BLOOD, GUTS & GLORY

A ROLE-PLAYING GAME

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Author's Note

This PDF is theoretically a finished product. The rules are all here, and it's perfectly playable as it is.

However, I am not making printed copies of this game available until the document had a chance to "settle"; although it has been proofread, it will still benefit from additional tidying up (as a result of feedback from players) before it's ready for a proper release as a printed book.

Please help speed this process by reporting any feedback you have about this game (whether from playtesting or additional proofreading) to the Dark Dungeons forum, which is graciously hosted by The Piazza:

http://www.thepiazza.org.uk/bb/viewforum.php?f=59

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CHAPTER 1 - INTRODUCTION

Welcome to *Blood, Guts & Glory*!

If you already play table-top role-playing games you can safely skip this chapter. On the other hand, if you're less familiar with table-top role-playing games then some explanation may be in order.

WHAT IS BLOOD, GUTS & GLORY?

Blood, Guts & Glory is a Mash-Up Role-Playing Game. This book contains the rules of the game, and the only other things that are needed to play are pencils, paper and dice.

WHAT IS A ROLE-PLAYING GAME?

Role-playing games have been around since the mid 1970s.

When they first started, they had their roots in war-gaming (moving model armies around in simulation of historical battles) and descriptions of role-playing games would have used those war games, along with such childhood games as "Cops and Robbers" and "Cowboys and Indians" as reference points.

However, now that we're in the second decade of the 21st century, times - and cultural reference points - have changed.

For most people today, the term "role playing game" is usually found abbreviated to "RPG" and is usually preceded by the letters "C" (becoming "CRPG" or "Computer Role Playing Game") or "MMO" (becoming "MMORPG" or "Massively Multiplayer Online Role Playing Game").

In this genre of computer games, the player takes on the role of a character in an ongoing storyline - usually the main protagonist of the story.

The game consists of trying to get the story to progress towards its climax, often involving combat and problem solving.

Table-top role-playing games like *Blood, Guts & Glory* have a similar basis, except that the game is controlled by a human Game Master rather than by a computer, and rather than the action taking place on a computer screen the action takes place in the imaginations of the players.

While this may sound like a step backwards at first glance, it is much more flexible and adaptable. On a CRPG, you are limited to telling the single story that the game designers wrote. You can't go "off the map". In a table-top role-playing game, however, you are not limited to fixed stories. The Game Master and the players can between them create an infinite variety of stories, limited only by their imaginations. The Game Master can create whatever scenarios and situations they want to, and the players are not constrained to only doing what has been anticipated.

If they want their characters to do something, they don't have to simply hope that some designer wrote it into the game. They simply tell the Game Master what their character is trying to do and the Game Master can improvise in a way that a computer never could (although the rules and guidelines in this book cover most common situations so that they can be handled in a consistent manner).

The other main difference between a table-top role-playing game and a CRPG is the social aspect. Although many CRPGs allow the player to control a whole party of characters rather than just a single one, they are still largely solitary affairs. Table-top role-playing games are usually designed for groups of players to play together and *Blood, Guts & Glory* is no exception. Although it can be played with only a single player and a Game Master, it plays best with 3-8 players playing together, each controlling a single character. Interaction between the characters controlled by the different players, as well as non-scripted interaction between the characters controlled by players and characters controlled by the Game Master, is one of the chief elements of a table-top role-playing game.

HOW DO YOU PLAY?

Before starting, one person will decide to be the Game Master. That person is responsible for establishing a setting for the game (either creating their own or using a published one). The other players create characters that live in that setting. The characters have a set of abilities which represent their capabilities; for example how strong they are or what sort of magic they are capable of using.

Then, normal play consists of the Game Master describing the situation that the characters find themselves in, and the players responding by telling the Game Master what their characters are doing.

In many situations, this is all that is required, but to provide structure and consistency to the game, this book provides rules covering what characters can do in various situations.

Additionally, many situations involve random factors, where a character has a chance of successfully doing something (which may vary depending on their abilities) rather than being automatically successful or relying on the Game Master's whim; for example, when fighting with foes.

In these situations, the rules tell you which type of dice to roll and how to interpret the results.

Behind The Curtain

Throughout this book, you will also see the occasional "Behind The Curtain" insert. These both explain the reasoning behind certain parts of the rules and offer alternative options for some rules.

These inserts can be safely ignored, and are generally provided for interest purposes only.

WHAT ON EARTH IS A MASH-UP GAME?

Blood, Guts & Glory is not just a role-playing game. It is specifically a mash-up role-playing game. That term also needs explaining.

The term mash-up originated in music, to describe the process of taking two different songs (usually by different artists) and blending them together into a single work.

This game takes the same process and applies it to two sets of RPG rules, using the same two copyright and licensing principles that "retro-clone" games rely on.

Firstly, in Europe and America, it is not possible to copyright the game mechanics of a game. However, it is possible to copyright the "artistic presentation" of those game mechanics - i.e. the way that they are described and the specific terminology they use.

Therefore, using the same principle as "reverse engineering" a piece of technology, it is possible to produce a new game in which the rules are identical to those of an existing game, but in which those rules are presented in a completely new manner that does not infringe on the artistic presentation used in that existing game.

Secondly, Wizards of the Coast have published a System Reference Document (SRD) under a license called the Open Game License (OGL). This game license allows anyone to use the rules and terminology of the SRD in their own games and supplements, providing that those games and/or supplements are also themselves released at least partly under the OGL, and providing that they avoid the (otherwise legal) use of certain protected terms and providing they do not make any claims of compatibility with any other trademarked rules.

Without the first principle, a game released under the OGL would have to either copy the SRD mechanics or have wholly original mechanics.

Without the second principle, a game released with mechanics similar to an copyrighted game would have to have completely new and unfamiliar terminology in order to distinguish itself from that game.

However, when both principles are put together, a mash-up game can be produced that combines the familiar mechanics of an existing non-OGL game with the familiar terminology of the SRD.

Instead of going the whole hog and fully modifying the SRD rules leaving just their terminology to apply to the cloned mechanics of a different game as a "retro-clone" game would, *Blood, Guts & Glory* only goes half way. The rules are modified enough to clone enough parts of the alternate game mechanics to simulate the feel of the other game, but without going so far as to be complete clone of that game. The terminology used remains that of the SRD, and much of the system remains far closer to the SRD than to the other game.

FLEDER'S STORY

Fleder is a *Blood, Guts & Glory* character who will be used as an iconic example throughout this book, along with his companions.

Whenever you see a "Fleder's Story" insert like this one, it will contain an excerpt from play that illustrates the particular rule or rules that are being discussed.

The Game Master for the group is Rick, and the players and their characters are:

Katy, playing Fleder (a Ratfolk Assassin)

Alan, playing Lucius (a Rabbitfolk Necromancer)

Jill, playing Asenath (a Rabbitfolk Martyr)

David, playing Callow (a Wolffolk Warrior)

Mike, playing Haneka (a Weaselfolk Transcendental)

Blood, Guts & Glory is just such a mash-up. The terminology used in this game is taken from the SRD via the standard terms of the OGL, and parts of the game mechanics of the game are also taken from there. However, other parts of the game mechanics very closely match the game mechanics of a specific other role-playing game, but are presented here using SRD terminology and original "artistic presentation" rather than the (copyrighted) terminology and artistic presentation of that other game.

However, in order to comply with the terms of the OGL, the "other" game that its rules partially emulate is not mentioned by name within this work and neither any specific compatibility nor endorsement with it or with any other existing role-playing game (other than the SRD) is claimed.

Behind The Curtain

A quick note on pronouns: Throughout this book I will be mostly using the "singular they" construction to refer to people of indeterminate gender such as generic characters.

While this can sometimes lead to slightly clumsy sentence construction, I feel that this is preferable to other less gender-neutral language.

CHAPTER 2 - THE WORLD

It is The Year Of Our Lord 1599, and everyone is dead.

It all started back in 1517, on All Hallowes Eve. Some say it is a punishment from God and point to that being the very date that the German monk Luther started his protest against the Church, questioning whether it could be mere coincidence. Others say it is a return of the plague in a new form, and yet others insist it is a new ailment brought back from the newly discovered lands in the Orient by Dandrade or from Vespucci's New World. Maybe it was none of those, and it started earlier and was something that had been brewing for a while.

Whatever the cause, there can be no doubt that this was the Apocalypse, and the meek have indeed inherited the Earth. Now all they need to do is hold on to it.

THE BARREN PLAGUE

On October 31st 1517, the last human baby was conceived. No-one knew it at the time, of course, but investigations since then have not found any person born whose parents could definitely swear that they had conceived their child after that date. No-one has ever been able to establish why this should be the case. The most fervent prayers of The Church; the most powerful divining spells of the Royal College of Sorcery; and the combined talents of the best visionaries that the Psychic's Guild - none have been able to pierce the veil of mystery that surrounds the sudden and total cessation of human reproduction.

It took nearly a year for wild rumours to become suspicions and suspicions to become knowledge, and this slow realisation helped prevent panic. That is not to say that there wasn't great concern, but compared to the terrible devastation that the occasional plague outbreak could still bring this new divine punishment - if punishment it was - seemed almost merciful.

Generally, people simply got on with their lives. What else could they do?

For the first decade or two, life continued as normal, but after that point the lack of children anywhere in the world brought an air of depression, and in some cases desperation, to life.

Still, nothing worked. None of the strange fertility cults lasted long - even without the disapproval and persecution of The Church they were all hampered by the simple fact that their rites and sacrifices did nothing to alleviate the problem.

By the 1550s, the population was noticeably dwindling as people succumbed of old age passing beyond the ability of priests to raise them from the dead and even the youngest

people were in their thirties. With the population decreasing in this manner, people started moving away from isolated areas and congregating in towns and cities. Fewer people needed less food and a reduced amount of farming, and people wanted to stay together to look after each other as the population aged rapidly.

THE ARRIVAL OF THE NEW FOLKS

Then, one day in 1555, everything changed once more.

Everyone knew the saying about the meek inheriting the Earth, but no-one was expecting what happened next.

Without any fuss or any prior warning, on the morning of June 5th 1555 mere hours after the lunar eclipse, tens of thousands of animals in and around London dropped babies off on people's doorsteps. What's more, the babies looked like the animals dropping them off. While they were clearly human in shape, they were covered in fur had the heads (and in some cases tails) of the animals that left them. Many witnesses saw them being dropped off, but no-one saw where the animals had brought them from.

It was clearly a miraculous event, and people eagerly took the babies in, raising them as if they were their own children. Any suggestion that this was somehow diabolic in nature was quickly quashed by the church, which quickly claimed the babies to be a gift from God. Other religions were equally enthusiastic, from the witches saying that nature was providing for people to the immigrant populations from the Orient celebrating them as the reincarnations of lost family members.

Of course, by this time the population of London was severely thinned out and starting to get aged - the very youngest people were already in their late thirties and entire generations had died without being replaced. Caring for both the young and old put a large burden of work on those remaining who were still fit and healthy, and very few had time for luxuries such as travel. Similarly, fewer and fewer people came to the city, as the people in the other towns were too busy trying to look after themselves and their own aging relatives.

By the time the new folk came of age in 1576, almost all the humans had died off completely and the youngest were generally in their sixties.

These last few humans were pleased to find that unlike them, the new folk could breed, although each only with its own kind - not with humans or with folk of other kinds.

Still, although it appeared that the human race was at an end and the humble animals were inheriting the Earth, humanity was not totally gone. The first generation of the new folk and some of the second were raised by humans and have been moulded into human society. In almost every area of human activity there are now new folk. There are new folk in the church, and in the fields; new folk craftspeople and new folk artists; new folk studying magic in the colleges and even new folk royalty. Queen Mary legally adopted a young foxfolk that had been left on the doorstep of the palace and called her Elizabeth. When Mary died in 1558, Elizabeth became Queen of England, at least nominally.

It is now 1599. New folk of the second generation and even some of the third generation are grown up and having children themselves. London is thriving once more, although there is not a single human left alive there.

Things aren't quite the same as they were. Although the new folk have mostly replaced human society there are quite a few changes. Literacy levels are much lower than they were, and much science and technological knowledge has been lost. There have simply not been the specialists around to pass on the knowledge. Skills in the magical arts have survived better, because they are taught on a more practical level rather than needing a solid grounding of education before one even begins.

However, although London is thriving, the same cannot be said for the rest of the country or even the rest of the world. The new folk have started travelling out of the city - they've had to in order to farm - and have found a countryside full of ghost towns. As far as they knew when they first started colonising the surrounding area, the London folk were the only people alive in the whole world. They now know that to be far from the truth.

Without humans to keep them in check and farm and hunt them, animals are growing more populous and the countryside is getting wilder and more dangerous. However, these are not the only hazards that face the folk as they re-colonise the land.

Firstly, there are other new folk out there. London was not the only place where they had appeared. Different types of folk appeared in different places. However, it seems that those that appeared in other places didn't have humans to look after them and teach them. These wild folk have grown up in a feral and bestial manner, developing their own rudimentary forms of communication based on their natural animal languages and forming loose packs or tribes. Farming is unknown to them and they are hunters and scavengers.

Dangerous as these feral folks are, they are nothing compared to the horrors that are the arthropods. Utterly alien in outlook and emotion, there are colonies of insect and spider folk out there whose aggressive and cannibalistic behaviour shocks and terrifies the civilised folks. When this attitude is combined with their shockingly fast breeding rates, they are in danger of overwhelming and destroying everything.
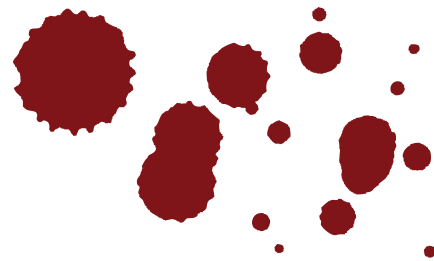
NEW FOLK SOCIETY

The society of the new folks in London and its surrounding areas is much like the real-world Elizabethan society, except (as you will have noticed from the preceding sections) that it is populated by animal folk. There are other differences too. One main one is the presence of magic. *Blood, Guts & Glory* assumes that even before the Barren Plague there was magic in the world, and magical institutions sat alongside mundane ones.

One consequence of this is that while gunpowder was invented in China just as in the real world, it remained a curiosity used only in fireworks and never took off as a serious weapon of war. No-one wants to be carrying around highly explosive powder when the enemy can use fireballs against you. Consequently, while bows and crossbows are still used, there are no muskets or cannons.

Similarly, the presence of magic has had a large effect on society as a whole, with many institutions (both religious and secular) being oriented around magic.

The Church

The Christian church as an institution holds a great deal of influence, just as it does in our world. However, the crisis of faith brought about by the Barren Plague combined with the lack of contact with Rome - no-one knows if there even is still a Pope - has meant that the Church has simply had to get on with things as it sees fit, and it has drifted away from strict Catholicism and central authority.

Unlike the real world Church, the Church in *Blood, Guts & Glory* has always had people who can reliably perform divine magic. These divine spell casters fulfil three distinct roles within the church:

Priests wield divine power over life itself, and the more powerful ones are even able to bring the dead back to life or give life to inanimate statues or elemental matter. Before the Barren Plague hit, most priests would remain tied to their individual

parishes in a pastoral role, but nowadays things are a lot less organised.

Martyrs are those whose divine calling is to heal the sick and injured, actually taking on their wounds and diseases before curing themselves. Although technically considered to be a monastic order, martyrs would wander the land healing as they went rather than staying in a monastery or abbey. In the days after the Barren Plague, however, as people gathered in the city the martyrs gathered with them where they were needed.

Scourges form part of the inquisition and supplement their divine magic with psychic training. In the past they have acted as the instruments of divine justice, even accompanying crusaders as magical support. With the changes in society and the Church, scourges have little official role to play. No-one cares about heresy any more, and there are no more crusades.

Instead, scourges have taken on a more judicial role, using their skills against secular criminals and dangers rather than ecclesiastic ones.

