint) on calm water as if it were Normal terrain. Rough waters are treated as treacherous terrain, and the caster can move on them by making an Athletics Skill Roll.

Warping Options

- +4 Weave: the caster can also Sprint for the duration.
- +2 Weave: rough waters are treated as Normal terrain and require no Skill Roll for the duration.

6th • *Burrowing*

Range: 0 (self)
Area of Effect: caster
Duration: 1 min/lvl

Save: No

The caster can burrow through soft earth at half his normal walking Move Rate for the duration.

7th • Spider Climb

Range: 0 (self)

Area of Effect: caster

Duration: 1 min/lvl

Save: No

The caster can walk (but not Sprint) on any vertical or horizontal surface as if it were Normal terrain for the duration.

8th • One with Nature

Range: 0 (touch)

Area of Effect: caster

Duration: 1 min/lvl

Save: No

The caster's body is absorbed into target organic material (living or dead) within Range. The target must be big enough to at least cover all of the caster's body. Neither the caster, nor the target are damaged in any way by this spell.

While his body is absorbed, the caster can perceive what happens around him, but cannot move or speak.

He can emerge at any moment in any unoccupied point within 50 cm from his starting point.

The caster will automatically emerge if the spell ends.

9th • Hawk Flight

Range: 0 (self)

Area of Effect: caster

Duration: 1 min/lvl

Save: No

The caster can fly at his normal Move Rate for the Duration.

10th • Ghostwalk

Range: 0 (self)

Area of Effect: caster

Duration: 1 min/lvl

Save: No

The caster can pass through wood, earth and stone at his normal Move Rate for the Duration. Neither the material, nor the caster are damaged in any way by this spell. His body simply sink inside the surface, without leaving any trace of its passage.

If the caster is still inside the material when this spell ends, he's forcefully ejected from his starting point.

PART IV GRIMOIRE

Wizard Grimoire

Eldritch Fire

Manipulating elemental Fire to create devastating scorching attacks, erect flaming barriers, and heat organic and inorganic materials.

Stat Bonus: WIT

Eldritch Fire				
Weave	Spell	Range	Area of Effect	Duration
1st	Ignite	0 (touch)	1 target	-
2nd	Cauterization	0 (touch)	1 wound	P
3rd	Incandescence	3m	30cm³/lvl	C
4th	Wall of Fire	30m	3m*3m*15cm	1 rnd/lvl
5th	Flameshield	3m	1 target	1 min/lvl
6th	Fire Bolt	30m	1 target	-
7th	Flaming Weapon	0 (touch)	1 weapon	1 rnd/lvl
8th	Fireball	30m	3m radius	-
9th	Immolation	0 (self)	Caster	1 rnd/lvl
10th	Firestorm	30m	6m radius	1 rnd/lvl

1st • Ignite

Range: 0 (touch)

Area of Effect: 1 target

Duration: -

Save: No

The caster conjures a bright spark that ignites target flammable object within Range, which will then start to burn normally. If the target is a living being, it will suffer a Superficial Fire Critical Strike instead.

Warping Options

- +1 Weave: increase Range by 2m
- +1 Weave: instead of its normal effect, the spark will extinguish a fire (covering an area of up to 1,5 m of radius) within Range.

2nd • Cauterization

Range: 0 (touch)

Area of Effect: 1 wound

Duration: Permanent

Save: No

A tiny flame erupts from the caster's fingertips, cauterizing a single Light Bleeding wound, but

dealing 2 points of damage per point of Bleeding healed this way.

Warping Options

- +3 Weave: increase the severity of Bleeding healed by one step (from Light to Severe or from Severe to Exsanguination).

3rd • Incandescence

Range: 3 m

Area of Effect: 30 cubic cm/level

Duration: Concentration

Save: No

Target inanimate inorganic object (up to 30 cubic cm per level of the caster) within range becomes searing hot for the duration of the spell. Characters wearing or holding the object will suffer a Superficial Fire Critical Strike at the beginning of each round until they drop or remove it.

Warping Options

- +1 Weave: increase Duration to 1 rnd/lvl (cannot be chosen more than once).

4th • Wall of Fire

Range: 30 m

Area of Effect: 3m*3m*15cm

Duration: 1 rnd/lvl

Save: No

This Spell creates a wall of fire on a solid surface within range. The wall is approximately 15 cm thick, and can be up to 3 meters long and high. The Wall of Fire is opaque and cannot be seen through. Any creature passing through it suffers a Superficial Fire Critical Strike.

Warping Options

- +3 Weave: extend length of wall by 3 meters.

5th • *Flameshield*

Range: 3 m

Area of Effect: 1 target

Duration: 1 min/lvl

Save: No

For the duration, the target halves any damage suffered from fire-based attacks and reduces by one severity level any Fire Critical Strike received (Critical Strikes reduced under the Superficial level are completely negated by the spell).

Warping Options

- +2 Weave: add one target to the Area of Effect.

6th • *Fire Bolt*

Range: 30 m

Area of Effect: 1 target

Duration: -

Save: No

The caster hurls a bolt of fire against the target. This attack spell inflicts Fire damage and is resolved on the Bolt Spells Attack Table, with a maximum result of 150. If the target is wearing or bearing highly flammable items, there's a 1% chance per point of base damage inflicted that one of them will catch fire, dealing a Superficial Fire Critical Strike each round until doused, removed or destroyed.

7th • *Flaming Weapon*

Range: 0 (touch)

Area of Effect: 1 weapon

Duration: 1 rnd/lvl

Save: No

Target melee weapon within range is enshrouded in magical flames. The flames will not affect the weapon, nor harm its wielder or the caster, but will inflict an additional Moderate Fire Critical Strike to any creature it hits.

Warping Options

- +2 Weave: increase severity of the additional Critical Strike by 1 up to Lethal.

8th • *Fireball*

Range: 30 m

Area of Effect: 3m radius

Duration: -

Save: No

The caster shoots a small sphere of flames, that explodes in a fiery conflagration upon reaching its target. This attack spell is resolved on the Area Spells Attack Table, with no maximum result, inflicting Fire damage and affecting anyone within the area of effect.

9th • *Immolation*

Range: 0 (self)

Area of Effect: Caster

Duration: 1 rnd/lvl

Save: No

The caster wreaths himself in a fiery aura. For the duration of the spell he takes no damage from normal or magical fire, and inflicts a Light Fire Critical Strike at the beginning of each round to all creatures engaged in melee with him.

10th • *Firestorm*

Range: 30 m

Area of Effect: 6m radius

Duration: 1 rnd/lvl

Save: No

The chosen area is covered by a roaring storm of 3 meters high flames. For the duration of the spell, any creature in the Area of Effect suffers a Fire Critical Strike of increasing severity at the beginning of each round, starting from Superficial and up to Lethal. Inside the area of effect of the spell hearing and seeing are greatly hampered: all Perception rolls are penalized by -30. Furthermore, each target beginning his round inside the area of effect must pass a Perception roll during the Assessment Phase or either be Stunned; once the target passes the roll, he must not roll again for the duration of the spell.

Detections

Seeing the invisible, detecting magic and curses, reading the aura of living beings and magical places, beings and things.

Stat Bonus: WSD

Detections				
Weave	Spell	Range	Area of Effect	Duration
1st	Detect Magic	0 (self)	15m	C
2nd	Comprehend Languages	0 (self)	caster	C
3rd	Sense Darkness	20m	1 target	-
4th	Sense Invisible	0 (self)	15m	C
5th	Detect Traps	0 (self)	15m	C
6th	Aura Reading	20m	1 target	-
7th	Locate	30m	1 target	C
8th	Pierce the Veil	0 (self)	15m	C
9th	Precognition	0 (self)	caster	1 min/lvl
10th	Legendary Tales	0 (self)	caster	-

1st • Detect Magic

Range: 0 (self)
Area of Effect: 15 m radius
Duration: Concentration
Save: No

For the duration, the caster is aware of the presence of magical items or active spells in the Area of Effect.

Warping Options

- +2 Weave: the caster also learn the general position of all sources of magic detected (with an approximation of 1,5 meters).
- +3 Weave: this spell also detects passive or dormant spells and magical effects.
- +2 Weave: change the Duration to 1 minute per level (cannot be chosen more than once).

2nd • Comprehend Languages

Range: 0 (self)
Area of Effect: Caster
Duration: Concentration
Save: No

The caster can comprehend the basic concepts conveyed by a written text in a foreign or unknown language. This spell only works with non magical

languages and cannot decipher codes or secret messages, giving only the literal meaning of any text analyzed.

Warping Options

- +2 Weave: change the Duration to 1 minute per level (cannot be chosen more than once).
- +3 Weave: the caster can see detected creatures as if they weren't invisible (and suffers no penalty to attacks made against them).

3rd • Sense Darkness

Range: 20 m
Area of Effect: 1 target
Duration: -
Save: No

The caster learns if a creature or item he can see is either a servant of the Darkmaster, cursed, or under the influence of an evil spell.

Warping Options

- +2 Weave: the spell also works on spoken languages for the duration.
- +3 Weave: the caster gains a full understanding of the analyzed text, as it were written in his mother tongue.

4th • Sense Invisible

Range: 0 (self)
Area of Effect: 15 m radius
Duration: Concentration
Save: No

For the duration, the caster is aware of the presence and general position of any invisible creature or item in the Area of Effect. Attacks against creatures sensed this way suffer a special -50 penalty.

Warping Options

- +3 Weave: the caster also learn the general nature of the curse or evil spell afflicting the target.
- +1 Weave: add one target.

5th • *Detect Traps*

Range: 0 (self)
Area of Effect: 15 m radius
Duration: Concentration
Save: No

For the duration, the caster is aware of the presence and general position of all traps in the Area of Effect.

Warping Options

- +2 Weave: change the Duration to 1 minute per level (cannot be chosen more than once).

6th • *Aura Reading*

Range: 20 m
Area of Effect: 1 target
Duration: -
Save: No

The caster visualizes target's spiritual aura, gaining a superficial knowledge of its true essence and learning either its Motivation, its Nature or its Allegiance (if any).

Warping Options

- +2 Weave: the spell reveals one additional Passion of the target.

7th • *Locate*

Range: 30 m
Area of Effect: 1 target
Duration: Concentration
Save: No

The caster knows the exact position and the shortest route to a specific item or location he's familiar with if it's within the spell's Range. If the target is outside the Range of this spell, the caster will learn only its general direction.

Warping Options

- +2 Weave: change the Duration to 1 minute per level (cannot be chosen more than once).
- +1 Weave: the caster doesn't need to be familiar with the target, as long as it's been described to him in detail.
- +1 Weave: add 30 meters to Range.

8th • *Pierce the Veil*

Range: 0 (self)
Area of Effect: 15 m radius
Duration: Concentration
Save: No

For the duration, the caster sees through any illusion or magical disguise, darkness or concealment within the Area of Effect.

Warping Options

- +2 Weave: change the Duration to 1 minute per level (cannot be chosen more than once).

9th • *Precognition*

Range: 0 (self)
Area of Effect: Caster
Duration: 1 minute/lvl
Save: No

For the duration of the spell, the caster automatically succeed any Assessment Roll, cannot be Surprised, and always acts first in each phase of the TRS.

10th • *Legendary Tales*

Range: 0 (self)
Area of Effect: Caster
Duration: -
Save: No

The caster learns any significant legend and tale relevant to the powers, origins and history of any one item, place, creature or person he chooses at the time of casting. The caster must know at least a rumor about the topic, like having being told about it, or being in the presence of the object or place. In most cases, the effect of this spell may also result in a special bonus to the any Songs & Tales Skill roll variable from +50 to +100, depending on the situation. The GM must eventually give the caster's player any information about the topic, perhaps possibly in the form of the caster experiencing in first-person important events about the item, place, creature or person researched.

Eldritch Hand

Moving and affecting inert matter with the sheer power of the mind.

Stat Bonus: WIT

Eldritch Hand				
Weave	Spell	Range	Area of Effect	Duration
1st	Poltergeist	30m	1 target	1 min/lvl
2nd	Magic Shield*	0 (self)	caster	1 min/lvl
3rd	Burden	30m	1 target	1 min/lvl
4th	Telekinesis	30m	1 target	C
5th	Deflect*	30m	1 attack	-
6th	True Aim*	0 (touch)	1 attack	-
7th	Blade Ward*	30m	1 attack	-
8th	Eldritch Push	20m	1 target	-
9th	Shatter	30m	1 target	-
10th	Crushing Force	30m	1 target	1 rnd/lvl

1st • Poltergeist

Range: 30m

Area of Effect: 1 target

Duration: 1 min/lvl

Save: Yes

Target inanimate item, weighing up to 2kg, starts to shake weakly, as if tugged by an unseen hand. Very fragile objects has a 10% chance per minute of shattering. If the target is held by someone, it's wielder must pass a Mental SR or drop it.

Warping Options

- +2 Weave: increase maximum weight of the target by 2kg.

2nd • Magic Shield*

Range: 0 (self)

Area of Effect: caster

Duration: 1 min/lvl

Save: No

This spell creates an invisible shield of magical force that protects the caster, giving him a +25 special bonus to his DEF against all melee and missile attacks coming from a chosen side of the character. The shield

doesn't occupy a hand, but cannot be combined with a normal shield. The caster can change the side protected by this spell with a Free Action during the Assessment Phase.

3rd • Burden

Range: 30 m

Area of Effect: 1 target

Duration: 1 min/lvl

Save: Yes

Increase target Encumbrance Level by one, up to Over encumbered.

Warping Options

- +5 Weave: increase Encumbrance by one more Level.

4th • Telekinesis

Range: 30 m

Area of Effect: 1 target

Duration: C

Save: Yes

You can move target item or creature weighing up to 5kg in any direction within Range. Creatures targeted by this spell, or holding an item targeted by it, can make a SR to resist its effects.

Warping Options

- +2 Weave: increase maximum weight of the target by 5kg.

5th • Deflect*

Range: 30 m

Area of Effect: 1 attack

Duration: -

Save: No

The caster deflects an arrow, dart, or other similar non magical missile within range, inflicting a -100 penalty to its Attack Roll.

Warping Options

- +3 Weave: add one target.

6th • *True Aim**

Range: 0 (touch)

Area of Effect: 1 attack

Duration: -

Save: No

The caster magically guides toward its target the next mundane missile attack made by the touched character this round, granting a special +50 bonus to its Attack Roll.

7th • *Blade Ward**

Range: 30 m

Area of Effect: 1 attack

Duration: -

Save: No

The caster deflects a single melee attack that he can see within range, imposing a special -100 penalty to its Attack Roll.

Warping Options

- +3 *Weave*: add one target.

8th • *Eldritch Push*

Range: 20 m

Area of Effect: 1 target

Duration: -

Save: Yes

Target is hit by strong magical force. It suffers a Light Impact Critical Strike and is moved for 5 meters in any direction chosen by the caster on the horizontal axis. If it's a creature, it becomes Prone. If it encounters an obstacle (including another creature) on its path, its movement ends immediately and both the target and the obstacle suffer an additional Light Impact Critical Strike.

Targeted creatures can make a Save Roll to avoid the effects of this Spell.

9th • *Shatter*

Range: 30 m

Area of Effect: 1 target

Duration: -

Save: Yes

Target inorganic, inanimate object weighing no more than 5 kg explodes in a cloud of fragments. Its wielder suffers a Moderate Impact Critical Strike, and any creature within a 3 meters radius suffers a Superficial Impact Critical Strike. Magical items are unaffected by

this spell, and characters wielding or bearing the targeted item may pass a Save Roll to negate its effect.

10th • *Crushing Force*

Range: 30 m

Area of Effect: 1 target

Duration: 1 rnd/lvl

Save: Yes

The target is crushed by an overwhelming magical force. For the duration of the spell, the target is Held and suffers a Light Impact Critical Strike at the beginning of each round. If it's a creature, it falls to the ground and becomes Prone. At the end of each round, the target may make a Save Roll to end the effects of this spell.

Mind Control

Controlling the mind of living, sentient beings to affect them with slumber, daze and geas.

Stat Bonus: BEA

Mind Control				
Weave	Spell	Range	Area of Effect	Duration
1st	Sleep	30m	3m radius	1 min/lvl
2nd	Charm	30m	1 target	1 hr/lvl
3rd	Fear	20m	1 target	1 rnd/lvl
4th	Daze	30m	1 target	1 rnd/5 fail
5th	Hostility	30m	1 target	C
6th	Suggestion	3m	1 target	1 hr/lvl
7th	Hold Kin	30m	1 target	C
8th	Domination	20m	1 target	10 min/lvl
9th	Charm Monsters	30m	1 target	1 hr/lvl
10th	Geas	3m	1 target	1 day/lvl

1st • Sleep

Range: 30m

Area of Effect: 3m radius

Duration: 1 min/lvl

Save: Yes

Up to 4 levels of creatures in the Area of Effect fall deeply asleep. The targets will immediately awake if they're shaken, prodded or harmed in any way. Loud noises will grant them a Save Roll to end the effects of the spell.

Warping Options

- +1 Weave: increase by one the maximum level of creatures affected.

2nd • Charm

Range: 30m

Area of Effect: 1 target

Duration: 1 hour/lvl

Save: Yes

Target sentient humanoid creature will recognize the caster as a long forgotten friend, and act accordingly. This spell immediately ends if the caster or one of his allies attacks or harms the target.

3rd • Fear

Range: 20m

Area of Effect: 1 target

Duration: 1 rnd/lvl

Save: Yes

Target creature within Range becomes afraid of the caster for the duration. It won't attack him for any reason (but can still Parry his attacks) and will attempt to flee from him, if able.

Warping Options

- +3 Weave: add one target.

4th • Daze

Range: 30 m

Area of Effect: 1 target

Duration: 1 rnd/5 pnts failure

Save: Yes

Target is befuddled and unable to take decisions or new actions for 1 round for every 5 points of failure in his Save Roll. It can continue to do whatever it was doing when the spell was cast, and will be able to Parry and defend itself. However, it will automatically fail any Assessment Roll, and won't be able to initiate new actions for the duration.

Warping Options

- +4 Weave: add one target.

5th • Hostility

Range: 30 m

Area of Effect: 1 target

Duration: C

Save: Yes

Target creature is overwhelmed by an uncontrollable rage and attacks the nearest living being it can see for the duration. The target engages the victim of its fury in melee as quickly as possible if it can, otherwise it will resort to ranged attacks. It will always use its best attack (i.e. the one with the highest Skill bonus) for the situation, and won't use any part of its CMB to Parry while under the influence of this spell.

This spell ends immediately if the target is unable to find or physically unable to attack its opponent.

6th • *Suggestion*

Range: 3 m

Area of Effect: 1 target

Duration: 1h/lvl

Save: Yes

The caster suggests an action to target creature able to understand him. The target will follow the suggestion at the best of its capabilities for the Duration, provided that the action isn't obviously harmful. The spell will immediately end when the suggested task is completed.

Warping Options

- +2 *Weave*: the target won't remember who suggested the action once the spell ends.

10th • *Geas*

Range: 3 m

Area of Effect: 1 target

Duration: 1 day/lvl

Save: Yes

The caster gives target creature that is able to understand him a task to complete, or prohibits it from performing a specific activity. For the duration of the spell, the target must obey the order received and carry out its task at the best of its capabilities. If it's prevented from doing so, it will become *Weary* and will lose 10% of its maximum HPs each day, until it resumes its task.

The target cannot be ordered to commit suicide or other obviously self-harming actions.

This spell ends immediately once the task is completed.

7th • *Hold K̑in*

Range: 30 m

Area of Effect: 1 target

Duration: C

Save: Yes

Target humanoid creature within Range is Held for the Duration.

8th • *Domination*

Range: 20 m

Area of Effect: 1 target

Duration: 10 min/lvl

Save: Yes

Target humanoid creature within Range must obey the caster at the best of its capabilities for the Duration.