Other Religions

Christianity is far from the only religion in London. There are also Jews and Muslims. Although these are by far in the minority, they have the same types of divine spell caster as the Church does - a fact that has helped all three groups see themselves as all being blessed by God and which has helped to prevent much of the persecution that these minority religions faced in the real England of that time.

Two other religions have more prominence in *Blood, Guts & Glory* than in historical England.

Firstly, there are the Pagans. Little is left of the old Anglo-Saxon paganism in an organised manner, However, there are still a few who hold to the old faith and call themselves witches. Traditionally these have been more rural than urban, often though of as the Wise Woman or the Old Man of the village that the farmer goes to if their crops need blessing or their animals are sick or lame. They too use divine magic, although theirs is more nature oriented than that used by the Church.

The Church has always disapproved of people seeing the pagans, especially since their magic and beliefs are so different from the Church's own. However, paganism has never actually been illegal - so while it is denounced from the pulpit the scourges do not seek out witches. Since the Barren Plague, witches have found themselves getting old just like everyone

else and have moved into the city for the same reasons as the rest of the people. Now that people are starting to spread out and re-colonise the land, witches are more popular than ever; much to the dismay of the Church.

The other religion that has become surprisingly prevalent since the Barren Plague is Buddhism. About two decades after the plague hit, London was visited by a small fleet of ships of Japanese ambassadors, scholars and their entourage who were sailing from place to place trying to find a solution to the world wide plague. Unfortunately there was an accident in the docks damaging their ships due to it being under-manned, and as the population dwindled further, these visitors never managed to get the repairs they needed made and to continue their quest for answers. Consequently in the time leading up to the arrival of the new folks, London had a larger Japanese presence than would otherwise be expected.

The Japanese immigrants continued to practise their Buddhism and ancestor veneration, and have passed that faith on to many of the new folk - some of whom now believe that they are reincarnated humans. The Buddhists never had any divine magic of their own, but are known for their meditation techniques, focusing of internal Ki, and use of psychic magic. Because of this, the Church has generally considered Buddhism to be little threat to its faith, and although some individual members treat it with distrust, the majority simply treat it as a philosophy that may or may not be embraced by the faithful rather than as a competing religion. This tolerance and syncretism goes both ways, with Buddhists normally happy to visit the Church or witches if they are in need of divine magic.

Magical Teaching

The second main social institution related to magical power is the presence of the two establishments that teach arcane magic.

There were many of these magical colleges around the world, but now only the two that were based in London are still known to operate. These are the College Of Sorcery and the University Of Arcane Arts. These two schools of magic have always maintained a friendly rivalry, and both of them have done their best to teach the new folk arcane magic. Although each school is fiercely proud of its own brand of magic, both schools teach similar courses - out of necessity based on the way magic works, rather than by choice - and outsiders are often unable to tell the difference between mages taught by each of them.

Although many in both magical schools wish to simply live a life of academia, the current re-colonisation of the country has inspired no small number of magical students and former students to start moving out into the countryside and helping with the expansion efforts. As yet, this diaspora has remained loyal to the schools and sent any prospective students back to them to teach. There's only one instance of mages splitting off from their school and creating an independent college, and that is because they were expelled rather than voluntarily leaving.

The School Of Necromancy

After the Barren Plague became known about, many people turned to the magical colleges to see if they could find a cure for it. Although they were unable to do so, a group of academics from the College Of Sorcery did come up with some new theories about the way arcane magic interacts with life and death. However, these theories proved to be of little practical use, and the academic were unable to turn them into a new set of spells that might help against the plague.

However, this all changed with the arrival of the Japanese delegation. When the academics shared notes with these travelling scholars, they realised that the missing piece in their theories was the inclusion of divine magic - but the traditional divine magic practised by the Church and the witches wasn't suitable.

Despite the Buddhists lack of a divine magic of their own, the academics were able to produce a weakly working set of divine magic based on the ancestor veneration that the travellers combined with their Buddhism. This divine magic proved to be the key to unlocking a whole new school of magic - necromancy.

Although necromancy proved unable to do stop the plague, its ability to bring back the dead in a form that would make them immune to aging was hailed as a solution to the problem of human extinction by its inventors.

Others were less impressed. The Church condemned the new practise of necromancy as evil, and the College Of Sorcery expelled its inventors in disgrace.

Despite this bad reputation, many people were attracted both to the idea of being able to talk to and be with their deceased loved ones again and to the idea of having undead servants to look after them in their old age.

The necromancers quickly founded their own college, calling it The School Of Necromancy, and began to teach their arts and also make money using them.

After a long legal debate with impassioned pleas from both sided and even a fist-fight in the courtroom, necromancy was declared to be legal. Pragmatism and the fear of extinction had won out over religious fervour. Hailing this as a victory, the School Of Necromancy sent some of its finest pupils out of the city to try to help those in more isolated communities. What became of those pioneers is unknown. They may still be out there in communities entirely populated by the undead now that the living have all died off.

Once the new folk arrived, the interest in necromancy waned somewhat. The idea of being looked after by skeletons was better than dying alone, but paled before the chance to raise adopted children as if they were one's own. However, the school still survives and some of the new folk still practise the arts.

Since the last living human died, the skeletons and spirits called up by necromancy are the only humans still around.

The Psychics' Guild

Arcane and divine magic are not the only forms of magic that get taught. There is a third branch of magic - the magic of the mind.

Psychics have been around since long before the plague hit, although since their kind of magic is more suited to one-on-one practical training than it is to formal group teaching they have never organised into colleges. Instead, they simply take on apprentices and pass on their craft to them.

However, the nature of their magic scares people. While a mage from one of the colleges who can throw balls of fire around is clearly not someone to be messed with, conceptually such talents are no different from someone being able to stab you or shoot you with a crossbow. It's still a physical attack and a blatant one at that.

However, the ability of psychic spell casters to mess with your mind is seen as much more threatening to public order. A psychic could make you commit a crime or even mentally enslave you and there may be no outward appearance that anything is wrong. Similarly they could be reading your thoughts and invading your privacy at any time and you'd never know.

Because of this fear, and the resulting persecution of psychics who had to practise their craft in secret, back in the thirteenth century a guild was formed. The Psychics' Guild set down strict rules of conduct about when and how its members could use their powers, in exchange for their members openly wearing a sewn patch, a tabard or an amulet depicting the guild's symbol (the Greek letter psi, standing for "psyche").

This proved to be a huge success. Because those wearing the symbol could be trusted, they started to be able to find work using their craft for the public good.

Psychics are particularly prevalent in the legal system where the ability to read minds is a distinct advantage. However, although suspects or witnesses may voluntarily submit to psychic magic to read their thoughts, the law does not permit coerced psychic interrogations, and psychic evidence is not in itself damning since memories are not always reliable and even guilty thoughts are not proof of guilty acts. The guild

also works with the Church to train scourges in psychic magic, and all scourges are members of the guild.

The guild also maintains a group of empaths who are skilled at psychic healing.

Of course, not all psychics are members of the guild (and not all members follow the code of conduct to the letter). It is not compulsory to join, and not illegal to practise psychic spell casting while not being a member. However, getting work as a psychic can be very difficult for non-members - particularly in any government or legal role.

Since the Barren Plague and the arrival of the new folk, the guild has continued to function and many new folk with psychic talents are now members. The guild got a big boost in membership with the arrival of the Japanese fleet, since many of those in the fleet were psychic spell casters.
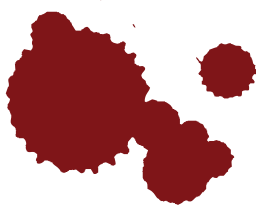
MAGIC AND THE SUPERNATURAL WORLD

Just as the presence of magic makes the mundane world of *Blood, Guts & Glory* different to ours, it also colours the supernatural world.

Life After Death

The ability for both priests and necromancers to bring people back from the dead (albeit in very different ways) demonstrates that death is not the end. However, nothing is known for certain about the afterlife. People who come back have no memories of being dead (except for their Grace Period; see

Chapter 9 - Injury and Healing for further details). Similarly, undead of various types occur naturally. There are vampires, ghosts, zombies and so forth.

Of course, the fact that people remember nothing about being dead neither validates nor invalidates any particular religious belief. Religion in *Blood, Guts & Glory* is a matter of faith just as it is in the real world.

Heaven, Hell and Nirvana

Just as the ability to bring people back from the dead doesn't actually demonstrate the reality of any particular religious belief, it also doesn't demonstrate the reality of Heaven, Hell, Nirvana, Limbo, or any other supernatural plane of existence.

About the only thing that can be said with any surety is that demons exist. Or at least, they exist briefly when they are summoned.

Whether demons actually come from Hell or whether they are created by the spell that "summons" them is a hotly debated point amongst mages. Priests, of course, believe they come from Hell; and the demons themselves aren't saying.

Dragons, Goblins and Ogres, Oh My!

In the world of *Blood, Guts & Glory*, the stories of goblins in the mines, and ogres living in the fens are true.

In the past, these creatures and others have been kept in check by the human populations, and have only lived in the most secluded of areas. However, now that the humans are gone they are all expanding and encroaching on formerly human lands.

Naturally, despite the lack of humans they don't have the world entirely to themselves.

They too are competing with the packs of feral new folks and the insect and arachnid folks, and who knows what has appeared in foreign lands...

The previous chapter described how a role-playing game works, and mentioned rules and dice rolling. This chapter gives an overview of how these work, although many specific details are left to later chapters.

DICE

In *Blood, Guts & Glory*, dice will be needed to resolve a lot of situations where the whims of fortune have an effect on the outcome of a situation.

As well as the traditional cubic dice numbered from one to six, the game uses a variety of other dice of different shapes. Since these each have different numbers of sides, they are often called polyhedral dice.

If you have already played other roll playing games, you may already own some of these dice. If not, you can buy them at your friendly local game store or online. In order to distinguish between the different types of die that you can use, *Blood, Guts & Glory* uses a standard terminology throughout.

Types of Die

Each die is referred to using the letter 'd' followed by the number of sides that the die has. For example, a regular die with six sides is referred to as a 'd6', whereas a die with twenty sides is referred to as a 'd20'.

A normal set of polyhedral dice comes with a four sided die, a six sided die, an eight sided die, one or two ten sided dice, a twelve sided die, and a twenty sided die-or, to use Dark Dungeon's terminology, a d4, a d6, a d8, one or two d10s, a d12 and a d20.

Therefore, when the rules say that you roll a d20 for something, they mean that you should roll the die with twenty sides. If they say that you roll a d8 for something, they mean that you should roll the die with eight sides. If they say that you roll a d6 for something, they mean that you should roll the die with six sides. And so on.

There are a small number of special cases where there is not a single die that fits the roll that is needed. Sometimes you will be asked to roll a d2, d3 or d100.

In these cases, you must roll one or more of the other dice and interpret the result.

To "roll" a d2, roll any die and if the number shown is odd then you "rolled" a 1. If the number shown is even then you "rolled" a 2.

To "roll" a d3, roll a normal d6 and halve the result (rounding up). This will give you:

$$1\text{-}2 = 1$$
$$3\text{-}4 = 2$$
$$5\text{-}6 = 3$$

To "roll" a d100, take two d10s that are easily distinguished and roll them both. Read one of them as the tens digit and the other as the units digit, although if both roll '0' then the result is always treated as 100 rather than 00.

Sometimes, particularly with older dice sets, the two d10s will be different colours-in which case you need to say which will be tens and which will be units before rolling. Most new dice sets include a special d10 which has tens already marked on it, so this always counts as the tens die.

If you only have one d10, simply roll it twice with the first roll counting as the tens and the second roll counting as the units.

Multiple Dice

Occasionally, you will need to roll more than one die at the same time. In this case, there will be a number before the 'd' as well as after it.

The number before the 'd' shows how many dice must be rolled. If this number is one then it is sometimes skipped.

When rolling multiple dice in this way, simply add the numbers rolled on each die together in order to generate a single result.

Therefore if you are told to roll "3d6", you should roll three six sided dice and add the numbers rolled together. If you are told to roll "2d8", you should roll two eight sided dice and add the numbers rolled together. If you are told to roll "d4", then this is exactly the same as being told to roll "1d4", and you should roll a single four sided die.

Dice Modifiers

Sometimes your rolls will have additional modifiers. These are straightforward and are simply added or subtracted from the total rolled.

For example, if instructed to roll "2d6+4", roll two six sided dice and add the numbers rolled together; and then add four to the result. If instructed to roll "1d8-1", roll a single eight sided die and subtract one from the number rolled.

The Extended d20

In addition to the normal die rolls described above, *Blood, Guts & Glory* also makes frequent use of an Extended d20 Roll.

An extended d20 roll is like a normal d20 roll, except that if you roll a "natural" 20 (i.e. a 20 is actually showing face up on the die-this doesn't include rolls where a 20 is achieved by rolling a different value and then adding modifiers) then you roll again and add the second die roll to the first. If the second die is also a natural 20, roll and add a third die. If the third die is also a natural 20, roll and add a fourth die, and so forth.

Similarly, if the first die is a natural 1 (again, this means a 1 is actually showing face up on the die-and does not include rolls where a 1 is arrived at by rolling a different value and then

FLEDER'S STORY

Fleder is trying to climb over the wall of the palace gardens in order to steal one of the rare deer that graze there. This requires a Climb check. This involves rolling 1E20 and adding his "Climb" bonus, then seeing if the result matches the difficulty that the palace wall has to climb (see *Chapter 4 - Skills* for more information about how skill checks work). Katy rolls a d20 for Fleder's check, and rolls a '1' on the die.

Because she has rolled a natural 1, she rolls again and must subtract her second roll from the first. Rolling the die a second time, Katy groans in horror as she rolls a natural 20 - which means that she must roll yet again and subtract again. Her third roll is a much more reasonable 7. Therefore, her total roll is 1-20-7=-26. Fleder isn't going to be climbing over that wall any time soon.

Later, after having been caught in the palace garden by the guards, Fleder is thrown into the cells. While the guards are having dinner, Fleder tries to pick the lock of his cell with a chicken bone from his own meagre supper. The Game Master informs Katy that this will be hard to do because a chicken bone isn't exactly a good lock pick, so she will take a penalty to her roll.

Rolling anyway, Katy rolls a natural 20! She rolls again and adds, this time getting another 20. This is going to be a great roll. Rolling a third time, she rolls a 1. This doesn't mean she now has to start rolling and subtracting; that would only have happened if the 1 had been her first roll. Instead, her roll total is 20+20+1=41. Even with a chicken bone, you can't keep a good ratfolk down...

adding modifiers) then you roll again and subtract the second die from the first. If the second die rolls a natural 20, roll and subtract a third die. If the third die is also a natural 20 then roll and subtract a fourth die, and so forth.

An extended d20 roll is labelled in these rules as "1E20" or "an E20", to distinguish it from a normal (not extended) 1d20 roll.

CREATURE ATTRIBUTES

Creatures (including people) in *Blood, Guts & Glory* are split into two broad categories, Player Characters (often abbreviated to "PCs"), which are the adventurers controlled by the players; and Foes which are the other creatures and people in the world controlled by the Game Master.

Although creatures and characters controlled by the Game Master are referred to collectively as "Foes", they are not necessarily particularly monstrous or hostile. Some of them are simply neutral characters and even allies of the player characters that are controlled by the Game Master. Intelligent foes - particularly ones that the players interact with socially

as opposed to fighting - are often referred to as Non-Player Characters (abbreviated to "NPCs").

Since the varying capabilities of different creatures and characters can have a large impact on the success or failure of various actions that the players wish their characters to take, these capabilities are recorded as (mostly numeric) values and traits that can be used to modify or provide target numbers for die rolls, or to determine what sort of actions are possible.

Since player characters play the largest part in the game and are the centre of most of the action, they have the most attributes. Foes that are expected to only be in the game for a short while (for example a single fight) are described in less detail.

ABILITY SCORES

The innate abilities of creatures and characters are described by six values, called Ability Scores; three measuring the physical abilities of the creature and three measuring the mental abilities.