This spell ends immediately if the caster issues an obviously harmful command, attacks or harms the target in any way.

9th • *Charm Monsters*

Range: 30 m

Area of Effect: 1 target

Duration: 1 hour/lvl

Save: Yes

Target creature will recognize the caster as a long forgotten friend, and act accordingly. This spell immediately ends if the caster or one of his allies attacks or harms the target.

Illusions

Creating fake illusory artifacts, from deceptive mirages to ghostly sounds, misleading the sight and senses of living beings into believing their existence.

Stat Bonus: WIT

Illusions				
Weave	Spell	Range	Area of Effect	Duration
1st	<i>Phantom Sound</i>	30m	3m radius	10 min/lvl
2nd	<i>Chameleon</i>	3m	1 target	24 hrs
3rd	<i>Mirage</i>	30m	3m radius	10 min/lvl
4th	<i>Invisibility</i>	3m	1 target	24 hrs
5th	<i>Decoy*</i>	0 (self)	caster	1 rnd/lvl
6th	<i>Disguise</i>	3m	1 target	1 hr/lvl
7th	<i>Illusion</i>	30m	3m radius	10 min/lvl
8th	<i>Maddening Wail</i>	0 (self)	15m radius	1 rnd/lvl
9th	<i>Crippling Gaze</i>	20m	1 target	1 rnd/5 fail
10th	<i>Cloud Scrying</i>	30m	6m radius	10 min/lvl

1st • *Phantom Sound*

Range: 30 m

Area of Effect: 3 m radius

Duration: 10 min/lvl

Save: No

This spell creates an illusory sound that will seem to come from a point in the Area of Effect. It can be as low as a whisper and as loud as a normal conversation. If the sound is a voice, it must be in a language the caster knows.

Warping Options

- +1 Weave: the caster can Concentrate to move the point of origin of the sound within Range.

2nd • *Chameleon*

Range: 3 m

Area of Effect: 1 target

Duration: 24 hours

Save: No

This spell masks the presence of target static object or creature, making it very difficult to see for the duration, or until it moves.

Observers won't be able to see the target unless they're actively searching the area. In this case, they can make a Save Roll to resist the effects of this spell. This spell immediately ends if the target moves.

Warping Options

- +4 Weave: add one target.

3rd • *Mirage*

Range: 30 m

Area of Effect: 3 m radius

Duration: 10 min/lvl

Save: No

This spell creates an illusory static image or scene in the area of effect. The illusion is purely visual and doesn't cover sound, touch or other senses. Objects and creatures can simply pass through it without encountering any resistance.

Warping Options

- +3 Weave: increase Area of Effect by 3 meters.
- +3 Weave: increase Range by 30 meters.
- +3 Weave: increase Duration by 10 min/lvl.

4th • *Invisibility*

Range: 3 m

Area of Effect: 1 target

Duration: 24 hours

Save: No

Target creature and anything it carries or wield is made completely invisible for the duration. This spell immediately ends if the target attacks or is struck by a physical attack.

Warping Options

- +4 Weave: add one target.

5th • Decoy*

Range: 0 (self)
Area of Effect: caster
Duration: 1 rnd/lvl
Save: No

This spell creates an illusory decoy that looks and sound exactly like the caster. The decoy moves around the caster, mimicking his actions and echoing his words. Each attack directed against the caster has an equal chance of hitting him or a decoy. If a decoy is hit, it is destroyed and vanishes.

This spell ends immediately when all decoys are destroyed.

Warping Options

- +3 Weave: the spell creates one more decoy.

6th • Disguise

Range: 3 m
Area of Effect: 1 target
Duration: 1 hr/lvl
Save: No

This spell changes the appearance of target creature, making it look and sound like someone else. This spell can make the target look slightly smaller or bigger (within 20% of its actual size), or appearing as a member of a different Kin, but cannot radically change the target's type of creature. It cannot, for example, change the appearance of a man into that of a wolf, but could make a horse appear as a camel, or an elf look like a dwarf.

The spell changes the sound of the target voice, but doesn't give it the ability to speak a language it doesn't know.

This illusion only affects the senses of sight and hearing, so creatures using other senses won't be fooled by it.

7th • Illusion

Range: 30 m
Area of Effect: 3 m radius
Duration: 10 min/lvl
Save: No

This spell creates an illusory image or scene in the area of effect. The illusion is very convincing, affecting the senses of sight, hearing and smell. However, it's intangible and cannot damage creatures interacting with it.

The caster can move the illusion as he wishes (as long as it remains within Range) by Concentrating. Otherwise, the illusion will remain static.

The sounds reproduced by the illusion can be as loud as a dragon's roar. If they're voices, they must be in a language known by the caster.

Warping Options

- +3 Weave: increase Area of Effect by 3 meters.
- +3 Weave: increase Range by 30 meters.
- +3 Weave: increase Duration by 10 min/lvl.

8th • Maddening Wail

Range: 0 (self)
Area of Effect: 15 m radius
Duration: 1 rnd/lvl
Save: Yes

The caster emits a disturbing, high pitched wail, that rattles everyone near him.

Creatures within the Area of Effect must pass a Save Roll at the beginning of each round or be Stunned. Animals that fail this Save Roll will instead flee from the caster at their maximum speed for the duration. Deaf and mindless creatures aren't affected by this spell.

9th • Crippling Gaze

Range: 20 m
Area of Effect: 1 target
Duration: 1 rnd/5 pnts failure
Save: Yes

The target believes he has been stricken by an attack causing him a terrible injury. Roll a Grievous Critical Strike of a type chosen by the caster. Target will suffer its effects (damage, conditions, bleeding, penalties, ...) for 1 round for every 5 points of failure in his Save Roll. Once the duration expires, the target will realize he's been fooled and all damage caused by the spell will vanish.

If the target "dies" as a result of the Critical Strike, he'll fall unconscious for the duration instead.

10th • Cloud Scrying

Range: 30 m
Area of Effect: 6 m radius
Duration: 10 min/lvl
Save: No

For the duration of the spell, the chosen area is made impervious against divination magic. Spells or magical effect that detect or reveal illusions, and magic that enhance one's senses or let someone perceive from distance won't work within the Area of Effect.

PART V APPENDIX

Equipment & Tables

Weapons Table

Weapons Table									
Weapon	Hands	Skills Used	CR	Lenght	Attack Table	Max Res.	Prim Crit	Base Range	Notes
Arming Sword	1H	Blades	3	Long	Edged	140	Cut	-	
Ball & Chain	1H	Blunt	8	Short	Blunt	150	Impact	-	I fumbled, attacker also takes a Light Impact Critical Strike on himself
Battle Axe	1H	Blunt Blades	5	Long	Edged	150	Cut	-	-10 CMB when used 1-Handed, +10 CMB when used 2-Handed.
Club	1H	Blunt	4	Short	Blunt	110	Impact	-	
Dagger	1H	Brawl Blades	1	Hand	Edged	120	Pierce	-	
Grappling	2H	Brawl	5	Hand	Unarm	Varies	Grapple	-	The maximum result on the Attack Table depends on the size of the attacker - see the Unarmed Attack Table for details
Greataxe	2H	Polearms Blunt	6	Long	Edged	175	Cut	-	Very heavy weapon to swing, wielder that attacks more than once in a row gets -10 CMB for each subsequent attack.
Halberd	2H	Polearm	6	Longest	Edged	150	Cut	-	Can be used to attack from 2nd line (only Pierce Criticals) with -20 CMB.
Handaxe	1H	Blunt Blades	2	Hand	Blunt	130	Cut	-	
Heavy Crossbow	2H	Ranged	4	-	Missile	175	Pierce	30	Load (2), +20 CMB when attacking targets within 15m. Bolts shot can be retrieved if the target's missed but there's a 50% chance they will be ruined.
Kick	1H	Brawl	4	Hand	Unarm	Varies	Impact	-	The maximum result on the Attack Table depends on the size of the attacker - see the Unarmed Attack Table for details
Light Crossbow	2H	Ranged	3	-	Missile	150	Pierce	20	Load (1), +10 CMB when attacking targets within 15m. Bolts shot can be retrieved if the target's missed but there's a 50% chance they will be ruined.
Light Mace	1H	Blunt	2	Short	Blunt	120	Impact	-	
Long Bow	2H	Ranged	6	-	Missile	175	Pierce	35	Load (1). Arrows shot can be retrieved if the target's missed but there's a 50% chance they will be ruined.
Punch	1H	Brawl	1	Hand	Unarm	Varies	Impact	-	The maximum result on the Attack Table depends on the size of the attacker - see the Unarmed Attack Table for details
Quarterstaff	2H	Polearm	6	Long	Blunt	130	Impact	-	Risk of breaking (1/3 the CMB committed to parry) when parrying edged weapons.
Short Bow	2H	Ranged	4	-	Missile	140	Pierce	20	Load (1) or Reload (0) with -10 CMB. Arrows shot can be retrieved if the target's missed but there's a 50% chance they will be ruined.
Short Spear	1H/2H	Polearm	5	Long	Edged	140	Pierce	-	-10 CMB when used 1-Handed.

Weapons Table									
Weapon	Hands	Skills Used	CR	Lenght	Attack Table	Max Res.	Prim Crit	Base Range	Notes
Short sword	1H	Blades	2	Short	Edged	130	Cut	-	
Sling	1H	Ranged	7	-	Missile	130	Impact	15	Load (1), can be used in conjunction with a shield. Can be used to throw found rocks at a -10 CMB.
Thrown Dagger	1H	Ranged	2	-	Missile	110	Pierce	3	If used in melee uses the Dagger stats with -20 CMB. Conversely, a dirk or poniard can be thrown at a -20 CMB. Thrown weapons that miss the target must be found and retrieved on the battlefield!
Thrown Spear	1H	Ranged	3	-	Missile	130	Pierce	5	Thrown weapons that miss the target must be found and retrieved on the battlefield!
Two Handed Sword	2H	Blades	6	Long	Edged	175	Cut	-	
War Hammer	1H	Blunt	4	Short	Blunt	140	Impact	-	

Hands: Tells if the weapon can be used with a single hand (1H) or must/can be used with two hands (2). A 1H-weapon can be usually used in conjunction with a shield, or another weapon in the free hand. A 2H-weapon generally is capable of delivering heavier blows. Some weapons can be used either with 1H or 2H (the so-called "hand-and-a-half weapons"). In this case often there are associated bonuses or penalties for the 1H vs 2H use. 2H weapons may not be used to parry incoming attacks with more than 50% of total CMB available in each round.