These represent the core abilities of the character and rarely change. These values are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. In normal humans, these ability scores will normally range from a minimum of 3 to a maximum of 18, with the average being 11. Adventurers, being somewhat above the norm, may have higher ability scores, particularly if they are not human.

These ability scores show the innate strengths and weaknesses of the character, as opposed to learned skills. Additionally, each score also has one or more bonuses or penalties associated with it that are used to modify other die rolls and checks (usually skill rolls), and each score also has other numbers associated with it such as skill points and mana. Table 3-1 shows the modifiers and values for different ability score values.

Strength (abbreviated to "Str")

Strength needs little explanation. It represents the raw muscle power of a character. Strength bonuses and penalties apply to a character's melee attack skills.

Dexterity (abbreviated to "Dex")

Dexterity represents the co-ordination and agility of a character, as well as the speed of their reflexes. Characters with a high dexterity will be agile and graceful, whereas those with a lower dexterity may be clumsy and awkward.

Dexterity penalties or bonuses are applied to a character's attack skills with thrown or missile weapons, initiative rolls in combat, athletic and subterfuge skills, and also to their dodge bonus.

Constitution (abbreviated to "Con")

Constitution represents the toughness and general healthiness of a character. Characters with a high constitution are likely to be fit and healthy, whereas those with a low constitution are more likely to get ill and get winded easily.

Constitution bonuses or penalties are applied to the hit point rolls that a character gains as they gain the Toughness skill, and to attempts to resist poisons and diseases.

Intelligence (abbreviated to "Int")

Intelligence represents the memory and reasoning power of a character. Characters with a high intelligence will be able to perform difficult calculations and make deductive leaps, whereas those with lower intelligence will only do such things more slowly if at all. Intelligence bonuses and penalties apply to some magical skills, and to both casting and resisting arcane magic.

Wisdom (abbreviated to "Wis")

Wisdom represents a combination of intuition, common sense, and spirituality. To a lesser extent, wisdom also represents the perceptiveness of a character and their ability to notice subtle clues and things out of place. Characters with high wisdom are likely to possess these traits, and be level headed, whereas those with lower wisdom may be rash or act without thinking.

Wisdom bonuses or penalties apply to some magical skills, to spotting hidden things, and to both casting and resisting divine magic.

Charisma (abbreviated to "Cha")

Charisma represents the force of personality of a character. Characters with a high charisma are born leaders and orators, whereas those with lower charisma may be boring or find it hard to communicate. On a physical level, charisma is unrelated to how attractive a character looks; although charismatic individuals often have better bearing and confidence which enhances their attractiveness.

Charisma bonuses or penalties apply to Ki focusing skills and to both casting and resisting psychic magic.

SKILLS

Whereas ability scores represent the innate abilities of characters which rarely change, learned abilities which improve with experience are represented by skills. Skills range from mundane abilities (such as Swim and Climb) to obscure magical talents (such as Mana Transfer and Focus Ki), and different characters will have different levels of proficiency with them.

In most cases a character gets a bonus for one of their ability scores when using a skill, although a few skills work in an alternate manner. Generally, a skill will be used by rolling 1E20 and adding any relevant bonuses, and trying to achieve a target number based on the difficulty of the task.

MAGIC & SPELLS

As well as mundane skills, *Blood, Guts & Glory* assumes the existence of magic. Many creatures have magical abilities, and it is possible for any character to learn to cast magical spells.

There are three spheres of magic in *Blood, Guts & Glory*. These are Arcane Magic, Divine Magic and Psychic Magic.

Arcane magic is the magic of the world around you. Arcane spells tend to deal with objects and the elements that they are made from. Arcane magic tends to be the flashiest and most suited for combat.

Divine magic is the magic of the Gods. Although *Blood, Guts & Glory* leaves the specifics of Gods and religion to the individual campaign setting, it assumes that some kind of divine entities exist and that they give magical power to select worshippers and to their priests. Divine spells often deal with nature and healing.

Psychic magic is the magic of the mind. Psychic spells are drawn from the strength of the caster's own psyche and are particularly effective when influencing the caster themselves or a single intelligent target.

Within each sphere of magic, spells are divided into Spell Paths, each of which contains a number of thematically related spells. Some paths are easy for any user of that magical sphere to learn, others are more difficult. Some are exclusive to a specific character class.

FIGHTING

When it comes to fighting, time is divided up into Rounds, each of which represents ten seconds of combat. This results in a level of abstraction where the game does not attempt to model every single thrust, parry and cut.

In a single round, most characters and other creatures will make a single "attack". Although this is resolved in a single roll, an attack does not represent a single swing of a sword or a single punch. During a round, a character will swing repeatedly and also block, parry and manoeuvre. Instead, the attack roll represents the sum total of this activity (although some creatures may get more than one roll if they are particularly effective in combat). The attacker's roll based on their relevant attack skill is compared with the defender's Armour Class and Dodge Bonus, and the result of this (with various modifiers - see *Chapter 8 - Combat* for more details) shows whether the attacker needs to roll to hit the defender.

If the attacker hit the defender, the defender will lose a number of Hit Points. These represent the creature's general pain and fatigue, and when reduced to zero the creature is knocked

unconscious. If the hit succeeded by a large enough margin, the target may also take a Critical Strike which represents more specific damage such as broken limbs and may even kill the target outright in a single hit.

Armour Class

A character or creature's Armour Class represents how armoured they are. There are twelve armour classes in total, eight for humans (and other humanoid races) who are wearing different types of artificial armour, and four for creatures with different types of naturally armoured skin or scales.

It is important to note that more or thicker armour is not necessarily better in all circumstances. Heavy armour slows a combatant down and makes them heavier, and depending on what they are attacked by it may make them more vulnerable to the attack rather than less vulnerable. For example, characters who are wearing metal armour should be particularly wary of lightning based attacks.

Static Defences

Not all attacks work in the graduated manner described above taking into account things like armour and dodging. Some attacks - such as many spells - are an all-or-nothing affair.

Creatures have a number of other defences against these types of attack; and these defences are also used as a defence against poison and disease.

EXPERIENCE AND LEVELS

As mentioned previously, the adventuring careers of player characters are split up into levels.

Each character normally starts at level one, which means that they are inexperienced and have never adventured before. Once characters start adventuring, they gain experience. In game terms, this means that they gain Experience Points for doing adventurous things-slaying foes, recovering treasure, undertaking quests, and so on.

When a character has acquired enough experience points, their level increases. An increase in level is sometimes accompanied by an increase in the character's abilities, and is always accompanied by an increase in the character's skills, showing that the character is now more experienced and becoming more capable in their chosen adventuring profession.

CHARACTER CLASSES

Even if they have the same amount of experience, not all player characters are the same. Although they are all assumed to be adventurers, their backgrounds may be rather different from each other. For example a young person that has just finished a five year apprenticeship under an elementalist and has now mastered the essentials of arcane spell casting is going to be very different than a warrior who has spent every weekend doing combat training in case of bandit attack.

In the game, this difference in the background, upbringing and training of characters is represented by Character Classes. Each player character (and some important non-player characters, if they are also adventurers) has a character class based on their background. As a player, you always have a free choice of character class for your character, providing your ability scores meet some minimum criteria. See *Chapter 6 - Creating a Character* for more details.

Each class provides a base skill bonus to some skills that increases as the character increases in level, meaning that characters of that class will get better at those skills even if they do not concentrate on them.

Additionally, all characters can acquire an additional bonus in most skills by choosing to spend skill points on them each time they increase in level. A character's class determines which skills are easy or hard for them to learn (which is represented by the skills costing fewer or more skill points respectively) based on their background.

There are twenty different classes within *Blood, Guts & Glory*:

> Four of them have no exclusive spell paths (but can learn a few basic spell paths with effort from a sphere of their choice) and represent people who spent their apprenticeship doing physical training: Adventurer, Assassin, Martial Artist and Warrior.

> Three of them (one for each of the spheres of magic) represent people who divided their apprenticeship between both physical training and magical training in a single sphere: Bard, Guide and Transcendental.

> Nine of them (three for each sphere) represent people who spent their apprenticeship learning the deepest secrets of a single magical sphere: Artificer, Elementalist, Empath, Martyr, Priest, Telepath, Visionary, Warlock, Witch.

> Three of them represent people who spent their apprenticeship learning a broad range of magic from two spheres: Conjurer, Necromancer, and Scourge.

> Finally, one of them represents people who have spent their apprenticeship learning magic from all three of the spheres: Wizard.

Each of these character classes is fully described in *Chapter 6 - Creating a Character*.

Skills are at the centre of all *Blood, Guts & Glory* characters. This chapter explains how they work.

Although some skills have special rules, most work in a similar manner. If a skill works in a different manner to that outlined below, or has any other special rules that apply to it, this will be described in the skill's full description in this chapter.

SKILL BONUSES

Each skill has a Skill Bonus. This skill bonus is made by adding the following components together:

> The base skill bonus (called a Class Bonus) for a member of the character's class (at their level) for the skill. This bonus is found by looking at the character's class description in Appendix II to see whether they get a 'Poor', 'Medium' or 'Good' bonus with that skill, then checking the relevant column on Table 4-1: Class Bonus Per Level to see what the value of that bonus is at the character's level. If the character's class has a bonus listed for the skill as "None", then the base bonus is always +0.

> The bonus for the total number of additional skill ranks the character has purchased in the skill. This bonus is found on Table 4-2: Standard Additional Rank Bonuses. Note that purchasing no additional skill ranks in a skill will normally result in a -5 penalty to the skill rather than a bonus.

> The character's ability score bonus for the ability relevant to this skill. The relevant ability for each skill is listed in the skill descriptions later in this chapter.

Any miscellaneous bonuses for items, active spells or other effects.

SKILL CHECKS

A skill check is normally made by rolling 1E20 and adding the character's total skill bonus for the relevant skill.

Usually such a roll will be against a static target number known as a Difficulty Class (or DC) determined by the Game Master. For the skill check to succeed, the total of the bonus plus roll must be at least equal to the DC.

For the sake of both simplicity and consistency, some named sample difficulties are listed along with their DCs in Table 4-3: Standard Difficulties.

ABILITY CHECKS

There are times when there is no suitable skill for the task at hand. Maybe a character needs to dance impressively at a social function, or maybe they need to lift a heavy object.

Table 4-1: Class Bonus Per Level			
Level	Poor Bonus	Medium Bonus	Good Bonus
0	+0	+0	+0
1	+0	+0	+1
2	+0	+1	+1
3	+1	+1	+2
4	+1	+2	+2
5	+1	+2	+3
6	+1	+2	+4
7	+1	+3	+4
8	+2	+3	+5
9	+2	+4	+5
10	+2	+4	+6
11	+2	+4	+7
12	+2	+5	+7
13	+3	+5	+8
14	+3	+6	+8
15	+3	+6	+9
16	+3	+6	+10
17	+3	+7	+10
18	+4	+7	+11
19	+4	+8	+11
20	+4	+8	+12

In these cases, you should make a simple Ability Check. To do this, roll 1E20 and add the character's relevant ability score (the actual score, not the bonus). Depending on the exact task being attempted, you the Game Master may wish to also subtract the character's Armour Penalty from the total.

The same standard difficulties should be used for both skill checks and ability checks.

FLEDER'S STORY

After much adventuring, Fleder has become an 11th level Assassin, and has bought a total of 15 additional ranks in the Stealth skill over the course of his eleven levels. He has a Dexterity score of 17.

Fleder's Stealth skill bonus is comprised of:

A 'Good' Base Skill Bonus at eleventh level (= +7)

Fifteen additional skill ranks (= +12)

A Dex bonus for a Dexterity of seventeen (= +3)

Therefore Fleder's total Stealth bonus is:

(+7+12+3) = +22

This is an impressively high Stealth bonus (most members of other classes won't be able to achieve such high bonuses at 11th level), marking Fleder out as an expert in the field.

OPPOSED CHECKS

Sometimes a skill or ability check will need to be checked against an opponent who has a skill or ability of their own, rather than just against a static DC. The most common case where this happens is when someone uses the Stealth skill to sneak past someone else using the Spot skill to try to see them.

In these cases, roll a skill check as normal for the character using the more passive of the two skills or abilities (in this case the Spot skill) and use the result of that check as the DC for the skill check for the active character.

TAKING 10 AND TAKING 20

In situations where the character is calm and there is no immediate danger or undue pressure, they can "Take 10" on a skill or ability check.

Instead of rolling 1E20 and adding their skill total and comparing the result to the DC, they simply add 10 to their skill bonus and compare the result to the DC. By doing so, the character can automatically succeed in a skill or ability check that they would succeed with on an average roll.

If there is no penalty for failing the check because the character is in a situation where they can simply keep re-trying until they succeed, they can "Take 20" on a skill or ability check.

In this case instead of rolling 1E20 and adding their skill total and comparing the result to the DC, they simply add 20 to their skill total and compare the result to the DC. However, doing this takes 20 times as long as performing a simple skill or ability check would do, as the character is assumed to keep re-trying until they get the best result they can. For example, Taking 20 while picking a lock will take 3 hours and 20 minutes rather than the normal 10 minutes that the skill takes to use.

Note that Taking 20 does not allow the character to roll the die again and add as if they had rolled a natural 20.

Each detailed skill description will say whether a character can Take 10 or Take 20 with that particular skill. Skills that let a character re-roll in order to stop a failure having a negative effect do not let the character Take 10 or Take 20 on the re-roll even if they could have taken it on the original roll. These re-rolls always count as being under undue pressure.

ARMOUR PENALTIES

Wearing armour restricts movement and flexibility, and therefore makes it more difficult to use some skills, particularly skills requiring physical agility such as Stealth or Swimming.

When using any skill to which armour penalties apply (this will be indicated in the skill description), the character's current armour penalty is subtracted from their skill check. Armour

Table 4-2: Standard Additional Rank Bonuses	
Number of Additional Skill Ranks Purchased	Additional Rank Bonus
0	-5
1	+1
2	+2
3	+3
4	+4
5	+5
6	+6
7	+7
8	+8
9	+9
10	+10
11	+10
12	+11
13	+11
14	+12
15	+12
16	+12
17	+13
18	+13
19	+13
20	+14
21	+14
22	+14
23	+14
24	+14
25	+15
26	+15
27	+15
28	+15
29	+15
30	+16
31	+16
32	+16
33	+16
34	+16
35	+16
36	+16
37	+16
38	+16
39	+16
40+	+17

Table 4-6 Skill Summary			
Skill	**Bonus Ability**	**Progression**	**Take 10/20**
Armour (Leather)	-	Special	-
Armour (Cuir Bouilli)	-	Special	-
Armour (Maille)	-	Special	-
Armour (Plate)	-	Special	-
Climb	Dex[2]	Normal	10
Disable Device	Wis	Normal	10/20[5]
Dodge	_[2]	Normal	-
Focus Ki[1]	Cha	Normal	10
Language[1]	-	Special	-
Mana Transfer	Wis	Normal	-
Pick Lock	Dex	Normal	10/20
Read Magic	Int	Normal	10
Ride[1]	Dex[2]	Normal	10
Sneak Attack	-	Special	-
Spell Path Research[1]	-	Special	-
Spell Penetration	Int/Wis/Cha	Special	-
Spot	Wis	Normal	10/20
Stealth	Dex[2]	Normal	-
Swim	Str[3]	Normal	10
Toughness	Con	Special	-
Use Magical Device	Int	Normal	10
Weapon (Nth Group)[1]	Str[4]/Dex[4]	Normal	-
Weapon (Martial Arts)[1]	Str[2]/Dex[2]	Normal	-
Weapon (Spell)[1]	Dex[4]	Normal	-
[1] Actually a group of related skills [2] Armour Skill Penalty applies [3] 3 x Armour Skill Penalty applies [4] Armour Missile Penalty may apply [5] Can only take 10 or 20 when device is not dangerous			

penalties are also subtracted from generic Dexterity checks made for manoeuvring that does not correspond to any particular skill.

OTHER BONUSES AND PENALTIES

The Game Master should apply other bonuses or penalties to skill rolls depending on such things as weather conditions, light level, lack of tools, or other environmental factors.

However, no bonus of this type should normally be larger than +/-2 unless those factors are extreme, and players should always be made aware of circumstances that will make skill use easier or harder in this manner before they commit their characters to using a skill (unless there is a good reason why

such circumstances would be unknown to the characters, or course).

DETAILED SKILL DESCRIPTIONS

Armour (Leather)
Armour (Cuir Bouilli)
Armour (Maille)
Armour (Plate)
Ability: *None*
Progression: *Special*
Armour Penalty: *n/a*
Take 10: *n/a*
Take 20: *n/a*
The armour skills allow a character to manoeuvre in armour with a lessened penalty. Each of these four skills is a separate skill and additional skill ranks in it are bought independently of the others, although they all work in the same manner.

Each type of armour has an Initial Armour Penalty and a Minimum Armour Penalty. These initial and minimum penalties may also be increased if greaves and a helmet are worn with the armour.

Characters who are unused to wearing armour start with the initial penalty, and this can be offset by buying ranks in the various armour skills. See *Chapter 7 - Equipment* for details of the different types of armour available.

Each additional skill rank bought in a particular armour skill reduces the armour penalty for wearing that type of armour by one point. However, no matter how many ranks in an armour skill are bought, the penalty cannot be reduced below the armour's Minimum Armour Penalty.

Armour skills do not affect the Dexterity Bonus Reduction of the armour.

The types of armour covered by each skill are:

Armour (Leather) - Leather, Scale
Armour (Cuir Bouilli) - Cuir Bouilli
Armour (Maille) - Maille Shirt, Hauberk
Armour (Plate) - Breastplate, Plate Suit

In any of these cases (with the exception of Hauberks and Plate Suits, neither of which are worn with greaves) the same skill covers use of the armour both with and without greaves.

Climb
Ability: *Dexterity*
Progression: *Normal*
Armour Penalty: *Yes*
Take 10: *Yes*
Take 20: *No*
This skill is used for climbing anything from trees to sheer rock faces. Such simple tasks as climbing a knotted rope or a ladder should be automatically successful and not even require

Table 4-3: Standard Skill Difficulties	
Difficulty	Check Target DC
Routine	14
Easy	16
Light	18
Medium	20
Hard	22
Very Hard	24
Extreme	26
Sheer Folly	30
Absurd	34

a roll unless there are extenuating circumstances (for example trying to climb a wet rope in a storm).

The default difficulty of "Medium" (DC 20) should be used for attempts to climb normal brick or stone walls with plenty of handholds, and that difficulty should be adjusted up or down as necessary depending on exactly what is being climbed.

An experienced climber can easily assess the difficulty of a climb, so the DC of all climb checks should be told to the player before they start climbing.

If a character fails a climb roll, they have not necessarily fallen from the surface they are climbing.

A single failed roll means that the character is unable to progress further and must re-roll the check. If the re-roll is also a failure then the character will fall a random percentage of the way through the climb.

Disable Device
Ability: *Wisdom*
Progression: *Normal*
Armour Penalty: *No*
Take 10: *Only if the device is not dangerous.*
Take 20: *Only if the device is not dangerous.*
This skill is used to disable traps and other mechanised devices without setting them off. Generally, a reasonably complex trap such as a pressure-plate activated poison gas dispenser will require a "Medium" (DC 20) check, and other traps will require easier or more difficult checks depending on how complex and how well made they are.

Failing a Disable Device check will not automatically set off the device that the character is attempting to disable. A single failed roll means that the character is unable to disable the device and must re-roll the check. If the re-rolled check is also a failure then the character has set off the device accidentally.

If the character fails to disable the device the first time (and survives the trap being sprung if necessary) then they may be able to try to use the skill again - assuming that the trap wasn't a single-use trap that has just gone off. Each use of the Disable Device skill takes ten minutes.

Dodge
Ability: *None*
Progression: *Normal*
Armour Penalty: *Yes*
Take 10: *n/a*
Take 20: *n/a*
Characters with the dodge skill may directly add their skill total to their Dodge Bonus in combat.

Using this skill is entirely optional, and characters whose dodge skill total is negative (either because they haven't bought any additional ranks in the skill or because their armour penalty outweighs the rank bonus they have) are not obliged to actively hinder themselves by using this skill.

This skill can only be used against attacks that the character is aware of, and a character can only use half of their additional ranks (round up) when working out their skill total against missile attacks.

Focus Ki
Ability: *Charisma*
Progression: *Normal*
Armour Penalty: *Sometimes*
Take 10: *Yes*
Take 20: *No*
This is a group of five related skills, each of which must be bought independently.

In a combat situation, all of these skills (with the exception of Ki Landing - see below) are used in a similar manner. During the round in which the skill is to be used, the character declares in the Statement of Intent phase that they are focusing their ki (and which particular ki focus skill they are using). The character then suffers a -4 penalty to any actions taken during the round.

At the end of that round, the character rolls a skill check (with a standard "Medium" DC20 difficulty). If they fail the check then nothing happens, but if they pass the check then they may use their ki the following round to perform superhuman feats depending on the individual skill used:

Ki Grace: The character using this skill may add their Ki Grace Additional Rank Bonus (not their full skill total) to any ability checks - usually dexterity checks - made during the round to perform miscellaneous tasks requiring grace or balance, even if those tasks take more than one round to perform. This bonus is not added to skill checks used to perform such feats, only to ability checks.

Ki Landing: The character may subtract five times their Ki Landing Additional Rank Bonus (not their full skill total) from the effective height (in feet) of any fall, although the effective

height of a fall may not be reduced below 10' in this manner. Unlike the other Focus Ki skills, this can be done instantly and does not require a round of focus beforehand. Instead, the character takes a -4 penalty to all actions the round after the fall as they regain their ki balance.

Ki Leap: The character using this skill may add their Ki Leap Additional Rank Bonus (not their full skill total) to any ability checks - normally strength checks - made during the round to perform miscellaneous tasks requiring jumping or leaping.

This bonus is not added to skill checks used to perform such feats, only to ability checks.

Ki Speed: The character is hasted for the round. See *Chapter 8 - Combat* for details of haste.

Ki Strength: The character receives a +2 bonus on all melee attacks taken during the round, and such attacks do double normal damage (excluding critical, which do normal damage).

Language
Ability: *None*
Progression: *Special*
Armour Penalty: *No*
Take 10: *n/a*
Take 20: *n/a*
This skill is actually a whole series of skills, one for each language in the campaign setting. The fluency that a character has with a language is based on the number of additional ranks in it that they have bought:

1 Rank = Knows a few words and can recognise the language.

2 Ranks = Can understand simple words and phrases when spoken slowly, but cannot speak the language beyond simple individual words.

3 Ranks = Can understand slowly spoken sentences and speak in broken phrases.

4 Ranks = Can conduct a (slowly spoken) conversation about everyday matters.

5 Ranks = Can converse at a normal pace unless technical or unusual words and concepts are being used.

6 Ranks = Normal language proficiency of a native.

7 Ranks = Has an extensive vocabulary and can discuss obscure or technical matters with ease.

8 Ranks = Understands the roots of the language and can translate archaic or obscure dialects.

All characters are assumed to speak their own language as if they have six ranks, and can buy further additional ranks in it if they wish.

For any languages that have a written form, literacy is developed as a separate skill. Characters are assumed to start with six skill ranks in their spoken tongue and three skill ranks in their written tongue.

Mana Transfer
Ability: *Wisdom*
Progression: *Normal*
Armour Penalty: *No*
Take 10: *n/a*
Take 20: *n/a*
The Mana Transfer skill is used when one character wishes to pass some or all of their mana to a second character so that the second character can use that mana to power spells.

To transfer mana in this way, the donor of the mana must know the exact location of the recipient, either because they are within sight, they are in mental contact of some sort, or they are waiting at a pre-arranged location familiar to the donor. Mana may not be transferred to an unwilling recipient, and the transfer must be initiated by the donor. The recipient may not "suck" mana from the donor, even if the donor would be willing.

Transferring mana requires no skill roll, however it is not entirely efficient. When a mana transfer takes place, add together the Mana Transfer skill totals for both the donor and recipient, and multiply this sum by five. Treat the result of this as a percentage (with a minimum of 0% and a maximum of 100%) that indicates the proportion of donated mana that is received.

FLEDER'S STORY

As a Martyr, Asenath has no class bonus with the Mana Transfer skill. However, she has bought seven additional ranks in the skill, for a rank bonus of +7. She also has a Wisdom of 16, giving an ability bonus of +3. She therefore has a skill total of +10 with Mana Transfer.

Fleder has no class bonus either and he only has a single additional rank in the Mana Transfer skill, which with his Wisdom of 11 gives him a mere +1 skill total.

Since Fleder cannot cast spells, he has no use for his mana other than to transfer it to other people, so he transfers all his 12 mana to Asenath at the beginning of the day thinking that giving the healer more power to use can only be a good thing. The efficiency of the transfer is calculated by adding together Asenath's and Fleder's skill bonuses and multiplying the result by five:

(11+1)*5 = 60%.

60% of 12 is 7.2, so Asenath receives 7 of the 12 mana that Fleder donates to her. That's enough to power a couple of extra healing spells in an emergency.

When transferring mana, the donor is aware of how much (or how little) the recipient is going to receive when they make the initial contact.

At the same time as transferring mana, the donor may also transfer a spell that they can cast along with the mana. If they choose to do this, then they must ensure that they donate enough mana so that the recipient receives enough to cast the spell.

Transferring a spell along with mana in this way allows the recipient to immediately use the mana they have received to cast the spell - even if they cannot normally cast it - but also means that the mana that has been transferred cannot be used for any other purpose.

Receiving mana through the mana transfer skill can take a character above their normal mana total for the day. This is not dangerous, but any extra mana not used at the end of the day will be lost.

Pick Lock
Ability: *Dexterity*
Progression: *Normal*
Armour Penalty: *No*
Take 10: *Yes*
Take 20: *Yes*
The Pick Locks skill is used for picking mechanical locks of the type normally found on doors or chests.

To pick a reasonably expensive keyed lock is a "Medium" DC20 task, with simpler or poor quality locks being easier to pick and complex or exotic locks being more difficult. If a lock is trapped, then picking it will normally set off the trap regardless of whether the attempt to pick the lock is successful or not.

Attempting to pick a lock takes ten minutes. On a failed roll, the character must roll a second time. If the re-roll also fails, the character has run out of ideas and they may not try to pick that particular lock again until they have increased their pick lock skill total. If the re-roll succeeds, the character may spend another ten minutes to try to pick the lock again as normal.

Read Magic
Ability: *Intelligence*
Progression: *Normal*
Armour Penalty: *No*
Take 10: *Yes*
Take 20: *No*
The Read Magic skill allows characters to cast spells from scrolls. Characters may always cast spells from scrolls that they have inscribed themselves, but understanding a spell from a scroll that someone else has inscribed requires a read magic skill check.

The first time a character encounters a given scroll, they may make a read magic skill check to recognise and understand the scroll. The difficulty of the check depends on what the character knows about the scroll:

If the character knows which spell is on the scroll, the difficulty is "Easy" DC16.

If the character does not know which spell is on the scroll, but knows what sphere of magic the spell is from, the difficulty is "Medium" DC20.

If the character does not even know what sphere of magic the spell on the scroll is from, the difficulty is "Very Hard" DC24.

Additionally, if the character has researched and can cast the spell (whether they know this or not) then they get a +6 bonus to the roll, and if the spell is of a sphere of magic that the character cannot use (whether they know this or not) then they get a -6 penalty to the roll.

If the skill check succeeds, then the character learns what spell is on the scroll and may use the scroll at any time without further rolls being needed.

If the skill check fails, the character must roll a second time. If the re-roll also fails then the character learns nothing about the scroll. If the re-roll succeeds then the character learns what spell is on the scroll, although they still may not use it.

In either case, a failed skill check means that the character cannot try to understand this scroll again unless they learn more about it (the sphere or exact spell) or they increase their read magic skill total. Note that if the re-roll succeeded, the character may have just learned what spell is on the scroll and may therefore immediately qualify to try again.

All scrolls are unique, and when a character learns how to use a scroll with a particular spell on it, this does not help the character use other scrolls even if they contain the same spell.

Ride
Ability: *Dexterity*
Progression: *Normal*
Armour Penalty: *Yes*
Take 10: *Yes*
Take 20: *No*
The Ride skill is not a single skill, but is a group of related skills. Each type of animal has its own ride skill (Ride Horse, Ride Elephant, Ride Shark, Ride Camel, Ride Pegasus, Ride Dragon) which must be learned independently; although it is recommended that horses, donkeys and mules be grouped together and that they may all be ridden using the same Ride Horse skill.

Skill rolls are not normally needed for merely sitting on a passive animal as it walks, swims or flies gently. However, tricky situations such as controlling a panicking animal or getting an animal to perform unusual manoeuvres will require rolls with a difficulty based on the circumstances.

Additionally, when fighting from the back of an animal in mounted combat, the character uses their relevant weapon skill total or their ride skill total whichever is less. A character cannot Take 10 when using the skill to fight in this manner.

Sneak Attack
Ability: *None*
Progression: *Special*
Armour Penalty: *No*
Take 10: *n/a*
Take 20: *n/a*
This skill lets a character lets a character place their attacks with great precision, vastly increasing the chance of killing their opponents outright.

This skill does not follow a standard progression. Instead, for each five full additional ranks a character has purchased in the sneak attack skill, they may adjust the critical strike roll for any hits they make on opponents by +/-1. This does not increase the chance of getting a critical strike or the severity of the strike; only the roll once the severity has been determined.

The sneak attack skill may only be used if the victim is completely unaware of their attacker. It may not be used when the attacker is simply flanking or behind the victim but the victim knows that the attacker is there.

Additionally, if the victim of the sneak attack is vigorously moving around, for example if they are already in a combat situation - then the attacker may only adjust the critical strike roll by +/-1 per ten full ranks of sneak attack skill.

Sneak attacks may be made with melee attacks or with missile or spell attacks, providing the victim is within close range of the attacker.

Spell Path Research
Ability: *None*
Progression: *Special*
Armour Penalty: *n/a*
Take 10: *n/a*
Take 20: *n/a*
This skill is used for learning new spell paths. It is actually a large number of independent skills rather than a single skill.

There are four different spell path research skills (usually simply referred to as "path skills") for each spell path, depending on what sort of spell path it is and what sort of spell use the character's class has:

If the character's class has exclusive spell paths, then each of these may be learned using two spell path research skills: a Path 1-10 skill and a Path 11-20 skill.

If the character's class is a full caster class, then they may learn common paths of their sphere or spheres using a Path 1-10 skill. If their class only uses a single sphere of magic then they may also learn common paths of that sphere using a Path 11-20 skill.

If the character's class is a full caster class that only uses single sphere, then they may learn esoteric paths of their sphere using Path 1-10 and Path 11-20 skills.

If the character's class is a full caster class that uses two spheres, then they may learn esoteric paths of either of those spheres using Path 1-5 and Path 6-10 skills.

If the character's class is a partial spell caster class, then they may learn common paths of their sphere using Path 1-5 and Path 6-10 skills.

If the character's class is a not a caster class, then they may learn common paths of their chosen sphere of magic using a Path 1-5 skill.

All these skills are summarised in Table 4-4: Spell Path Skills.

Each of these skills includes the levels of spells that are listed. For example, a Path 1-10 skill includes all the spells from level 1 to level 10 on that path; a Path 6-10 skill includes just the spells from level 6 to level 10 on that path.

Spell path research skills are acquired in an unusual manner. There is no base skill bonus for any of these skills, and a character may not spend skill points on additional skill ranks in a path skill unless the character's level is at least equal to the lowest level spell that the skill includes. Similarly, a character must already know all lower level path skills for that path.

For example, a character can't by additional skill ranks in a Path 11-20 skill until they are 11th level and they already possess the Path 1-10 skill for the same path. The one exception to this rule is that 0th level characters can buy additional skill ranks in Path 1-5 and Path 1-10 skills even though they are not yet high enough level to cast first level spells.