Skill Used: The skill bonus that must be looked upon to determine the basic Combat Bonus (CMB). Some weapons may be used with more than one skill; often there are penalties associated to the CMB when using a certain weapon with a second-choice skill; in this case the penalty to the CMB is indicated next to the skill. For example "Blades -20" means the weapon can be used with the Blades skill bonus at a -20 penalty to the actual CMB.

CR: Clumsy Range: the range within the attacker fumbles the weapon when attacking. If the natural d100 attack roll falls into this range, the attack automatically misses and the attacker must roll on the Weapon Fumble table to see what else worst may happen.

Length: The length and reach of the weapon. Lengths are used in the Tactical Round Sequence to determine which combatant gets to act first in a melee. Generally the longer the weapon, the fastest the attacker gets to act.

Attack Table: The Attack Table that must be looked upon to determine the result of attacks with this weapon. The Weapon Attack Tables are Edged, Blunt, Thrusting, Missile, Unarmed.

Max Res: The maximum result that the modified Attack Roll can get on the Attack Table. Higher results than this cap can't be obtained with this weapon. Generally: the heavier the weapon, the highest results it can get on the Attack Table, the more potential damage it can inflict to the target.

Primary Critical: The primary type of Critical Strike (e.g. Impact, Pierce, Cut, Grapple) dealt by the weapon. Some weapons may deal an alternate type of Critical Strike.

Base Range: The base range in meters for the weapon to be thrown or fired. Short range is between 1 meter and the base range and there is no CMB modification associated. Medium range is between the base range and double the base range, and there's a -25 CMB modification. Long range is between double the base range and triple the base range and there's a -50 CMB modifier associated to it. Extreme range is between triple the base range and four times the base range, and there's a -75 CMB modification. Farther ranges are not obtainable. Missile weapons may not be used if the wielder is engaged in melee.

Notes: Special notes on the use, effects and drawbacks of the weapon.

Armors Table

Armors & Shields Table								
Armor Name	Armor Type	Zones Protected	Max SWI to Def	Move Actions Penalty	CMB Penalty	Perc Penalty	Melee DEF Bonus	Missile DEF Bonus
<i>Leather Jerkin</i>	<i>Soft Leather</i>	<i>Torso</i>	-	-10	-	-	-	-
The lightest form of protection one's can wear. Offers not much protection against direct heavy blows, but is somewhat effective against thrusts and cuts.								
<i>Reinforced Leather</i>	<i>Reinforced Leather</i>	<i>Torso, Arms, Legs</i>	+20	-30	-5	-	-	-
Rigid plates leather armor counts as a Rigid Armor for the purpose of reading the effects of some Critical Strikes.								
<i>Chain Mail</i>	<i>Chain</i>	<i>Torso, Arms, Legs</i>	+20	-45	-5	-	-	-
Counts as Metal Armor for the purpose of reading the effects of some Critical Strikes. Independently of the Movement Penalty, a metal armor sinks. No character can swim with a metal armor on!								
<i>Half Plate</i>	<i>Plate</i>	<i>Torso, Arms, Legs</i>	+20	-60	-5	-	+5	+5
Counts as Metal and Rigid Armor for the purpose of reading the effects of some Critical Strikes. Independently of the Movement Penalty, a metal armor sinks. No character can swim with a metal armor on!								
<i>Metal Helmet</i>	-	<i>Head</i>	-	-	-	-5	-	-
A classic pot helmet, giving solid protection against direct blows to the head.								
<i>Full Shield</i>	-	-	-	-10	-5	-	+25	+25
Applies against all attackers from one side.								

Armor Type: The column on the Attack Tables to be looked up when a character wearing this type of armor is being attacked.

Zones Protected: The body partes/zones actually protected by the armor worn. Some Critical Strikes may read different effects if a specific body part hit is covered by an amor or not. Use this information to discern the case.

Max SWI do Def: Maximum Swiftess bonus applicable to Defense when wearing said armor.

Movement Penalty: Penalty to Moving Actions and some other Actions. Generally this penalty is applied to Athletics, Acrobatics, Ride, Stealth. Can be offset partially or wholly by the Armor Skill bonus to a minimum of 0. The total penalty may be stacked: for example wearing a Chain Mail armor and holding a Wall Shield will result in a total Movement Penalty of -65).

CMB Penalty: Penalty to the Combat Bonus (CMB) when wearing said armor. This penalty cannot be offset.

Perception Penalty: Penalty to the Perception Skill bonus when wearing said armor. This penalty cannot be offset.

Melee Defense Bonus: Straight bonus to the Defense (DEF) against melee attacks when wearing/hilding said piece of armor.

Missile Defense Bonus: Straight bonus to the Defense (DEF) against ranged attacks when wearing/hilding said piece of armor.

General Gear

General Gear			
Good	Fare	Notes	Availability
Ammunition	0	20 arrows, 10 crossbow bolts, or 50 sling projectiles.	Common
Antidote	3	Grants a second SR with a special +30 bonus against the effects of a Poison.	Rare
Backpack	0	Contains up to 20 small items or 5 medium items.	Common
Bandage	1	Used to stop Bleeding	Common
Bedroll	0	Without a bedroll sleeping outdoors in cold weather may make the character wake up Weary	Common
Caltrops	0	10 four-pointed special nails; one spike always points up when thrown to the ground	Uncommon
Clothes, Extravagant	4	Dresses to get everyone's attention (and the blame of many) at the King's Festival	Rare
Clothes, Fancy	3	Noble clothes	Rare
Clothes, Fine	2	Gentry clothes	Uncommon
Clothes, Plain	1	Everyday clothes	Common
Fire-starting Kit	0	Required to start a campfire without having to spin a stick on a bark piece for hours	Common
Grappling Hook	0	Used in conjunction with a rope to climb sheer surfaces	Common
Healer's Kit	2	Used to treat Injuries and Bleeding	Uncommon
Healing Salve/ Poultice	2	Can be used as a Bandage, or to heal 1d10 HPs	Uncommon
Hunting Trap	1	Can be set using the Hunting Skill to inflict the Held Condition and a Superficial Critical	Common
Iron Pitons	0	10 sturdy 15cm nails	Common
Iron Pot	0	Cooking pot	Common
Lantern	1	Lits a 6m radius area	Common
Lockpick	1	Required to pick locks & traps	Common
Magnifying Glass	2	Removes Perception penalties for long distances	Uncommon
Mining Tools	1	Can be used as a -20 Mace	Common
Musical Instrument	0-4	Actual Fare depends on the type and quality of instrument. A simple wooden flute can be Fare 0. The most precious lute of the King's bard can be fare 4.	Common to Rare

General Gear			
Good	Fare	Notes	Availability
Oil Flask	0	Enough to power a lantern for about 2 hours. Can be poured on solid ground a lit afire creating a flaming patch of 1m radius that lasts for 1 minute.	Common
Pipe	0	You can always make use of a good pipe	Common
Quill and Inkpot	1	Handwriting kit, enough for hundreds of pages	Uncommon
Quiver/Scabbard	0	For a medium sized weapon or up to 20 arrows	Common
Reviving Cordial	2	Removes the Weay Condition for 1-3 hours, enough for 2 draughts	Uncommon
Rope	1	15 meters	Common
Scroll/Parchment	2	Per sheet	Uncommon
Seafaring Sunstone	3	Navigation instrument	Uncommon
Tent	1	Holds up to two people	Common
Tobacco	1	A pouch	Common
Torch	0	Lits in dim light a 3m radius area	Common
Waterskin	0	Holds enough water to quench the thirst of a person for 2 days	Common
Weapon, hand melee	0	Dagger, club	Common
Weapon, light melee	1	Side weapon like a short sword, mace, or arming sword.	Common
Weapon, large melee	1	Longsword, warhammer, morningstar, etc.	Common
Weapon, heavy melee	2	Two-Handed Weapons, Polearms	Uncommon
Weapon, light ranged	1	Sling, Light Crossbow, Composite Bow	Common
Weapon, heavy ranged	2	Long Bow, Heavy Crossbow	Uncommon

Items Quality Modifiers			
Quality	Fare	Item bonus	Rarity
Low quality	-1	-10	Common*
Superior Quality	+1	+5	Uncommon
Masterwork	+2	+15	Rare

Item Quality Modifier Applies To...	
Weapons	CMB
Armors	DEF, or reduces Penalty
Tools	Skill bonus

Food, Drink and Lodgings				
Good	Fare	Notes		Availability
Meal, Poor	0	Per person, prevents but doesn't heal starvation.		Common
Meal, Normal	1	Enough food for a small family or a group of 5 people.		Common
Meal, Lavish	2	A binge for up to 10 people. Includes ale.		Uncommon
Drink, Ale/Beer	0	Enough to get one person tipsy.		Common
Drink, Mead/Liquor	1	Enough to get one person tipsy.		Common
Drink, Elven Wine/ Dwarven Ale	3	Enough to get a dwarf or elf tipsy, or a man severely drunk. Heals 20 HPs and removes the Weary condition but afterwards puts the character to deep sleep for 10+ hours.		Rare
Lodging, Poor	0	Communal sleeping room for 1 night.		Common
Lodging, Average	1	Separate beds, include stable service for a week.		Common
Lodging, Good	3	Single room/suite, including stable service and personal assistant, for 1 month.		Uncommon
Rations, Normal	0	1 week worth, unpreserved.		Common
Rations, Preserved	1	1 week worth.		Common
Rations, Special	2	2 weeks worth. Light, highly nutritious, delicious-tasting and well preserved food like elven bread, twice baked cakes, or dwarven beef jerky.		Uncommon

Mounts & Animals				
Good	Fare	Riding Modifier	Notes	Availability
Pack Animal	1	-10	Usually a Donkey, Mule, Horse or Pony	Common
Rouncey	1	+0	Common riding horse	Common
Destrier	3	+15	Heavy warhorse	Uncommon
Trained animal	1	-	A hound dog	Common

Vehicles					
Good	Fare	Capacity	Crew	Notes	Availability
Cart	1	350Kg	1	Treat as Mounted, Heavily Encumbered to calculate movement	Common
Boat	2	450Kg	1	See Travelling by Water section	Common

Combat Modifiers Summary Table				
Condition or Circumstance	CMB Mod		DEF Mod	
	Melee	Ranged	Melee	Ranged
Target of the attack is Stunned	+20	+20	-	-
Target of the attack is Incapacitated	Special rules apply, see above			
Target of the attack is Held	+30	-	-	-
Target of the attack is Prone	+30	-	-	+20
Attacker prone/attacking from the ground up	-20	-20	-	-
Attacker is Held	-30	-30	-30	-30
Attacker is Weary	-20	-20	-	-
Attacker is striking to Subdue the target	Varies	-	-	-
Dashing Attack	-30	-	Can not Parry	
Move to Engage	-20	-	-	-
Drawing a weapon in the same round	-20	-	-	-
Reloading a missile weapon in the same round	-	-20	-	-
Attacking a Surprised target	+20	+20	-	-
Target of the attack is Surprised	Can not attack		Can not Parry nor apply SWI and Shield bonus to DEF	
Attacker on higher ground than target	+20	-	-	-
Combatant is Mounted	Special rules apply, see “Mounted Fighting”			
Attacker is Flanking the target	+15	-	-	-
Attacker is on Rear of the target	+30	-	-	-
Attacker is Fighting With Two Weapons	-20	-	-	-
Range modifiers (for missile or spell attacks)	-	Varies	-	-
Fighting on Rough terrain	-10	-	-	-
Fighting on Arduous terrain	-20	-	-	-
Combatant is Lightly Encumbered	-10	-	-	-
Combatant is Encumbered	-20	-	-	-
Combatant is Heavily Encumbered	-30	-	-	-
Combatant is Over Encumbered	Half move, no attacks, can't add SWI to DEF			
Target of the attack is wielding a Target Shield	-	-	+20	+10
Target of the attack is wielding a Full Shield	-	-	+25	+25
Target of the attack is wielding a Wall Shield	-	-	+30	+40
Attacker is Charging at the target	+20	-	Can not Parry	
Weapon/Attack/Spell Modifier vs Armors	Varies: see Weapons and Spells description			

Creatures Stats Table															
Crature	LV	Move Rate							Attacks			Skills			
		1st	2nd	AT	DEF	TSR	WS R	HP	Primary	Second.	Special	Crit	Rog	Adv	Lor
Awakened Tree	10	18L		RL	40	100	60	250	+90 LGr	+90 LTr	Special	EB	0	90	0
Dark Elf/Unseelie	8	20L		RLs	70	50	80	90	+100 Ran	+90 Wpn	Spells	NH	80	40	40
Dark Mage	10	15L		SL	10	65	70	65	+65 Wpn		Spells	NH	20	0	50
Dark Orc Chieftain	7	15L		CHs	30	65	30	100	+100 Wpn	+75 Ran		NH	10	20	0
Dark Troll Champion	9	15L		CH	40	90	35	250	+120 Wpn	+80 LBr		CH	0	20	0
Dire Bear	7	24L		SL	40	60	35	250	+95 LGr	*+100 LBi		CB	10	60	0
Dwergar	5	14L		CHs	30	60	40	85	+80 Wpn	+30 Ran		NH	40	20	15
Fire Drake	25	55F	18L	PL	40	190	190	450	+175 CBI	+150 HCl	Fire Breath	EB	120	100	90
Ghoul	4	17L		NA	35	40	10	60	+55 MCl			NH	30	30	0
Giant Eagle	15	60F	10L	NA	40	105	105	180	+110 HCl	+70 HBe		CB	50	80	40
Giant Spider	5	18L		CH	20	40	30	50	+70 LPi		Poison	NB	60	0	0
Gorcrow	1	21F	3L	NA	50	0	0	10	+25 SBI			NB	50	10	0
Human Bandit	4	16L		RLs	25	25	20	70	+55 Wpn	+35 Ran		NH	20	20	0
Kraken	15	24S		SL	50	115	75	150	+75 LGr (x8)			EB	0	50	0
Mountain Giant	18	25L		SL	40	120	25	350	+180 LTr	+150 Ran	Throw Boulder	EH	0	50	10
Mountain Lion	4	30L		NA	40	20	10	100	+60 MCl	*+60MBi		NB	50	40	0
Nightmare	9	50L		RL	50	65	65	210	+110 LTr		Special	CB	20	20	0
Orc Soldier	3	15L		RLs	30	40	5	60	+60 Wpn	+45 Ran		NH	15	10	0
Redcap	1	17L		NA	25	30	-5	35	+35 Wpn			NH	25	0	0
Skeleton	1	14L		NAs	20	25	-10	25	+30 Wpn			NH	0	0	0
Stone Guardian	8	12L		PL	30	100	70	170	+110 LBr			CH	0	0	0
Tusked Boar	3	40L		SL	30	20	5	120	+50LHo	*+40LTr		NB	0	40	0
Vargr	8	40L		NA	55	50	40	150	+100 LBi			CB	25	70	0
Wight	10	15L		NA	40	80	90	100	+105 Wpn		Unholy Drain	CH	40	30	20
Wild Troll	6	15L		RL	10	75	15	150	+90 LBr	+80 Wpn		CH	20	40	0
Wolf	3	40L		NA	30	15	5	110	+70 MBi			NB	30	50	0
Wyvern	12	50F	10L	CH	40	100	60	200	+100 LBi	+70 LCl		CB	10	20	0
Awakened Tree	10	18L		RL	40	100	60	250	+90 LGr	+90 LTr	Special	EB	0	90	0
Dark Elf/Unseelie	8	20L		RLs	70	50	80	90	+100 Ran	+90 Wpn	Spells	NH	80	40	40
Dark Mage	10	15L		SL	10	65	70	65	+65 Wpn		Spells	NH	20	0	50

PART VI APPENDIX

Attack & Critical Tables

Edged Weapon Attack Table						
Roll	NA	SL	RL	CH	PL	Roll
Up to 10	Attack automatically misses & there's a chance of being clumsy					Up to 10
11-35	-	-	-	-	-	11-35
36-40	-	-	-	-	0	36-40
41-45	-	-	-	0	0	41-45
46-50	-	0	0	0	1	46-50
51-55	0	0	0	0	1	51-55
56-60	0	0	0	1	2	56-60
61-65	0	0	0	2	2	61-65
66-70	0	3	2	3	3	66-70
71-75	0	5	3	4	3	71-75
76-80	7 Sup	7	5	5	4	76-80
81-85	9 Sup	9	6	6	5	81-85
86-90	10 Lig	10 Sup	7	7	5	86-90
91-95	11 Lig	12 Sup	9 Sup	8	6	91-95
96-100	13 Mod	13 Lig	10 Sup	9	6	96-100
101-105	15 Mod	14 Lig	11 Sup	10 Sup	7	101-105
106-110	17 Gri	15 Mod	12 Lig	11 Sup	8	106-110
111-115	19 Gri	17 Mod	13 Lig	12 Lig	8 Sup	111-115
116-120	20 Gri	18 Gri	15 Mod	13 Lig	9 Sup	116-120
121-125	21 Let	19 Gri	16 Mod	13 Mod	10 Sup	121-125
126-130	23 Let	20 Gri	17 Gri	14 Mod	10 Lig	126-130
131-135	25 Let	22 Gri	18 Gri	15 Mod	10 Lig	131-135
136-140	27 Let	23 Let	20 Gri	16 Gri	11 Mod	136-140
141-145	28 Let	24 Let	21 Let	17 Gri	11 Gri	141-145
146-150	30 Let	25 Let	22 Let	18 Let	12 Gri	146-150
151-155	34 Let	29 Let	26 Let	21 Let	14 Gri	151-155
156-160	38 Let	33 Let	30 Let	24 Let	16 Let	156-160
161-165	42 Let	37 Let	34 Let	27 Let	18 Let	161-165
166-170	46 Let	41 Let	37 Let	30 Let	20 Let	166-170
171-175	50 Let	43 Let	40 Let	33 Let	22 Let	171-175

Blunt Weapons Attack Table						
Roll	NA	SL	RL	CH	PL	Roll
Up to 10	Attack automatically misses & there's a chance of being clumsy					Up to 10
11-35	-	-	-	-	-	11-35
36-40	-	-	-	-	0	36-40
41-45	-	-	-	1	1	41-45
46-50	-	2	2	2	2	46-50
51-55	0	3	3	3	3	51-55
56-60	0	4	3	4	3	56-60
61-65	0	5	4	5	4	61-65
66-70	0	6	5	6	5	66-70
71-75	0	7	5	7	5	71-75
76-80	0	8	6	8	6	76-80
81-85	6	9 Sup	7	9	7	81-85
86-90	8	10 Sup	7 Sup	10	7	86-90
91-95	9 Sup	11 Sup	8 Sup	11	8	91-95
96-100	10 Lig	12 Lig	9 Sup	12 Sup	9	96-100
101-105	12 Mod	13 Lig	10 Lig	13 Sup	10	101-105
106-110	13 Mod	14 Lig	11 Lig	14 Lig	10 Sup	106-110
111-115	14 Gri	15 Mod	12 Mod	15 Lig	11 Sup	111-115
116-120	15 Gri	16 Mod	13 Mod	16 Mod	12 Lig	116-120
121-125	17 Gri	17 Gri	15 Mod	17 Mod	13 Lig	121-125
126-130	18 Let	18 Gri	16 Mod	18 Gri	13 Mod	126-130
131-135	19 Let	19 Gri	17 Gri	19 Gri	14 Mod	131-135
136-140	21 Let	20 Let	18 Gri	20 Let	15 Gri	136-140
141-145	22 Let	21 Let	19 Let	21 Let	16 Gri	141-145
146-150	23 Let	22 Let	20 Let	22 Let	16 Let	146-150
151-155	26 Let	24 Let	22 Let	23 Let	17 Let	151-155
156-160	29 Let	26 Let	24 Let	24 Let	17 Let	156-160
161-165	32 Let	28 Let	26 Let	25 Let	18 Let	161-165
166-170	34 Let	30 Let	28 Let	26 Let	18 Let	166-170
171-175	36 Let	32 Let	30 Let	28 Let	19 Let	171-175