When a character buys additional skill ranks during Step 5b of character generation (and level increase), the character may purchase these skill ranks in one or more path skills. It is possible to buy up to twenty additional ranks in any given path skill.

However, a character may only have one partially completed path skill at any time, and may not spend skill points on any other path skill until they have learned the spells from their existing partial skill either by buying it up to a total of twenty additional ranks during Step 5b or by having successfully made the skill check for it during Step 5c of a previous level.

During Step 5c of character generation (and level increase) a character can check to see if they have successfully learned all the spells from the partially completed path skill that they have - whether that partially completed skill is one they have just bought or a skill they bought at a previous level. To do

Table 4-4: Spell Skill Paths				
	Full Caster (Single Sphere)	Full Caster (Dual Sphere)	Partial Caster	None Caster
Common Paths	Path 1-10 Path 11-20	Path 1-10	Path 1-5 Path 6-10	Path 1-5
Esoteric Paths	Path 1-10 Path 11-20	Path 1-5 Path 6-10	-	-
Exclusive Paths	Path 1-10 Path 11-20	Path 1-10 Path 11-20	Path 1-10 Path 11-20	n/a

this check, roll 1d20 (not 1E20) and add the number of additional ranks bought in the path skill.

If you manage to roll a "Medium" DC20 check, then your character has successfully learned all the spells that the path skill covers despite only partially completing the path skill.

There is no difference between spells learned by completing all 20 additional ranks of a path skill during Step 5b and those learned from a successful check against a partially completed path skill during Step 5c. In either case, the character has learned all the spells that the path skill covers and is then free to start learning another spell path research skill.

Spell Penetration
Ability: *Special*
Progression: *Special*
Armour Penalty: *n/a*
Take 10: *No*
Take 20: *No*
The Spell Penetration skill is used when a character casts a spell against another character or creature.

This skill is unusual in that characters cannot buy additional ranks in it. Instead, all characters have a +0 Additional Rank Bonus with this skill.

However, class and ability bonuses apply to this skill as normal, and in addition all characters get a special bonus to this skill equal to their level.

The ability score to use for this skill depends on which sphere of magic the character uses:

> Arcane magic casters use their Int bonus
> Divine magic casters use their Wis bonus
> Psychic magic casters use their Cha bonus

Lucius is a Necromancer, which is a dual-sphere full caster, so he can learn the exclusive Necromancer spell paths easily and can also learn part of the common and esoteric Divine spell paths and Psychic spell paths.

At 0th level, he spends a total of 24 skill points on path skills during Step 5b. He first spent 20 points to buy twenty additional ranks in the Darkness 1-10 skill. Because this path skill is now complete, Alan immediately marks down on Lucius's character sheet that he knows all the Darkness spells from 1st level to 10th level. He uses the other 4 skill points to buy four additional ranks in the Create Undead 1-10 skill. He can buy additional ranks in this second path skill immediately because he completed his first path skill this level.

During Step 5c, Alan rolls 1d20 and gets a 7. Adding Lucius's four additional skill ranks gives a total of 11, which is less than DC20 so he doesn't learn the spells early.

At 1st level, he spends another 17 skill points on path skills. During Step 5b, he starts with the four additional ranks in Create Undead 1-10 that he bought at 0th level, and spends another 16 points to complete the skill up to twenty additional ranks.

Because this path skill is now complete, Alan immediately marks down on Lucius's character sheet that he knows all the Create Undead spells from 1st level to 10th level.

He spends his 17th skill point to buy a single additional rank in the Iron Will 1-5 skill (because this is an esoteric path and Lucius is a dual-sphere caster, he can only buy the Iron Will 1-5 skill, not the Iron Will 1-10 skill). Again, he is able to start buying this skill immediately because he completed his previous path skill this level.

During Step 5c, Alan rolls 1d20 and gets a 20. Even adding Lucius's single skill rank he has succeeded in a DC20 check, so he thanks his lucky stars and also marks down on Lucius's character sheet that he knows all the Iron Will spells from 1st level to 5th level.

When he reaches 2nd level, he'll be able to start spending skill points on additional ranks in a new spell path research skill straight away even though he never completed the Iron Will 1-5 skill, because he will have successfully rolled his skill check with it in a previous Step 5c.

Characters who use more than one sphere of magic average their relevant ability scores and use the bonus for this average score.

Spell Penetration checks may have a variety of bonuses or penalties on them depending on circumstances. See *Chapter 5 - Magic* for more details on spell casting.

Spot
Ability: *Wisdom*
Progression: *Normal*
Armour Penalty: *No*
Take 10: *Yes*
Take 20: *Yes*

This skill is used for noticing things. Although primarily visual, the same skill can also be used for hearing or smelling things.

The difficulty of static spot checks for noticing things should be determined by circumstances, although see the Stealth skill below.

Stealth
Ability: *Dexterity*
Progression: *Normal*
Armour Penalty: *Yes*
Take 10: *No*
Take 20: *No*

The Stealth skill is used for both hiding from view and for moving silently to avoid being heard.

There are no standard difficulties for stealth checks.

When a character hides, use the result of the character's stealth check as the difficulty of the Spot checks that each creature who looks in their direction may use to notice them. If any Spot check succeeds then the character has been seen by the creature making that check.

When a character attempts to sneak up on one or more other creatures, assume that each one has Taken 10 on a Spot check and use those difficulties as the difficulty of the single Sneak check that the character must make to sneak up on them. If the Sneak check fails against any of the difficulties then the character must roll a second time. If the re-roll succeeds then the character is unable to get closer to the target quietly and must remain in place in order to stay unnoticed. If the re-roll fails then the character has accidentally alerted the creature or creatures whose Spot checks they failed to match.

Swim
Ability: *Strength*
Progression: *Normal*
Armour Penalty: *Triple*
Take 10: *Yes*
Take 20: *No*

All characters are assumed to be able to swim short distances when unarmoured, but when a character needs to swim in less straightforward circumstances - such as swimming long distances or in rough or fast moving water; or when trying to swim while wearing armour - then this skill is used.

The difficulty of the swim check should be judged based on the conditions; but remember that even a "Routine" DC14 check will be failed by an untrained person over half the time.

A failed swim check may or may not result in the character beginning to drown, depending on the circumstances.

When working out a character's skill total for swim checks, apply triple the character's armour skill penalty.

Toughness
Ability: *Constitution*
Progression: *Special*
Armour Penalty: *No*
Take 10: *n/a*
Take 20: *n/a*

The Toughness skill is used to determine how much pain and punishment a character can take before falling unconscious. Most of the time, this pain will be due to being hit in combat - but traps and environmental sources of damage can also hurt a character.

All characters start with a number of hit points equal to their Constitution score (their full ability score, not their bonus).

Each point of base skill bonus that the character's class and level gives to the toughness skill gives the character one extra die of hit points. This die will be a d8 or a d10 depending on the character's species.

Each additional rank of the toughness skill that the character buys also gives the character one extra die of hit points. Again, this die will either be a d8 or a d10, depending on the character's species.

The total number of hit points from these three sources may not exceed the Max Hit Points value for their species plus twice their Constitution score.

Any additional hit points beyond this total (for example due to extra hit dice from further increases in base skill bonus) are ignored.

In the special case where your hit points were already equal to your species Max Hit Points plus twice your Constitution score and you increase your Constitution score (for example if you have just reached level 5, 10, 15 or 20 and chosen to increase it), you do not need to buy extra additional ranks in the Toughness skill. Simply immediately increase your hit points to your species Max Hit Points plus twice your new Constitution score.

Use Magical Device
Ability: *Intelligence*
Progression: *Normal*
Armour Penalty: *No*
Take 10: *Yes*
Take 20: *No*

The Use Magical Device skill allows characters to cast spells from charged items such as wands and staves. Characters may always cast spells from items that they have made themselves, but understanding how to use an item that someone else has inscribed requires a use magical device skill check.

The first time a character encounters a given item, they may make a use magical device check to recognise what spell it

contains and how to activate it. The difficulty of the check depends on what the character knows about the item:

If the character knows which spell is in the item, the difficulty is "Easy" DC16.

If the character does not know which spell is in the item, but knows what sphere of magic the spell is from, the difficulty is "Medium" DC20.

If the character does not even know what sphere of magic the spell in the item is from, the difficulty is "Very Hard" DC24.

Additionally, if the character has researched and can cast the spell (whether they know this or not) then they get a +6 bonus to the roll, and if the spell is of a sphere of magic that the character cannot use (whether they know this or not) then they get a -6 penalty to the roll.

If the skill check succeeds, then the character learns what spell is in the item and may activate the item at any time without further rolls being needed.

If the skill check fails, the character must roll a second time. If the re-roll also fails then the character learns nothing about the item. If the re-roll succeeds then the character learns what spell is in the item, although they still may not activate it.

In either case, a failed skill check means that the character cannot try to understand this item again unless they learn more about it (the sphere or exact spell) or they increase their use magical device skill total. Note that if the re-roll succeeded, the character may have just learned what spell is in the item and may therefore immediately qualify to try again.

All items are unique, and when a character learns how to use an item with a particular spell in it, this does not help the character use other items even if they contain the same spell.

Weapon (Nth Group)
Ability: *Strength or Dexterity*
Progression: *Normal*
Armour Penalty: *No*
Take 10: *No*
Take 20: *No*
The six Weapon (Group) skills are actually a set of twenty skills grouped into six groups. Each individual skill covers a number of weapons that are used in roughly the same manner.

Table 4-5: Weapon Skills		
Weapon Skill	**Applicable Weapons**	**Group (Ability)**
Brawling	Blackjack Cestus Other Improvised	One-Handed Blunt (Str)
Short Chains	Morning Star	One-Handed Blunt (Str)
Short Hammers	War Hammer Mace Club	One-Handed Blunt (Str)
Whips	Whip	One-Handed Blunt (Str)
Short Blades	Dagger Short Sword	One-Handed Slashing (Str)
Single-Edged Blades	Scimitar Falchion	One-Handed Slashing (Str)
Double-Edged Blades	Broadsword Short Sword	One-Handed Slashing (Str)
Thrusting Blades	Rapier Short Sword	One-Handed Slashing (Str)
Short Axes	Hand Axe Short Sword	One-Handed Slashing (Str)
Long Blades	Two Handed Sword	Two-Handed (Str)
Long Axes	Battle Axe	Two-Handed (Str)
Long Hammers	War Mattock Club	Two-Handed (Str)
Long Chains	Flail	Two-Handed (Str)
Staves	Quarterstaff Club Spear (melee)	Two-Handed (Str)
Pole Arms	Pole Arm Spear (melee) Javelin (melee) Trident (melee) Lance	Pole Arms (Str)
Short Thrown	Dagger (thrown) Hand Axe (thrown)	Thrown (Dex)
Long Thrown	Spear (thrown) Javelin (thrown) Trident (thrown)	Thrown (Dex)
Line Weapons	Bolas (thrown)	Thrown (Dex)
Bows	Short Bow Long Bow Composite Bow	Missiles (Dex)
Crossbows	Light Crossbow Heavy Crossbow	Missiles (Dex)
Slings	Sling	Missiles (Dex)

Some particularly versatile weapons may be used with more than one weapon skill, as shown in table 4-5, although melee skills and thrown skills for the same weapon may not be used interchangeably.

When using a weapon, the character's attack bonus may be derived from any weapon skill that is applicable to the weapon in hand, and follows normal skill progression.

The character's base skill bonus for weapon skills apply to all weapons skills, but additional skill ranks must be bought with each weapon skill independently.

FLEDER'S STORY

Katy is creating Fleder as her character. She knows that he is going to be a ratfolk Assassin, and decides that she wants him to use a short bow and a dagger in combat.

Looking at Table 4-5, she sees that to use these two weapons proficiently, Fleder will need the "Short Blades" skill to use the dagger in melee, the "Short Thrown" skill to throw the dagger, and the "Bows" skill to fire the short bow.

All three of these skills are in different groups, so if she wishes Fleder to buy additional ranks in the skills she'll need to assign each of those three groups to one of her Weapon Group costs.

As a Assassin, her first weapon group costs her 2+7 skill points for additional ranks (see *Chapter 6 - Creating a Character* for more information on skill costs); her second weapon group costs her 3+8 skill points; and her third weapon group costs her 4 skill points.

Katy assigns "Missiles" as her first weapon group and buys two additional ranks in the "Bows" skill for a total of 9 skill points. She assigns "One-Handed Slashing" as her second weapon group and buys one additional rank in the "Short Blades" skill for 3 skill points.

She decides not to buy any additional skill ranks in the "Short Thrown" weapon skill at this point because Fleder is a little short on skill points, but if she decides to do so later she will need to assign "Thrown" as her third group and it will therefore cost her 4 skill points to buy a single additional rank in the skill.

Her remaining four group costs remain unassigned for the moment. She doesn't have to commit a cost to a group until she wishes to buy a skill from that group.

Weapon skills do not suffer from armour skill penalties, but all missile or thrown weapon skills are subject to the armour missile penalty for the armour that the character is wearing.

The twenty weapon skills are listed in Table 4-5: Weapon Skills. The first column of that table shows the list of weapon skills that you can buy.

The second column shows which weapons can be used with each of those skills (remember, you're buying additional skill ranks in the whole skill, not an individual weapon).

The third column shows which one of the six different weapon skill groups contains the skill. You do not buy additional ranks in a group. They are only there to determine the cost of the skill that you are buying.

Your character class description has six different costs listed for weapon skills, based on these six groups. Each of these costs will apply to all weapon skills within a particular group, but it is up to you to decide which group of skills has which cost assigned to it.

To help avoid confusion, the three level hierarchy of weapon skills (groups, skills and individual weapons) is best summarised as:

> **Groups** (you assign costs to these) contain many...
> **Skills** (you buy these) which apply to many...
> **Weapons** (you wield these)

Weapon (Martial Arts)
Ability: *Strength or Dexterity*
Progression: *Normal*
Armour Penalty: *Yes*
Take 10: *No*
Take 20: *No*
This skill is used to calculate a character's to-hit bonus when making unarmed attacks. It actually consists of twelve skills grouped into three groups.

These three groups of martial arts skills are: Soft Martial Arts, which concentrates on pinning, throwing and sweeping moves and works better against heavily armoured opponents by using their weight and momentum against them; Hard Martial Arts which concentrates more on swift kicks, punches and other strikes and works better against the vulnerability of lightly armoured opponents; and Grappling which concentrates on

Behind the Curtain

Martial artists do not always attack with their bare hands and feet. Many martial arts have kata (attack forms) that use weapons, particularly sticks or staves of one kind or another.

It is fine to assume that your martial artist has a staff or similar weapon that they use as part of their style, particularly if the thought of punching a fire elemental without hurting yourself stretches your suspension of disbelief (although there's no reason why it should - *Blood, Guts & Glory* takes place in a magical world and there's no reason why a martial artist's Ki energy can't protect their fists from harm in such situations).

However, because the attack styles of martial arts are very different from those of mundane fighting with a weapon attacks should still use the normal martial arts attack tables regardless of whether the martial artist uses a weapon kata or an open hand kata. Martial artists use staves to hook and sweep their opponents, not to thwack them, for example.

Similarly, a martial artist who uses an enchanted weapon only gets to use the weapon's enchanted bonuses and abilities when using it with its normal weapon skill. When using an enchanted weapon with weapon kata, these abilities and bonuses do not apply.

holding and restraining foes without doing much damage and is moderately effective against all opponents.

Within each of these groups there are four skills:

> (Hard, Soft or Grappling) Martial Arts Grade 1
> (Hard, Soft or Grappling) Martial Arts Grade 2
> (Hard, Soft or Grappling) Martial Arts Grade 3
> (Hard, Soft or Grappling) Martial Arts Grade 4

All martial arts skills use normal skill progression, although the hard martial arts skills use a character's Strength bonus, whereas soft and grappling martial arts skills use a character's Dexterity bonus; but the character's base skill bonus applies to all martial arts skills. Additionally, unlike weapon skills, a character applies their armour skill penalty to all martial arts skills.