Missile Weapons Attack Table						
Roll	NA	SL	RL	CH	PL	Roll
Up to 10	Attack automatically misses & there's a chance of being clumsy					Up to 10
11-35	-	-	-	-	-	11-35
36-40	-	-	-	-	-	36-40
41-45	-	-	-	-	-	41-45
46-50	-	-	-	-	-	46-50
51-55	-	-	-	-	0	51-55
56-60	-	-	-	0	0	56-60
61-65	-	-	-	0	0	61-65
66-70	-	0	0	0	0	66-70
71-75	-	0	0	0	1	71-75
76-80	-	4	0	2	2	76-80
81-85	-	6	3	4	3	81-85
86-90	-	8 Sup	5	6	4	86-90
91-95	8 Sup	10 Sup	7 Sup	7	5	91-95
96-100	10 Lig	12 Lig	9 Sup	8 Sup	6	96-100
101-105	11 Mod	13 Lig	10 Lig	10 Sup	7	101-105
106-110	13 Mod	14 Lig	12 Lig	13 Lig	8 Sup	106-110
111-115	15 Mod	16 Mod	13 Lig	14 Lig	9 Sup	111-115
116-120	16 Gri	17 Mod	15 Mod	16 Lig	10 Sup	116-120
121-125	18 Gri	19 Gri	17 Mod	17 Mod	10 Lig	121-125
126-130	20 Gri	20 Gri	19 Gri	19 Mod	11 Lig	126-130
131-135	21 Let	22 Gri	21 Gri	20 Gri	12 Mod	131-135
136-140	23 Let	23 Let	23 Gri	22 Gri	13 Mod	136-140
141-145	25 Let	25 Let	25 Let	23 Let	14 Gri	141-145
146-150	27 Let	26 Let	26 Let	25 Let	15 Let	146-150
151-155	29 Let	28 Let	28 Let	26 Let	16 Let	151-155
156-160	31 Let	30 Let	30 Let	27 Let	17 Let	156-160
161-165	33 Let	32 Let	32 Let	28 Let	18 Let	161-165
166-170	35 Let	34 Let	33 Let	29 Let	19 Let	166-170
171-175	37 Let	36 Let	34 Let	30 Let	20 Let	171-175

Unarmed/Grappling Attack Table						
Roll	NA	SL	RL	CH	PL	Roll
Up to 10	Attack automatically misses & there's a chance of being clumsy					Up to 10
11-35	-	-	-	-	-	11-35
36-40	0	0	0	0	0	36-40
41-45	0	0	0	0	0	41-45
46-50	0	0	0	0	0	46-50
51-55	1	0	0	0	0	51-55
56-60	2	0	0	0	0	56-60
61-65	3	0	0	0	0	61-65
66-70	4	0	0	0	0	66-70
71-75	5	1	0	0	0	71-75
76-80	6	2	1	0	0	76-80
81-85	7	3	2	0	0	81-85
86-90	8	4	3	1	0	86-90
91-95	9	5	4	2	0	91-95
96-100	10	6	5	3	1	96-100
101-105	10 Sup	7 Sup	6	4	2	101-105
106-110	11 Sup	8 Sup	7 Sup	5	3	106-110
111-115	12 Sup	9 Sup	8 Sup	6	4	111-115
116-120	13 Lig	10 Lig	9 Sup	7 Sup	5	116-120
121-125	14 Lig	11 Lig	10 Lig	8 Sup	6	121-125
126-130	15 Lig	12 Lig	11 Lig	9 Sup	7 Sup	126-130
131-135	16 Mod	13 Mod	12 Lig	10 Lig	8 Sup	131-135
136-140	17 Mod	14 Mod	13 Mod	11 Lig	9 Sup	136-140
141-145	18 Mod	15 Mod	14 Mod	12 Lig	10 Lig	141-145
146-150	19 Gri	16 Gri	15 Mod	13 Mod	11 Lig	146-150
151-155	20 Gri	18 Gri	16 Gri	14 Mod	12 Lig	151-155
156-160	22 Gri	20 Gri	18 Gri	15 Mod	13 Mod	156-160
161-165	24 Let	22 Gri	20 Gri	16 Gri	14 Mod	161-165
166-170	26 Let	24 Let	22 Let	18 Gri	15 Mod	166-170
171-175	28 Let	26 Let	24 Let	20 Let	16 Gri	171-175

Unarmed Attacks Statistics Table						
Attack Type	Critical	Small	Med	Larg	Huge	Col.
Punch	Impact	80	110	130	150	175
Kick	Impact	90	120	140	150	175
Armored Fist	Impact	90	120	140	150	175
Grappling/ Wrestling	Grappling	80	120	140	150	175

Area Spells Attack Table						
Roll	NA	SL	RL	CH	PL	Roll
Up to 10	Attack automatically misses & there's a chance of being clumsy					Up to 10
11-35	0	0	0	0	0	11-35
36-40	0	0	0	0	0	36-40
41-45	0	0	0	0	0	41-45
46-50	0	0	0	0	0	46-50
51-55	0	0	0	0	0	51-55
56-60	1	0	0	0	0	56-60
61-65	2	0	0	0	0	61-65
66-70	3	0	0	0	0	66-70
71-75	4	0	0	0	0	71-75
76-80	5	0	0	0	0	76-80
81-85	6	0	0	0	0	81-85
86-90	7 Sup	0	1	1	1	86-90
91-95	8 Sup	1 Sup	2	2	2	91-95
96-100	9 Sup	2 Sup	3	3	3	96-100
101-105	10 Sup	3 Sup	4 Sup	4	4	101-105
106-110	11 Sup	4 Sup	5 Sup	5 Sup	5	106-110
111-115	12 Lig	6 Sup	6 Sup	6 Sup	5 Sup	111-115
116-120	13 Lig	8 Lig	7 Sup	7 Sup	6 Sup	116-120
121-125	14 Lig	10 Lig	8 Sup	8 Sup	7 Sup	121-125
126-130	15 Lig	12 Lig	10 Lig	8 Lig	7 Sup	126-130
131-135	16 Mod	14 Lig	12 Lig	9 Lig	7 Lig	131-135
136-140	18 Mod	16 Mod	13 Lig	10 Lig	8 Lig	136-140
141-145	20 Mod	18 Mod	14 Mod	10 Mod	9 Lig	141-145
146-150	21 Mod	20 Mod	16 Mod	12 Mod	9 Mod	146-150
151-155	22 Mod	22 Mod	18 Mod	14 Mod	10 Mod	151-155
156-160	24 Gri	24 Gri	20 Mod	15 Mod	12 Mod	156-160
161-165	26 Gri	26 Gri	22 Gri	16 Gri	14 Gri	161-165
166-170	28 Gri	28 Gri	24 Gri	18 Gri	16 Gri	166-170
171-175	34 Let	30 Let	26 Let	20 Let	18 Let	171-175

Bolt Spells Attack Table						
Roll	NA	SL	RL	CH	PL	Roll
Up to 10	Attack automatically misses & there's a chance of being clumsy					Up to 10
11-35	-	-	-	-	-	11-35
36-40	-	-	-	-	-	36-40
41-45	-	-	-	-	-	41-45
46-50	-	-	-	-	0	46-50
51-55	-	-	-	-	0	51-55
56-60	-	-	-	0	0	56-60
61-65	-	-	-	0	0	61-65
66-70	-	0	0	1	1	66-70
71-75	-	0	0	3	1	71-75
76-80	0	1	0	3	2	76-80
81-85	0	1	1	2	2	81-85
86-90	0	2	2	3	3	86-90
91-95	8 Sup	3	3	4	3	91-95
96-100	10 Sup	4 Sup	4	5 Sup	4 Sup	96-100
101-105	11 Sup	5 Sup	5 Sup	6 Sup	5 Sup	101-105
106-110	12 Lig	6 Sup	6 Sup	7 Sup	6 Sup	106-110
111-115	14 Lig	8 Lig	8 Sup	8 Sup	7 Sup	111-115
116-120	16 Lig	10 Lig	10 Lig	10 Lig	8 Sup	116-120
121-125	18 Mod	12 Lig	12 Lig	12 Lig	12 Lig	121-125
126-130	21 Mod	15 Mod	14 Lig	14 Lig	13 Lig	126-130
131-135	24 Mod	18 Mod	16 Mod	15 Lig	14 Lig	131-135
136-140	27 Gri	21 Mod	17 Mod	16 Mod	15 Lig	136-140
141-145	30 Gri	24 Gri	18 Mod	17 Mod	16 Mod	141-145
146-150	32 Gri	27 Gri	19 Gri	18 Mod	17 Mod	146-150
151-155	34 Let	30 Gri	20 Gri	20 Mod	20 Mod	151-155
156-160	36 Let	31 Let	22 Gri	22 Gri	22 Gri	156-160
161-165	38 Let	33 Let	25 Let	24 Gri	24 Gri	161-165
166-170	40 Let	35 Let	28 Let	26 Let	26 Gri	166-170
171-175	42 Let	37 Let	31 Let	28 Let	26 Let	171-175

Area Spells Modifiers					
General Modifiers	CMB	DEF	Range Modifiers	CMB	DEF
Target is the center point of the attack (only Ball Spells)	+20	-	Up to 3m	+35	-
Target is wearing full helm	-	10	4-10m	10	-
DEF bonus of the target vs. ranged attacks	-	Varies	11-20m	+0	-
Grappling/Wrestling	Grappling	80	21-30m	-20	-

Bolt Spells Range modifiers to attacker's CMB	
Target is the center point of the attack (only Ball Spells)	+20
Target is wearing full helm	-
DEF bonus of the target vs. ranged attacks	-
Grappling/Wrestling	Grappling

Area Spells Stats										
Spell	Area of Effect	Max Rng	Max Res	Combat Bonus Modifier					Critical Type	Notes
				NA	SL	RL	CH	PL		
Cone of Cold	15*3m Cone	15	140	-	-	-	-	-	Frost	
Dragon's Breath	Varies			20	-	-	10	10	Fire	Maximum result of the attack, area of effect and range depend on the Dragon's size and age. Organic material can catch fire (1% per hit) dealing a Class I Critical Strike until fire doused.
Cold Ball	6m radius sphere	50	130	-	-	-	-	-	Frost	
Fire Ball	3m radius sphere	50	175	20	-	-	10	10	Fire	Organic material can catch fire (1% per hit) dealing a Class I Critical Strike until fire doused.
Lightning Ball	3m radius sphere	50	150	-	-	-	20	30	Lightning	Inflicts double base damage against Metal Armors.

Area of Effect: The spell's area of effect from the point it originates

Max Rng: The maximum range the spell can reach before its area of effect bursts. Range modifiers apply for the attack

Max Res: Maximum result of the attack on the Area Spells Attack Table

Combat Bonus Mod: Bonus to the CMB of the attack with said spell against each type of armor

Critical Type: The type of Critical Strike inflicted by the spell attack

Bolt Spells Stats									
Spell	Max Res	Combat Bonus Modifier					Critical Type		Notes
		NA	SL	RL	CH	PL	1st Critical	2nd Critical	
Stun Bolt	110	-	-	-	+10	+20	Lightning	-	Inflicts double Stun results against Metal Armors.
Water Bolt	120	-	-	-10	-	-20	Impact	-	
Frost Bolt	130	-	-	-	-	-	Frost	-	Characters without heavy clothing or armor suffer 2x base damage
Ice Bolt	140	-	-	-	-	-	Impact	Frost	
Fire Bolt	150	+20	-	-	-	-	Fire	-	Organic material may catch fire (1% per HP of base damage) dealing a Class I Fire Critical Strike each round until flame is doused (or the equipment/ cloth destroyed).
Lightning Bolt	175	-	-	-	20	30	Lightning	Impact	Inflicts double base damage against Metal Armors.

Max Res: Maximum result of the attack on the Area Spells Attack Table

Combat Bonus Mod: Bonus to the CMB of the attack with said spell against each type of armor

Critical Types: The type of Critical Strike(s) inflicted by the spell attack. If the first Critical Strike inflicted is severity Mod or higher, a secondary Critical Strike of the second type of two levels less severity is also dealt by the attack. For example if the result of a Lighting Bolt attack is a "22 Gri", then a Gri Lightning Critical and a Lig Impact critical are inflicted.

Beasts Attack Table						
Roll	NA	SL	RL	CH	PL	Roll
Up to 10	Attack automatically misses & there's a chance of being clumsy					Up to 10
11-35	-	-	-	-	-	11-35
36-40	-	-	-	-	-	36-40
41-45	0	0	0	0	0	41-45
46-50	1	0	0	0	0	46-50
51-55	2	0	0	0	0	51-55
56-60	4	1	0	0	1	56-60
61-65	5	2	1	1	1	61-65
66-70	6	4	2	2	2	66-70
71-75	8	5	3	3	3	71-75
76-80	9 Sup	7	5	4	4	76-80
81-85	10 Sup	9	7	5	5	81-85
86-90	12 Sup	10 Sup	8	6	6	86-90
91-95	13 Lig	11 Sup	9 Sup	7	6	91-95
96-100	14 Lig	12 Sup	10 Sup	8 Sup	7	96-100
101-105	15 Lig	13 Lig	11 Sup	9 Sup	7 Sup	101-105
106-110	17 Mod	15 Lig	12 Lig	10 Sup	8 Sup	106-110
111-115	19 Mod	16 Mod	13 Lig	11 Lig	9 Sup	111-115
116-120	20 Gri	17 Mod	14 Mod	12 Lig	10 Lig	116-120
121-125	26 Gri	20 Mod	16 Mod	14 Lig	12 Lig	121-125
126-130	28 Let	23 Gri	18 Mod	16 Mod	14 Lig	126-130
131-135	30 Let	25 Gri	20 Gri	18 Mod	16 Mod	131-135
136-140	32 Let	28 Let	22 Gri	20 Gri	18 Mod	136-140
141-145	34 Let	30 Let	24 Let	22 Gri	20 Mod	141-145
146-150	36 Let	32 Let	26 Let	24 Gri	22 Gri	146-150
151-155	38 Let	34 Let	28 Let	26 Let	24 Gri	151-155
156-160	40 Let	36 Let	30 Let	28 Let	26 Gri	156-160
161-165	42 Let	38 Let	32 Let	30 Let	28 Let	161-165
166-170	44 Let	40 Let	34 Let	32 Let	30 Let	166-170
171-175	46 Let	42 Let	36 Let	34 Let	32 Let	171-175

Animal Attacks Statistics Table								
Attack Type	Attack Table	1st Critical *	2nd Critical **	Small	Med	Larg	Huge	Colossal
Beak/Pincer	Beast	Cut	Pierce	80	110	130	150	175
Bite	Beast	Cut	Impact	90	120	140	150	175
Claw/Talon	Beast	Cut	Pierce	90	120	140	150	175
Horn/Tusk/Spike/Stinger	Beast	Pierce	-	80	120	140	150	175
Grapple/Envelop/Swallow	Unarmed/Grappling	Grapple	-	80	110	130	150	175
Bash/Ram	Unarmed/Grappling	Impact	-	90	120	140	150	175
Tiny Animals	Beast	Cut	-	90	120	140	150	175
Stomp/Trample	Beast	Impact	Impact	80	120	140	150	175

(*) This is the primary type of Critical Strike inflicted by the attack.

(**) This is the secondary Critical Strike inflicted - if any. If the attacking creature is of Large Size or larger, its attack also inflicts a second critical stike of two level less severity than the first inflicted.

Impact Critical Strikes	
Roll	Description
up to 5	Flat but soft strike, no extra damage.
06-20	Graze to shoulder. +5 Hits.
21-35	Blow to the upper leg, painful bruise. Stunned and -10 activities.
36-50	Beat to forearm. Drops weapon or shield. Target's stunned.
51-65	Blow to side: broken breath. +4 Hits, target Stunned and at -40 for 1 round.
66-79	Side strike. Target is Stunned and +6 Hits. If no rigid armor: 1d5 broken ribs, -5 penalty for each broken rib.
80-89	Blow smashes weapon hand. Hand broken, +8 Hits, target Stunned and drops weapon, -20 activities.
90-99	Abdomen strike. Target is doubled over in pain: Stunned and +12 hits. If no rigid armor: bruised muscles, +15 Hits and -40 activities.
100	Flat strike to the head. If the target's wearing a helm: +10 Hits, Stunned and eardrum broken, -20 activities and -40 hearing Perception. If not: all of the above plus fractured skull, +30 hits and target is in a coma for 4 weeks.
101-106	Blow to thigh. +12 Hits, Stunned and -20 activities. If no leg armor: cracked thighbone, +15 hits and -40 activities instead.
107-109	Blow to the knee. Target is knocked down, +8 hits and -30 activity for a dislocation. If no leg armor: crushed knee, +20 Hits and -60 activities.
110	Vicious strike to lower back. Target's knocked down and Stunned and takes +10 hits and -20 activity. If the target is not wearing waist protection: cracked vertebra, -50 activity and risk of being paralyzed from the waist down if not treated.
111-116	Mighty blow to chest. Target's knocked down and drops any weapons, takes +10 Hits and is Stunned. If no rigid chest armor: broken sternum, -40 activity and +20 hits.
117-119	Blow to forearm (50R/50L), fractured bones. If the shield is striken: shield useless and target's Stunned. If not: target drops whatever he's holding, takes +10 hits and is Stunned and at -30 activity.
120	Neck strike. If the target's wearing rigid protection in the neck area: +12 Hits, Stunned, -20 Activity and unable to speak or eat solid food until healed. If not, crushed windpipe: target's Stunned and dies in 12 rounds.
121-126	Blow breaks shinbone. Target is down, Stunned and at -40 activity; +15 Hits.
127-129	Blow to shoulder and upper arm. Arm broken and useless: +15 Hits, target's Stunned and at -40 activity.
130	Powerful blow to the jaw. If the target's wearing full helm: jaw shattered, +20 Hits, Stunned and -30 activities, can not speak or eat until repaired. If not, jaw driven into brain, instant death.
131-136	Blow shatters elbow in weapon arm. Arm useless and -40 other activities. Target's Stunned and takes +20 Hits.
137-140	Blow to hip crushes bones. +35 Hits, Stunned and -75 Activity. Target's knocked down.
141-146	Powerful blow to lower abdomen crushes a variety of innards. If the target's wearing rigid armor: +12 Hits, Stunned, -20 Activity. If not: internal bleeding, +20 Hits, Stunned and 12 Bleed, -40 Activity.
147-149	Blow to the side crushed ribcage and destroyes a variety of internal organs. Target drops unconscious and dies in 6 rounds.
150	Inexorable blow to the head shatters skull and destroys brain. Instant death.