The higher level grades of martial arts do not make it any easier to hit opponents, but they are capable of achieving better results when they do hit because the lower grades have lower caps on their attack rolls. See *Chapter 8 - Combat* for more details on attack roll caps.

Additional skill ranks in each of the twelve martial arts skills are all bought independently, however within each group a character can never by more additional ranks of any grade than they have of the grade below it. For example a character can't buy a third additional skill rank in Hard Martial Arts Grade 3 unless they already have (or buy at the same time) at least three additional ranks in Hard Martial Arts Grades 1 and 2.

Weapon (Spell)
Ability: *Dexterity*
Progression: *Normal*
Armour Penalty: *No*
Take 10: *No*
Take 20: *No*
This skill is actually a number of skills which must be learned independently.

Although most spells that affect an opponent have an all-or-nothing effect with the target either resisting the spell or being affected by it, some spells - usually those which create some kind of elemental blast that is fired at an enemy - work like weapons instead. These are referred to as weapon-like spells.

Some of these weapon-like spells affect a large area, and cannot be accurately aimed. These are called Unskilled weapon-like spells. Spells that affect a single target with a precise strike can be accurately aimed and are known as Skilled weapon-like spells.

Attack rolls with skilled weapon-like spells use the Weapon (Spell) group of skills, and there is an individual skill for each spell in which additional ranks must be developed independently. These skills use the normal skill progression, and they use a character's Dexterity bonus. Armour skill penalties do not affect these skills, but they are affected by armour missile penalties as if the character were firing a missile weapon.

A character cannot spend skill points on additional ranks in a Weapon (Spell) skill unless they are high enough level to cast that spell (or are in the process of gaining that level) and they have learned the spell using an appropriate Spell Path Research skill.

This latter restriction may be fulfilled at the same time that the character buys the skill in that if a character completes a spell path research skill during step 5b of a particular level increase then they can buy additional ranks in the Weapon (Spell) skill for one of the spells covered by that path skill during that same step 5b.

CHAPTER 5 - MAGIC

Many characters in *Blood, Guts & Glory* have the ability to use magic. In fact, all characters are capable of using at least some magic - although some find it much easier than others.

This chapter describes how magic in *Blood, Guts & Glory* works.

SPHERES OF MAGIC

Magic is divided into three different spheres: Arcane, Divine and Psychic.

Arcane magic is magic derived from study of the world. Learning arcane magic is an academic task, and the magic tends to be the most flashy of the three spheres; with many elemental effects. However, the down side of this is that it is very difficult to heal using arcane magic.
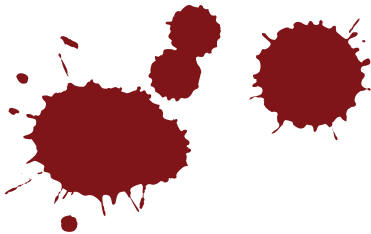
Arcane magic is very sensitive to the conditions of the caster, and arcane casters find that they cannot wear any armour or even carry much weight without disrupting the flow of magic around them and rendering themselves temporarily unable to cast spells.

Divine magic is wielded by religious worshippers. Whether this magic is a natural result of their worship or whether it is granted to the spell casters by the deities or powers that are worshipped may vary from campaign to campaign.

Thematically divine magic tends to be the most subtle sphere, with many protective spells and little in the way of flashy "whiz-bang" magic like much of the arcane sphere. However, the one thing that divine magic excels at more than anything else is healing.

Because of its connection with nature, divine magic casters are not prevented from casting spells by carrying or wearing organic (i.e. leather and wood) armour and equipment. Metal equipment or armour still disrupts their spell casting, however.

Psychic magic is the magic of mind over matter, and is used by certain talented individuals. Unlike arcane magic, learning psychic magic does not require formal study. Instead it requires a strong personality and much reflection and introspection.

Psychic magic is excellent at manipulating the caster's own body and mind, and is reasonably good at affecting other living targets although area effect psychic spells are rare.

Because the power for psychic magic comes from within the caster's mind, psychic spell casters have no limits on how much they can wear or carry whilst still being able to cast spells - with the exception of helmets.

Wearing a helmet or even a thick hat will prevent a psychic from casting spells.

SPELL PATHS

As mentioned in previous chapters, all spells are split into spell paths. A spell path is a set of related spells ranging from level 1 to level 20. No spell path has more than one spell at the same level, although not all spell paths have a spell at every level.

Each sphere of magic contains ten Common Spell Paths and these contain the simplest spells of that sphere. Any character who can use the sphere can learn common spell paths (although a character from a "none spell casting" class is limited to learning those paths to level 5, and only a character from a "full spell casting" class specialising in that single sphere only can learn them past level 10).

In addition to those common spell paths, each sphere of magic also contains ten Esoteric Spell Paths which contain more complex spells that only those well versed in the sphere's magic can learn and use. Only full casters can learn these spell paths, and only those from a "full spell casting" class specialising in that single sphere only can learn them past level 10.

Finally, each of the partial spell casting classes has five Exclusive Spell Paths and each of the full spell casting classes has six Exclusive Spell Paths. These spell paths contain the "trade secrets" of each class and only members of that class can learn them at all.

See *Chapter 4 - Skills* for details on learning spell paths.

MANA

Casting spells costs magical power. This power is called Mana, and it is common to all three spheres. There is no such thing as "Arcane Mana" or "Psychic Mana". There is simply mana.

All characters - even those cannot cast spells - have mana. Each morning at sunrise a character's mana refreshes to its normal daily total. This amount is determined by checking the character's relevant ability on Table 3-1 and reading the Mana/Level value for that ability's score.

The relevant ability score for arcane spell casters is Intelligence, for divine spell casters it is Wisdom, and for psychic spell casters it is Charisma.

In the case of characters who use more than one sphere of magic, average the characters' relevant ability scores and then look the average score up on Table 3-1.

CHAPTER 5 - MAGIC

The Mana/Level value from Table 3-1 is then simply multiplied by the character's level to determine their normal daily mana total.

As a character casts spells, their mana total will be reduced until it reaches zero; each spell that is cast costs mana equal to its level. Some spells, called Free spells, do not cost mana to cast.

Running out of mana is not dangerous and has no ill effects other than preventing any further spell casting (other than casting free spells) until the character regains their mana. A character cannot cast a spell if they do not have enough mana to power it.

It is possible to send mana from one character to another using the Mana Transfer skill. See *Chapter 4 - Skills* for more details of this skill. By using this skill, it is possible for a character to temporarily end up with more mana than their normal daily total. This is also not dangerous, although if the character still has excess mana at sunrise when their normal mana refreshes then this excess will be lost at that time.

CASTING A SPELL

Normally, casting a spell requires a few seconds of words and gestures and the expenditure of mana equal to its level. However, spell casting is difficult and spells that the caster is not intimately familiar with also require a period of preparation that can take up to twice as long as the casting itself.

In game terms, this familiarity is measured by comparing the character's level with the spell's level:

If the spell being cast is at least 6 levels below the caster's level (e.g. a 10th level caster casting a spell of 1st to 4th level) then no preparation is required and the spell can be cast in a single combat round.

If the spell is at least 3 levels below the caster's level (e.g. a 10th level caster casting a spell of 5th level to 7th level) then the spell requires a single combat round of preparation plus a round of casting.

If the spell is less than three levels below the caster's level (e.g. a 10th level caster casting a spell of 8th to 10th level) then the spell requires two full combat rounds of preparation plus a round of casting.

Some spells, called Snap spells, are very quick to cast and can always be cast immediately without needing preparation rounds. In a combat situation, these spells can be cast during the Statement of Intent phase of a combat round.

See *Chapter 8 - Combat* for more details about spell casting in a combat situation.

In order to cast a spell, the caster must fulfil the following criteria:

> Must be able to speak clearly in at least a whispered tone (i.e. Must not be gagged). Magical silence does not stop spell casting - the caster can still speak the words of the spell, they just won't be heard.

> Must have one hand free to gesture. This does not have to be the character's primary hand, and there is no penalty for off-hand spell casting.

> Must have prepared for the required number of rounds.

> Must have learned the spell using the Spell Path Research skill.

> Must be at least as high level as the spell. Characters cannot cast spells that are higher level than they are, even after they have researched them as part of a spell path.

> Must have enough mana to cast the spell.

In addition, the following requirements also apply, depending on the sphere of magic that the caster is using. Casters who use more than one sphere use the restrictions relevant to the sphere of the spell being cast, or the most restrictive requirements of both spheres if the spell is from one of their exclusive spell paths:

Arcane

> May not be wearing armour or a helmet.

> May not be carrying/wearing more than 20lb of non-living organic (wood, leather, cloth) material.

> May not be carrying/wearing more than 5lb of inorganic (metal, stone) material.

Divine

> May not be wearing metal armour or a metal helmet.

> May not be carrying/wearing more than 10lb of inorganic (metal/stone) material.

Psychic

> May not be wearing a helmet.

When a character casts a spell, there is a chance that it might not work. This might be because the target of the spell resists the magic, or it might be because the caster makes a mistake when performing the words and gestures - or it might even be because the spell technically worked but simple missed its target.

All spells are split into two types: Standard spells and Weapon-Like spells.

Standard Spells

In the case of standard spells that target a creature (including the caster), the caster must roll a skill check for their Spell Penetration skill, with the target's relevant Save DC as the difficulty. In the case of casters who cast spells from multiple spheres, the Save DC relevant to sphere of the actual spell being cast is used - with the average of the two Save DCs being used if they cast a spell from one of their exclusive spell paths.

In the case of spells that do not have a target, use a DC of 0 for the check. Spells that target an inanimate object also use a DC of 0, unless that object has some kind of magic resistance, in which case that will be used as a DC instead.

If a target actively desires the spell to affect them (which is usually the case when a character casts a spell on themselves, but may sometimes also be the case with other targets who desire useful spells such as healing spells), the target may voluntarily take a -20 penalty to their Save DC against the spell. The target must be conscious and aware of the spell to take this penalty, although they do not necessarily have to know what the spell is. A particularly duplicitous caster may, of course, lie to the target to get them to drop their defences and then cast an offensive spell instead.

There are two possible outcomes to the Spell Penetration check:

> If the caster's check is less than the DC of the check or if the result is a "natural" 1 (i.e. the die rolls a "1" before the other modifiers are applied), the spell has worked but the target has resisted it. The caster spends the mana for the spell (assuming it is not a free spell) but there is no further effect.

> If the caster's check result is greater than or equal the DC of the check, then the spell has worked and the target is affected by it. Most spells will have an all-or-nothing effect, although the effect of some will be determined by the amount by which the check succeeds.

Weapon-Like Spells

In the case of weapon-like spells, the caster rolls the spell attack as if it were a weapon attack. If the spell is Weapon-Like (Skilled), the character adds their weapon skill with the spell (even if their skill total with that skill is negative). If the spell is Weapon-Like (Unskilled), the character adds a static +10 to the roll.

Just as with weapon attacks, if the result is a "natural" 1 (i.e. the die rolls a "1" before the other modifiers are applied) then the attack has missed, regardless of its bonus. In the case of area effect attacks, the attack rolls against each target are made independently.

See *Chapter 8 - Combat* for more details on weapon attacks.

Multiple Spell Penetration Checks

Some spells, particularly those with an ongoing effect or with a delayed effect, may require multiple Spell Penetration checks before the duration of the spell is finished.

In these cases, only the initial check made when casting the spell automatically fails on a natural 1. Additional spell penetration checks done while the spell is active are made with the same skill total as the original check, but rolling a natural 1 on these checks is a simple failure or success depending on whether the total is at least equal to the DC of the check.

Penetration Checks Against Spell Level

Occasionally you may find that you need to make a penetration check against an existing spell, for example when someone is trying to dispel it. In this case, use a save DC of 11 + The level; of the spell that is being targeted.

Varied Effects By Excess Penetration Check

Some spells have an effect on a target that varies depending on how well the penetration check succeeded. The target may be dazed or have some other penalty for a period of time "per excess point of success on the Penetration check".

This means that if the penetration check just succeeds (i.e. the modified roll exactly equals the DC) the target is affected for the given time period. For every further point above the DC that the penetration check total was, the target is affected for an additional time equal to the given time period.

Occasionally, some spells will only affect the target for a period of time per two excess points of success. Again, in these cases the target is affected for the given time period if the penetration check just succeeds (i.e. the modified roll exactly equals the DC) and for every two further points above the DC that the penetration check total was, the target is affected for an additional time equal to the given time period.

SPELL FORMAT

Spell descriptions use the following format:

1) Weigh Item   **S**
Range: 1'   *Duration: Instant*
Caster discovers the exact weight and mass of an item.

The top line of the spell description (in bold type) shows the level and name of the spell on the left, and shows the spell type or types on the right. The following spell types may be present:

A - The spell will automatically cast itself if the caster is unconscious or stunned and the spell is needed. Automatic spells cast themselves in order from highest level to lowest one per round until the caster runs out of mana. The caster may subconsciously choose whether each spell gets cast or not.

Behind The Curtain

The spells descriptions in the appendices have been formatted as a single spell path per page. I advise that spell casters print out copies of the individual spell paths that their character has learned at least part of from a PDF version of these rules, and use a highlighter pen to mark on each print-out the portion of the spell path that their character has learned.

Keeping these print-outs with your character sheet will save a lot of tension-breaking passing around of books and trying to find the right pages in the middle of an exciting combat or other action scene, since you will have details of all the spells your that character can cast to-hand.

C - The spell is a crafting spell. The spell must be cast repeatedly over a period of time in order to have an effect. These spells are used for making enchanted items, although they are not cast on the items being made. Instead the caster casts the spell on themselves in order to give themselves the ability to fashion and enchant the item.

F - The spell may be cast for free. It does not use any of the caster's mana to cast it.

S - The spell can be cast as a "snap" action during the Statement of Intent phase of a round. It requires no rounds of preparation regardless of the level of the caster, and it will take effect immediately, before initiative is rolled. See *Chapter 8 - Combat* for more information on the round sequence.

W(S) - The spell is a weapon-like spell that uses a skill for aiming.

W(U) - The spell is a weapon-like spell, but it does not use a skill for aiming.

Below the name of the spell is a second line (in italic text). This shows the range and duration of the spell. A duration in the form "C (1 min/lvl)" means that the spell lasts until the caster stops concentrating, but has a maximum duration even if the caster continues to concentrate.

Below the range and duration line is a text description of what the spell does.

COMMON MAGICAL EFFECTS

Invisibility

Invisibility spells are normally targeted on a single object or creature, and may or may not extend to a radius around the target.

Anything wholly within the radius when the spell is cast becomes invisible, and stays invisible until the spell is broken (see below) or the duration of the spell expires.

Objects or creatures that enter the radius after the spell has been cast do not become invisible, but objects or creatures that leave the radius become visible once more. An object leaving the radius and becoming visible does not affect the visibility of the other invisible objects, and does not break the spell.

If the target of the spell moves or is moved, the radius travels with the spell. If this causes an object to be left behind then it is treated as if it has left the radius as normal.

Although objects that enter the radius after the spell has been cast do not become invisible, objects that are entirely enclosed by an invisible object (e.g. eaten, put in a pocket, wrapped in a cloak) do become invisible but only while they are enclosed. If they become no longer enclosed then they become visible once more, despite still being within the radius of the spell. Again, this does not affect the visibility of other objects within the radius.

If any invisible object within the spell's radius is knocked sharply, the invisibility is broken and all objects become visible once more.

In a combat situation, such a sharp knock is likely to be because something struck the invisible object, or because the invisible object struck another object.

In a non-combat situation, such sharp knocks may come about accidentally due to moving creatures bumping into each other or stumbling or tripping over things because they can't see their own limbs.

When an invisible creature tries to walk around, they must make a Sneak check against a "Routine" DC14 difficulty each round. If the check is failed then they have broken the invisibility.

If a character is actively sneaking while invisible, they need not make multiple checks. They make a single check against the higher of the difficulties, and if they fail that then they have broken the invisibility (although they may not have been noticed providing they don't fail the re-roll - see *Chapter 4 - Skills* for further details on sneaking).