Cut Critical Strikes	
Roll	Description
up to 5	Weak strike doesn't cut through. No extra damage.
06-20	Minor calf wound. 1 Bleed.
21-35	Graze to shoulder. +2 Hits, 1 Bleed.
36-50	Minor chest wound. +3 Hits, 1 Bleed. -5 to activity.
51-65	Minor forearm cut. +4 Hits, 1 Bleed and target's Stunned.
66-79	Slice through side. If the target's wearing armor: +5 Hits, Stunned. If the target's unarmored: +10 Hits, 2 Bleed, Stunned and -10 activity.
80-89	Deeper cut to thigh. If the target's wearing leg armor: +3 Hits. If not, +6 Hits, 3 Bleed, Stunned and -20 to activity.
90-99	Slash through abdomen, +10 Hits and target's Stunned. If target's wearing armor, 3 Bleed; If target's unarmored, 6 Bleed and -30 activity.
100	Slash to the side of the head. If target is not wearing full metal helm, ear is cut off: +10 Hits, 3 Bleed and target is Stunned and -20 activity. If the target is wearing full helm, +4 Hits and target is Stunned.
101-106	Swing to the hand, roll 50/50 right/left. If the target is hit to the shield: +4 Hits, Stunned, shield unusable. If not: 1d5 fingers severed; 1 Bleed and -10 activity for each finger severed, Stunned.
107-109	Deep cut to the inside of the leg. Severs tendon and muscles: +12 Hits. Target is Stunned and 6 Bleed and -40 activity.
110	Deep cut to the lower abdomen. If the target's wearing armor: +10 Hits, Stunned and 6 Bleed, -30 Activity. If the target is unarmored, he's gutted: dies in 12 inactive rounds.
111-116	Powerful strike to the chest. Target is Prone and Stunned and takes +12 hits and -30 activity. If the target's not wearing metal armor: 10 Bleed.
117-119	Powerful strike to the weapon's forearm. Target's disarmed, Stunned and takes +10 Hits. If target's not wearing arm amor: arm severed, 10 bleed and -40 activity.
120	Strike to the neck. If the target is wearing neck protection, it is destroyed and the target takes +10 Hits, is Stunned and 6 Bleed. If not: throat cut open, target dies in 8 rounds while Stunned.
121-126	Swing to the shoulder. Deep cut. If the target has rigid armor: +10 Hits, Stunned, 4 Bleed and -30 activity. If not, arm almost severed: +15 Hits, target's Stunned and 10 Bleed; arm useless and -50 activity.
127-129	Strike severs target's foot. Target is downed Prone and Stunned and Bleeds for 8. -50 activity.
130	Strike to the face. If the target's wearing helm: helm, nose and teeth destroyed, +12 Hits, Stunned, 4 Bleed and -40 activity and permanent scar (-20 BEA). If the target has no helm: face split in half, instand death.
131-136	Powerful strike severs weapon arm from the elbow, +12 Hits. Target is Stunned and takes 12 Bleed. Arm useless and -40 all other activities.
137-140	Strike severs lower leg from above the knee: +15 Hits. Target is Prone, Stunned and takes 15 Bleed. Can not walk and -60 all other activities.
141-146	Powerful slash accross the chest. If the target is wearing metal armor: +12 Hits, Stunned, 8 Bleed and -40 activity. If not: lungs destroyed & immediate heart failure - drops and dies in 6 rounds.
147-149	Strike through the side severs target's spine. Drops immediately and is paralyzed from the chest down and at -80 all other activities.
150	Target is beheaded. Instant death.

Pierce Critical Strikes	
Roll	Description
up to 5	Swoosh! That was close! No extra damage.
06-20	Graze to the shoulder. +3 Hits.
21-35	Thigh strike, +3 Hits. If the target's not wearing leg protection, the blow lunges deeper: 3 Bleed.
36-50	Minor smear to the forearm: +2 Hits. If the target's unarmored on the forearm, he's also Stunned.
51-65	Strike grazes target's side: 1 Bleed and target's Stunned.
66-79	Direct shot the chest. If the target's unarmored, the strike pierces deep: +8 Hits, 4 Bleed and Stunned. If the target's wearing armor: +4 Hits and 2 Bleed.
80-89	Strike to lower leg under the knee. Tendons and muscle torn. +3 Hits, Stunned and -25 activities.
90-99	Major abdominal wound. If the target's armored: +4 Hits, 3 Bleed. If not: +10 Hits, 6 Bleed, -20 activities and Stunned.
100	Strike to the ear. If the target's wearing a helm: +5 Hits, Stunned. If the target's unarmored: ear and skull pierced through; target is in a coma and takes 5 Bleed.
101-106	Thigh strike. If the target's wearing armor: +5 Hits, 2 Bleed. If not, very deep pierce: +7 Hits, 5 Bleed, Stunned and -30 activity.
107-109	Strike to lower leg. If the target's armored, torn muscle: +4 hits, -20 activities. If not, severed muscle: +6 Hits, -40 activity, Stunned.
110	Strike to the groin. If the target's wearing armor: +12 Hits, Stunned and -20 activities. If not: +18 Hits, 5 Bleed, -30 Activities, Stunned; the character's permanently infertile.
111-116	Piercing strike to the chest. If the target's wearing rigid armor: +5 Hits, 4 Bleed and Stunned, -20 activities for a deep side cut. If not: lung pierced, +15 Hits, Stunned and -50 activity, dies in 6 hours.
117-119	Strike through the upper weapon arm sever tendons and muscle. +4 Hits, 4 Bleed, -20 activities, arm is useless.
120	Strike to the neck. If the target's wearing rigid neck protection: +5 Hits, 4 Bleed, Stunned. If not, artery punctured: +10 Hits, 15 Bleed, target Stunned.
121-126	Strike to the rear punctures the glute deep. +8 Hits, Stunned and -40 activity.
127-129	Strike through the armpit breaks shoulder's ligaments. +10 Hits, 6 Bleed, Stunned, -30 general activities and arm useless.
130	Strike to the forehead. If the target's wearing helm: +8 Hits, knocked unconscious for 30 minutes. If not: skull fractured, target unconscious and dies in 10 minutes.
131-136	Strike to the rear of the knee tears ligaments and damages muscle. Target's prone and at -60 activity, takes +8 Hits and 3 Bleed and is Stunned.
137-140	Strike through leg severs an artery. Target falls unconscious and Bleeds for 15 to death.
141-146	Strike through kidneys. +10 Hits. Target is knocked over and dies in 6 rounds of agony.
147-149	Direct shot to the heart. If the target's wearing rigid armor: +20 Hits, Stunned and 8 Bleed, -30 activity for deep cut. If not, target dies instantly.
150	Strike through the eye into the brain. Instant death.

Fire Critical Strikes	
Roll	Description
up to 5	The air around the target warms up. +0 Hits.
06-20	Intense heat, the target sweats heavy, but little extra effect. +3 Hits.
21-35	Minor superficial burns. +8 hits and 1 Bleed.
36-50	Target's blinded for 1 round by hot smokes. +12 Hits, Stunned Target's clothes catch fire. It takes 2 full-round actions to extinguish fire. Targets takes 8 Hits per round aflame until the fire's extinguished. After 10 rounds, all clothing's destroyed anyway.
51-65	Target is knocked down by a roaring flame blast. Stunned and +12 Hits. Target loses any organic foot and lower legs covering
66-79	Fire engulfs target's weapon arm. +10 Hits, 4 Bleed, Stunned. Drops any item and -30 activities for deep burns.
80-89	Fiery blast to the chest spins target around, disarms and Stuns him and inflicts +12 Hits. Target must Assess at the beginning of next round with a special -40 penalty.
90-99	Blast to the face. If the target's wearing some sort of head protection: Stunned, Blinded for 3 rounds, +15 Hits and 3 Bleed. If not: knocked unconscious, 6 Bleed, and a horrible scar (-10 BEA).
100	Fire engulf target's back. All items or clothing carried on the back is destroyed or useless. Target is knocked down and Stunned and takes +12 hits.
101-106	Burn to the upper leg. Leg useless due to deep burn and tissue loss. 15 Hits, 5 Bleed, and Stunned, -60 activities.
107-109	Blast to the neck. If the target is wearing protection: +12 Hits, Stunned and 4 Bleed. If not: target unconscious and dying in 12 rounds.
110	Shield arm blast. Any shield destroyed along with the hand that wields it. Stunned and 3 Bleed, -20 activity. If no shield: arm burned to the bone and useless, +12 Hits, Stunned and 6 Bleed, -30 activity.
111-116	Target inhales scalding vapors. +12 Hits, 6 Bleed, target is Prone and incapable of taking any action while coughing for 6 rounds, then is Stunned.
117-119	Strike to midsection bathes target in flames. If the target's wearing protection, he's knocked down, Stunned, takes 8 Bleed and -60 activities for widespread burns. If not: legs destroyed, target dies in 6 unconscious rounds.
120	Powerful fiery blast. Target's knocked off his feet and sent flying through the air falling from 3 meters high. Target is disarmed, takes +15 Hits and is Stunned; furthermore the target takes a Moderate Impact Critical Strike from the fall.
121-126	Fiery blaze pulverizes target's weapon arm. Arm useless, +12 hits, 8 Bleed, Stunned and -40 activity.
127-129	Fire engulfs target's head. If the target is wearing metal armor: armor fuses on the head and the target dies in 5 rounds. If the target's wearing non-metal armor: armor destroyed, +12 Hits, 4 Bleed, Stunned and -20 activity. If the target's unarmored: knocked over and dies in 10 minutes due to extensive burns.
130	Target is bathed in flames. Extreme heat shock deals +50 Hits. Target falls into a 3-month coma.
131-136	Strike to the head. If the target's wearing helm, he's blinded for 2 weeks, +15 Hits. If not, dies in 6 rounds due to massive shock.
137-140	Blast to the chest. If the target's wearing chest armor: armor destroyed +12 Hits and 6 Bleed and target's Stunned. If not: +20 Hits, 12 Bleed, target is unconscious.
141-146	Target is totally engulfed in roaring flame. All organic material on target is destroyed, and metal melts. Target dies in 6 horrible, screaming rounds.
147-149	All that remains of the target is a smoking pile of charred teeth and bones.
150	

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