Characters who run, jump or fall while invisible will automatically break their invisibility.

Casting an offensive or weapon-like spell will also break the invisibility, but casting an inoffensive spell will not do so.

Remember - if the invisibility spell is broken for any individual creature or object, then all creatures and objects within the spell effect become visible.

Illusions and Conjurations

Conjurations and illusions are not mind-affecting spells. They are real creations of light, sound, smell, etc. This means that there is no way to "resist" or "disbelieve" an illusionary or conjured object or creature. Whether a character believes that the illusionary or conjured object is real or not, they can still see it, and in some cases be hurt by it.

Conjurations are static scenes or objects, whereas illusions move under the mental control of the caster. However, the components of a conjuration can be moved by external influences if they have a touch aspect (see below); for example a conjuration of a rock with a touch aspect can be picked up and carried. Illusions and conjurations (or parts of them) can be moved out of the original spell radius in this manner without disappearing.

Illusions and conjurations are given a number of "aspects" when cast. Each aspect allows the following to be added to the illusion or conjuration:

> The illusion/conjuration can be seen.
> The illusion/conjuration can be heard.
> The illusion/conjuration can be smelled.
> The illusion/conjuration can be tasted.
> The illusion/conjuration can be touched.
> The illusion/conjuration is doubled in size.
> The illusion/conjuration is doubled in duration.
> The illusion/conjuration is created at double the normal range.

Aspects that add senses (vision, sound, smell, taste, touch) can only be added to an illusion if the caster of the spell can also cast the corresponding "Conjure <sense>" spell, although it is not necessary to actually cast that spell at the same time as the illusion or conjuration spell.

Some illusions and conjurations have more than one "touch" aspect. An illusion or conjuration with at least one touch as-

pect has real substance to it and can interact with - and even harm - other objects or creatures.

However, although such illusions and conjurations are solid and can support a great deal of weight if that weight is applied gently, their touch aspects are fragile and will be cancelled by a sharp knock.

In a combat situation, each blow that an illusion or conjuration strikes or is struck cancels a single touch aspect.

Regardless of what it looks like, an illusion has an armour class of "Unarmoured" and has a to-hit bonus equal to the caster's skill with the Illusion weapon-like spell skill (a single skill covers all illusion spells). This to-hit bonus can be divided between attack and defence from round to round as the caster would divide their own to-hit bonus.

Outside of a combat situation, each sharp knock will also cancel a single touch aspect. If a character wishes to walk across or climb on an illusionary or conjured object (such as climbing a conjured ladder or walking across a conjured bridge) then they must make a Sneak check against a "Routine" DC14 difficulty each round. If the check is failed then they have cancelled one of the illusion or conjuration's touch aspects.

If a character is actively sneaking across an illusionary or conjured surface, then they need not make multiple checks. They make a single check against the higher of the difficulties, and if they fail that then they have cancelled one of the illusion or conjuration's touch aspects (although they may not have been noticed providing they don't fail the re-roll - see *Chapter 4 - Skills* for further details on sneaking).

Characters who run, jump or fall on an illusionary or conjured surface will automatically cancel one of its touch aspects.

As long as an illusion or conjuration still has at least one touch aspect remaining, it will remain solid. However, when the last touch aspect is cancelled, the illusion or conjuration loses its solidity. It will still be fully visible and audible (assuming it had those aspects to begin with) but any object will pass straight through it.

Some spells allow an illusion or conjuration to be "delayed". In this case the caster of the illusion may specify a delay before the illusion or conjuration appears. This delay may be an absolute time delay (e.g. "delayed for four hours") or may be dependent on a condition (e.g. "until someone speaks the word 'Bandersnatch'"). If the delay is dependent on a condition, the condition must be detectable by one of the aspects included in the illusion or conjuration.

Symbols

Symbols are magical runes that are etched into a non-mobile surface.

Once a symbol has been cast, it remains indefinitely until triggered, and then it activates once and vanishes.

The triggering condition for a symbol can be any one of the following:

> A member of a specified species passes within 20' of the symbol.

> A member of a species other than a specified one passes within 20' of the symbol.

> A member of a specified class passes within 20' of the symbol.

> A member of a class other than a specified one passes within 20' of the symbol.

> A command phrase of 10 words or less is spoken within 20' of the symbol.

> A specified object (which must be present when the spell is cast) is brought within 20' of the symbol.

> A specified object (which must be present when the spell is cast) is taken more than 20' from the symbol.

> The symbol is touched.

A symbol will only activate when exposed. A covered symbol remains dormant until uncovered, even if the conditions that would normally trigger it occur. Similarly, the radius from which symbols can be triggered only applied from the front of the symbol. If a symbol is on a pillar, for example, the pillar can be safely approached from behind.

Light and Darkness

It is possible to create magical light and darkness. In isolation, neither of these is problematic, but when different light and darkness sources of varying strength interact, some explanation may be needed.

The following is a list of all light/darkness sources in order of power. If in doubt, a more powerful source trumps a less powerful one.

> **Natural Darkness:** This is the darkness that is caused by there simply being no light sources.

> **Natural Light:** This is normal light, from the sun or from burning torches or other non-magical sources. Natural light overrides natural darkness but not magical darkness.

> **Magical Darkness:** This is darkness from any spell that creates darkness and does not explicitly state that it is creating "pitch blackness". Magical darkness overrides natural light but not magical light.

> **Magical Light:** This is light from any spell that creates light and does not explicitly say that it is creating light with the properties of sunlight. Magical light overrides magical darkness but not pitch blackness.

> **Pitch Blackness:** This is a very powerful form of magical darkness that comes only from spells that explicitly say they are creating this type of darkness. Pitch blackness overrides even magical light, and also overrides magical abilities that let one see in the dark. However, it cannot override magical daylight.

> **Magical Sunlight:** This is a very powerful form of magical light that comes only from spells that explicitly say they are creating light with the properties of sunlight. This form of light will override all forms of darkness including pitch blackness; and will affect certain creatures (e.g. vampires) as if it were natural sunlight.

Summoned Creatures

There are many spells that summon creatures to do the caster's bidding. Most of these summon animals, but some summon more esoteric creatures such as demons.

When creatures are summoned using these spells, they must be made to appear in an environment that is suitable for them. Air breathing creatures cannot be summoned underwater, and vice versa.

Similarly, creatures can not be summoned into mid-air unless they are capable of flight. You can't summon an elephant above someone's head so that it falls on them!

Also, creatures cannot be summoned where there is no room for them. They won't squash or push other things aside.

When a creature is summoned, it does not appear to come from the local area; and creatures can be summoned even in lifeless deserts. The creatures that appear always do so in full health, and are average adult members of their species.

"PERSON" SPELLS

Whereas most spells that affect another creature can be cast at any such creature, other spells specifically target other people and can not normally be used on other creatures such as dogs or dragons. Such spells will generally have the word "Person" as part of their name, such as the Charm Person spell on the Enchantments esoteric arcane path.

Spells that specifically target people in this manner can be cast on any other member of one of the playable races, and can also be cast on most humanoid races such as the new folk and

arthropods. Such races will be marked as being "humanoid" in their descriptions in Appendix 1 - Foes.

If a non-humanoid (for example a dragon) is somehow able to cast one of these spells, instead of affecting humanoids it will affect creatures similar to the caster - in the case of a dragon this would be other dragons and dragon-like creatures.

SPELL COMBINATIONS

There is often more than one spell capable of giving as similar bonus to an action or doing the same thing. As a general rule, you should allow the bonuses from different spells to stack (e.g. the save DC bonuses from a Divine Shield and Resist Magic spell), but not allow the bonuses from multiple castings of the same spell to stack, using only the largest applicable bonus.

Spells with a similar name except for numeric qualifiers (e.g. Resist Magic +1 and Resist Magic +3) should be considered to be the same spell for this purpose.

Similarly, weaponlike spells with a similar name other than such qualifiers (e.g. Force Bolt (100') and Force Bolt (300')) can be used with the same weaponlike spell skill, but spells with different names each need their own skill even if they use the same attack table for their attacks.

CRAFTING

The exclusive spell paths of Artificers (and some of those of Priests and Empaths) deal with the creation of magical items. Unlike most spells, the spells on these paths are not simply cast once and then forgotten about. They must be cast repeatedly over a period of time in order for their effect to be realised.

In general, a magic item will require multiple spells and take a number of weeks to make, and each spell that is required to make it must be cast each day during this crafting period.

See *Chapter 11 - Enchanted Items* for more information on the making of (and cost of) magical items.

NECROMANCY & UNDEAD

While there are many types of natural undead that either re-produce in various ways or arise spontaneously, there are also some types of undead primarily created and controlled by the spells from the exclusive paths of Necromancers.

Husks

A husk is an unintelligent physical undead that can be tempo-rarily created by a Necromancer. Husks are useful as short-lived servants, but their utter lack of any intelligence - they don't even have any basic survival instincts - means that unless mentally controlled by their creator they will simply stand

motionless until their duration runs out and they collapse to the floor.

To create a husk, the Necromancer simply uses one of the Animate Dead spells on the Undead Creation path. The spell will not work if the corpse is still in its Grace Period. The corpse's soul must have already departed for it to be made into a husk. However, since the animation of the husk neither uses nor contains the corpse's soul, it doesn't matter whether the soul has been raised in another body or even whether it has since become an incorporeal undead such as a shade.

The level of the husk and its statistics in combat depend only on the level of spell used to create it. The level or species that the corpse belonged to while alive are irrelevant.

Husks are particularly weakly animated, and if a Lifemaster's Turn Undead spell is used against them the penetration check always succeeds and they always disintegrate.

Shades

A shade is an intelligent incorporeal undead that can be sum-moned and controlled by a Necromancer. Shades have full memory of their life and how they died, and retain all the intelligence, knowledge and free will that they had in life. A shade of a spell caster retains the knowledge of how to cast spells, but without a body it does not have the physical means to cast them. It can, however, use the Mana Transfer skill to transfer its mana to another caster.

To create a shade, a Necromancer must use one of the Summon Shade spells from their Undead Summons path. This must be done at the largest remaining piece of the corpse of the person or animal whose soul the caster wishes to summon. Unlike a husk, a shade can be summoned from a corpse while the corpse's soul in its Grace Period as well as when the soul has left the corpse. However, if the soul has already been raised in another body or if it has already become an incorporeal undead then it cannot be summoned. Once summoned, a shade has free will, and it may or may not be friendly with the Necromancer who summoned it.

The level of a shade is exactly the same as the level of the person or creature that died. However, a shade has little in the way of combat ability regardless of that level, since their incorporeal form makes normal combat abilities useless and they are incapable of casting spells. A shade is capable of gain-ing experience just as they did when alive, and it is possible for a shade to increase in level. Should the shade be later killed

and then raised from the dead, the raised person keeps any experience they gained while they were a shade.

Once a shade has been created, it lasts indefinitely until it is killed once more, and a person cannot be raised from the dead while their soul is in the form of a shade.

Skeletons

A skeleton is an intelligent physical undead that can be permanently created by a Necromancer. Skeletons tend to be the most common (and the most socially accepted) of all undead creatures. Skeletons have full memory of their life and how they died, and retain all the intelligence, knowledge and free will that they had in life. A skeleton of a spell caster retains the knowledge of how to cast spells, and may cast them just as if alive.

To create a skeleton, a Necromancer must first somehow persuade or coerce a shade into touching a corpse no larger than that of an ogre, and then cast a Create Skeleton spell (from the Undead Creation path) on it. This is normally done by either simple persuasion (the shade might want to gain the use of a body, particularly if it is already friendly to the Necromancer); summoning a shade from a corpse with a Summon Shade spell and then quickly casting the Create Skeleton spell to bind the shade into its own body before it has time to move away; using a Control Shade or Command Shade spell to force the shade to touch the corpse; or by making the shade a minion using the Undead Minion spell and then ordering it to touch the corpse.

A skeleton, as the name implies, is skeletal. Although the corpse may contain flesh at the time of animation, this will decay at the normal rate until only the skeleton is left. Fastidious or hygiene-conscious skeletons will either use Preserve Corpse spells or will scrape the flesh off leaving clean (and in some cases polished or painted) bones.

The corpse used for a skeleton does not need to be the one that formerly belonged to the shade. In fact it doesn't even need to be the same species. In any case, the level and skills of the skeleton are exactly the same as the level and skills of the shade that is inside it, with the only difference being that the skeleton can cast any spells that the shade knows. However, it is not possible to create a skeleton out of a corpse that is still in its Grace Period. The shade cannot "move in" until the original soul has left.

Because the skeleton's bones are being powered by the magical soul energy of the shade rather than by muscles, the skeleton's physical ability scores remain as the shade had in life, regardless of the species or original ability scores of the corpse that it possesses.

A skeleton is capable of gaining experience just as they did when alive, and it is possible for a skeleton to increase in level. Should the skeleton be later killed and then raised from the dead, the raised person keeps any experience they gained while they were a skeleton.

Behind The Curtain

It is possible for a player character to become a shade or skeleton and remain as an adventurer. This is fine, and it provides lots of role-playing opportunities.

However, groups going down this route should be aware of the spectre (pun intended) of the character becoming the minion of a Necromancer and thereby causing the player to lose a lot of control in terms of their character's actions.

This can be a particular problem if the Necromancer is a fellow player character; and it can cause out-of-character resentments and arguments.

I recommend that you discuss the issue as a group and come up with a consensus about whether player characters remain as player characters in this situation; and about whether to put in place an out-of-character agreement that a player character Necromancer will not enslave other player characters without their permission.

Once a skeleton has been created, it lasts indefinitely until it is killed once more, and a person cannot be raised from the dead while their soul is in the form of a skeleton. The skeleton does not count as the body that the soul's died in for purposes of raising or being re-summoned as a shade again (unless, of course, it also happens to be the soul's original body).

Undead Minions

The Undead Minion spells from the Necromancer's Undead Control path allow the caster to permanently enslave one or more intelligent undead (whether corporeal or incorporeal) as minions.

Undead minions retain their free will, but must obey any command (even suicidal ones) given to them by their master with no penetration check or even spell required. The master simply gives a command in any form of communication they can, and if the minion understands it then it must obey.

Although they can be commanded in this way, undead minions retain their free will, and are able to use their imagination to fulfil the command - possibly twisting the words of their

master while keeping within the letter of their command if they resent their enslavement. Obviously, the way in which their master treats them will mitigate this. If their master provides them protection and doesn't mistreat them or send them into danger they may be less inclined to be obstructive. Similarly, if they fear their master they may not dare act in an obstructive manner.

Regardless whether they are acting on their master's command or whether they are acting on their own initiative, there are two things that a minion cannot do.

> A minion cannot harm its master either directly or indirectly unless specifically ordered to do so (and it can't twist the words of an innocuous command and creatively interpret it as an instruction to harm its master). However, it can stand idly by while its master comes to harm if its master does not (or can not) command it to come to their aid.

> A minion cannot move out of the control range (10' per level of its master) voluntarily. Neither may it remain stationary when its master moves away in order to get itself outside control range, providing it is aware of its master's movement. The minion may only move out of range of its master if specifically commanded to do so (and it can't twist the words of an innocuous command and creatively interpret it as an instruction to leave its master).

A Necromancer may only have one minion per level at any one time, and if they want to gain a new minion they may have to release an existing minion of their choice to make room. Obviously this must be done with care in case the newly released minion will become hostile or seek revenge.

The minion status of an undead may be broken in one of four ways:

> The minion moves out of range of the spell (10' per level of its master), or the minion's master moves out of range and the minion can't keep up.

> The minion's master dies.

> The minion's master chooses to release it prematurely.

> The undead becomes the new minion of a different Necromancer. An undead can only have one master at any given time.

If the undead is merely temporarily controlled or turned by someone, then this does not break its loyalty to its original master; although such control can force it to do things such as attacking its master or leaving the control range involuntarily.

DUAL SPHERE CASTERS

Dual sphere casters generally obey the normal rules of spell casting. However, there can sometimes be ambiguity about things that would normally affect only a single sphere.

To clarify:

> Dual sphere casters get mana per level by averaging their relevant ability scores before looking up the result on Table 3-1.

> When a dual sphere user casts a spell from a common or esoteric spell path, these spells are treated as the sphere that their path is in for all purposes (Save DCs, "Resist XXX" spells, "Detect XXX" spells).

> When a dual sphere user casts a spell from one of their exclusive spell paths, it is treated as being of both spheres of magic (all three in the case of Wizards). The Penetration Check is made against the worse of the target's Save DCs, and spells that affect other spells (e.g. "Resist XXX" or "Detect XXX") affect it if cast against either of the spheres of magic involved.

> When artificers craft an item that contains a spell from a dual spell user's exclusive path, they must use the more difficult crafting spell of the relevant ones for the dual spell user's spheres.

> When casting spells, a dual sphere caster is restricted (in terms of how much of what they can wear and carry) based on the sphere of the spell they are casting. When casting a spell from their exclusive paths they have all the restrictions of both spheres.

CHAPTER 6 - CREATING A CHARACTER

Creating a character for *Blood, Guts & Glory* takes a number of steps, but is a fairly straightforward process.

STEP 1: ROLL ABILITY SCORES

For each of the six ability scores in order (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma) roll 3 six sided dice. If you wish, you may re-roll the lowest die (or all of the lowest dice if there is a tie for lowest). Once you have done this re-roll, or chosen not to, treat the three dice as if they were a 3d6 roll and record the score next to the ability.

Once you have generated your six ability scores in this manner, you may swap any two of them to better suit the character you would like to play.

This swap must be done before species bonuses are applied in step two, but obviously you should consider which combination of species and class you wish to play (and therefore what species bonuses you will receive and which abilities are important to your class) before you make the swap.

The effects of ability scores are found on Table 3-1: Ability Score Bonuses. This table shows the following values for each score:

Bonus - This shows the bonus (or penalty) that is applied to skills that rely on this ability score. See *Chapter 4 - Skills* for more details on skill usage and how ability score bonuses affect them.

Mana/Level - This shows how much Mana the character receives each level. Mana points refresh each morning, and are used for casting spells.

Table 3-1: Ability Score Bonuses			
Ability Score	**Bonus[1]**	**Mana/Level**	**Skill Points**
24	+7	4	10
23	+6	4	10
22	+6	4	10
21	+5	4	10
20	+5	4	10
19	+4	4[2]	10[2]
18	+4	3	9
17	+3	3	9
16	+3	2	8
15	+2	2	8
14	+2	1	7
13	+1	1	7
12	+1	0	6
11	+0	0	6
10	+0	0	5
9	-1	0	5
8	-1	0	4
7	-2	0	4
6	-2	0	3
5	-3	0	3
4	-3	0	2
3	-4	0	2
2	-4	0	1
1	-5	0	1

[1] For higher ability scores, the Bonus is (score-10)/2.
[2] Maximum value regardless of ability score.

In the case of spell casters who use more than one sphere of magic, average the relevant ability scores (rounding fractions up) before looking up the mana/level,

See *Chapter 5 - Magic* for details on casting spells, and Appendix 2 - Spell Paths for detailed spell descriptions.

Skill Points - This shows how many points the character gets per level to spend on skills.

Each level, the player adds up the total skill points form all six of their character's ability scores, and spends that total on skill ranks to provide them with an additional bonus to skills of their choice.

These points cannot be held over from level to level - they must be spent immediately or lost, and increases in ability score do not retroactively provide extra skill points for previous levels.

Spending skill points is described in detail later in this chapter, and *Chapter 4 - Skills* gives details on skill usage.

STEP 2: CHOOSE SPECIES

Adventurers in *Blood, Guts & Glory* do not have to be human. There are many intelligent species in the world, and a variety of them are suitable for use as player characters.

Behind The Curtain

These character creation rules assume that you are happy randomly generating ability scores. While some groups like the unpredictability and variation that this type of character generation results in, others prefer more deterministic character generation methods.

For those who prefer to minimise the randomness in character generation, I suggest replacing the dice rolling in step one with a simple assignment of the following fixed array of scores, arranged as desired:

16, 14, 13, 12, 11, 9

Using the fixed scores gives the players more control over the characters that are being created, since the players can choose exactly where their strong and weak points are. However, it results in much more similar characters with fewer exceptional (both good and bad) ones - which some players will find less interesting.

FLEDER'S STORY

Katy is creating her character for Rick's campaign. She decides that she wants to play a character who grew up on the streets and is something of a rogue, and after reading the descriptions of the races and classes she chooses to play a Ratfolk Assassin. Fleder clearly got off the streets by joining the Assassin's Guild.

Rolling for ability scores in step 1, she gets:

Str - 11
Dex - 9
Con - 14
Int - 11
Wis - 17
Cha - 12

These are a fairly good set of rolls, although Katy decides that Fleder should definitely be more dextrous than he is wise - so she swaps his wisdom and dexterity scores.

The various species that are suitable for use as player characters tend to intermingle with each other more than any of them do with other species. Because of this, these species are more similar in outlook and psychology than they would otherwise be, and tend to consider themselves merely different races of "person" rather than completely separate species (even though none of them can interbreed with any of the others) and consider the other species - even those which are equally intelligent - to be various types of monster.

The ethical implications of this can be explored or brushed aside depending on the preference of the individual group and/or campaign.

However, despite such similarities, not all races are the same. Some are stronger or smarter than others, and some are hardier. Similarly, they vary in their resistance to magic and to disease and poison. Appendix I - Character Races shows the various races that are playable, and their abilities.

STEP 3: CHOOSE CLASS

Characters in *Blood, Guts & Glory* do not start their adventuring careers as blank slates. They will have gone through a childhood where they developed particular interests, followed by an apprenticeship or other kind of training.

This background will have shaped both their outlook and their abilities. As such, while any character can (at least in theory) learn any skill, how easy it is to learn a given skill will be determined by the character's background.

For example, a character who has spent their youth studying arcane magic will find it easier to learn arcane spells than a character who has spent their adolescence training to be a soldier. However, the soldier in training will find it much easier to learn how to use a weapon they've never encountered before than the apprentice magician will.

In *Blood, Guts & Glory*, the particular set of benefits that a character has due to their upbringing and apprenticeship is defined as a Character Class. There are twenty such classes to choose from. See Appendix II - Character Classes for details of each class.

A character's class must be chosen at character generation, and since it is a product of their background it may not be changed later.

The chosen class provides the character with a set of base skill bonuses for different skills, depending on the class' focus. These bonuses increase automatically as the character gains levels, meaning that characters of a particular class will continually improve in certain skills each time they increase in level regardless of whether they spend skill points on them.

Characters can not select a new class when going up a level in order to change which skills they get a base skill bonus with, but at each level a character may buy additional ranks in any skill to increase its total bonus. However, if they wish to learn skills that are outside their class focus they will find that they can only do so by paying a higher cost in skill points due to their unfamiliarity with such things.

Finally, a character's class determines which - if any - exclusive spell paths they can acquire. While all characters can acquire basic spell paths to a limited extent, only full spell casters can acquire the more advanced spell paths and exclusive spell paths can only be acquired by characters of the correct class. See *Chapter 4 - Skills* for more details about researching spell paths.

STEP 4: APPLY SPECIES MODIFIERS

Once you have selected a species and class for your character, you must apply the modifiers specified by the species you chose. See Appendix I - Character Species for details of the modifiers for your chosen species.

STEP 5: ADVANCE TO FIRST LEVEL

Your character is now a new 0th level character, just starting their apprenticeship. Follow steps 5b and 5c below (steps 5a and 5d are not relevant to 0th level characters) to spend your skill points. Don't bother looking up your base skill bonuses when doing step 5c. As a 0th level character you don't yet have any!

Next, give your character 120 experience points. Your character is now assumed to have finished their apprenticeship is ready to increase in level from 0th level to 1st level.

To increase your character from 0th level to 1st level, follow steps 5a-5d for a second time. These steps will be repeated

Table 3-2: Character Levels		
Experience Points	Level	Ability Score Increases
0-119	0	
120-279	1	
280-479	2	
480-719	3	
720-999	4	
1,000-1,319	5	+1 to 2[1]
1,320-1,679	6	
1,680-2,079	7	
2,080-2,519	8	
2,520-2,999	9	
3,000-3,519	10	+1 to 2[1]
3,520-4,079	11	
4,080-4,679	12	
4,680-5,319	13	
5,320-5,999	14	
6,000-6,719	15	+1 to 2[1]
6,720-7,479	16	
7,480-8,279	17	
8,280-9,119	18	
9,120-9,999	19	
10,000+	20	+1 to 2[1]

[1] The two ability score bonuses that are gained at the same level cannot be used to increase the same ability score.

each time your character increases in level again during their adventuring career, all the way up to 20th level.

Step 5a: Increase Ability Scores

If your character has just reached level 5, 10, 15 or 20, increase two of their ability scores by +1 each. These increases must be applied to two different ability scores (they cannot both be applied to the same one).

FLEDER'S STORY

Steps 2 and 3 are simple for Katy, since she already knows in advance which species and class she wants to play - Fleder is going to be a ratfolk Assassin.

When it comes to step 4, Katy checks the ratfolk species abilities and sees that ratlings get +2 to their dexterity score and -2 to their strength score.

She adjusts Fleder's scores accordingly, resulting in:

Str - 9
Dex - 19
Con - 14
Int - 11
Wis - 9
Cha - 12

These increases apply to the inherent ability scores, so they may change the ability score bonus, skill points, and mana per level that the score provides. Similarly, if you increased your character's Constitution score, you will need to increase their core and total hit points accordingly.

Step 5b: Spend Skill Points

Look up each of your character's ability scores in Table 3-1. This table will indicate how many skill points each ability grants you. Simply add the points for each of your six ability scores in order to determine how many skill points you have to spend in total. You may spend these skill points on additional ranks in any skill, and the cost to buy them in each skill will vary depending on your class. See Appendix II - Character Classes for a description of each class.

Within each class description is a list of skills. Each skill in the list is given an entry such as "Good (1+3)" or "None (20)". This entry is in two parts.

The first part of the entry indicates what your basic class bonus is for that skill. If your class bonus for a skill is "None" then your class does not give you a direct bonus to the skill in question. If your class bonus is "Poor", "Medium" or "Good", then that indicates that you will get an inherent bonus to the skill (which increases with your level) because of your class regardless of whether or not you spend any skill points on it. See *Chapter 4 - Skills* for more details on class bonuses.

The other part of the entry indicates the cost (in skill points) to buy extra skill ranks each level. It will be in one of four formats:

(-) - If a skill has no number as its cost, you cannot buy this skill using skill points. The only skill with this cost is Spell Penetration. See the description of the Spell Penetration skill in *Chapter 4 - Skills* for more details.

(6) - If a skill has a single number as its cost, you may buy only a single skill rank in the skill this level, and the number shows the number of skill points that the single rank costs. In this example, it would cost six points to buy a single rank.

(2+5) - If a skill has two different numbers as its cost, you may buy one skill rank in the skill this level with a cost equal to the first number. You may additionally buy a second skill rank in the skill this level with a cost equal to the second number. You may not buy more than two ranks in the skill this level. In this example, it would cost two points to buy a single rank and five points to buy a second rank, for a total of seven points.

(2++) - If a skill is listed with a single number followed by "++", you can buy as many skill ranks as you wish this level. The number shows the cost of each skill rank. In this example, you could buy as many skill ranks as you like and they would cost two points each.

Some skills (those that are marked with a [1] on the skill lists) are not actually individual skills which can be bought. Instead they are groups of related sub-skills. For example the Ride

skill is actually a group of sub-skills consisting of Ride Horse, Ride Camel, Ride Elephant and whatever riding skills exist for other animals in the campaign world.

In the case of these skills, each sub-skill is bought independently. For example if your class's cost for the Ride skill is (2+5) then buying a single rank of Ride Horse would cost you two skill points. Buying a rank of Ride Horse and a rank of Ride Elephant would cost you four skill points since those sub-skills are bought independently. Buying two ranks of Ride Horse and one rank of Ride Elephant would cost you a total of nine skill points, because although the two skills are bought independently, the two ranks in Ride Horse are not independent of each other and must be bought together (and therefore cost seven skill points between them).

Additionally, some skills have special rules about their purchase or use. See *Chapter 4 - Skills* for full details of each skill.

Finally, when spending skill points, there are three important points to remember:

You may not save skill points from level to level. Any skill points you do not spend are lost forever.

When working out how many skill points each ability score gives you, only count the inherent score for each ability. Any bonuses to your ability scores derived from items or other magical sources do not give you extra skill points to spend. Remember that a species bonus to your ability score changes the inherent score rather than simply adding to it, so such species bonuses do alter skill points.

If one of your ability scores changes for any reason you may not retroactively spend the extra skill points that your newly increased score would have given you in previous level increases (and similarly you do not have to give back any skill points that your newly decreased score would no longer have given you). The changed ability score only affects the number of skill points you receive in future levels.

Step 5c: Total Skill Bonuses

Once you have spent all your skill points (and double-checked to make sure you've spent the correct number!) you must calculate the total bonuses for each of your skills.

Since your base skill bonus to a skill is based on your level, you must check every skill you have, not just the ones that you have increased this level.

Most skills follow a standard progression, but some (such as Toughness, Sneak Attack and Spell Path Research) follow unusual progressions.

Check *Chapter 4 - Skills* for more details on how to calculate your skill bonuses for each skill.

During this step, you must also roll for any partial Spell Path Research skill that you have (whether you bought ranks in

it this level or not) to see if you have successfully learned the spells that the skill covers. See *Chapter 4 - Skills* for more details about Spell Path Research skills.

Step 5d: Increase Save DCs

Each of your save DCs (Arcane, Divine, Psychic, Poison, Disease and Fear) increases by +1 each time you increase in level.

Whatever level you are, this increase should mean that your base value for each save DC (before adding an applicable ability score bonus) is always:

(Species Bonus to Save DC) + (Level)

The ability score bonus that should be added to each save DC is as follows:

Arcane = Int
Divine = Wis
Psychic = Cha
Fear = Cha
Poison = Con
Disease = Con

Your Spell Penetration skill also increases by +1 each time you increase in level. See *Chapter 4 - Skills* for more details.

FLEDER'S STORY

For step 5b, Katy adds up the skill points that each of Fleder's ability scores gives him. He gets 10 for his dexterity, 7 for his constitution, 6 each for his intelligence and charisma, and 5 each for his strength and wisdom; for a total of 39 skill points.

Looking through the skill costs for a Assassin, Katy decides to spend these skill points as follows:

Two ranks in Toughnes (cost: 3+7)

Two ranks in Bows (cost 2+7, since she assigns "Missiles" as her first weapon group)

One rank in Short Blades (cost 3, since she assigns "One Handed Slashing" as her second weapon group)

Two ranks in Stealth (cost 1+3)

One rank in Pick Locks (cost 1)

Two ranks in Spot (cost 1+3)

Four ranks in Armour - Cuir Bouilli (cost 2++)

STEP 6: FINISHING TOUCHES

Your character is now nearly complete. However, there are still some finishing touches to be applied.

Your character needs a name and a background (that is appropriate for their level and class, of course). You also need to choose other details such as height, weight, clothing style, and other distinguishing features.

If your character is a spell caster, you will already know which sphere or spheres of magic your character can use. If your character is not a spell user, you must still chose one of the three spheres (generally the one matching the highest of your three mental ability scores, unless you have a particular reason to favour another).

This is partly because your character may learn a few spells later in their career, and also because you need to know which ability score or scores your character's mana will be derived from. All characters potentially have mana, although if they do not know any spells their only use for it is to transfer it to someone who can cast spells.

All new characters are assumed to start with normal peasant clothing (and a change of clothes), a heavy cloak or coat and boots for weather protection, a dagger or knife for general use and 3d6 Shillings of loose change to spend on equipment. See *Chapter 7 - Equipment* to see what you can buy.

FLEDER'S STORY

For simplicity's sake, let's assume that Katy spent her skill points for level 1 in exactly the same way as she did those for level 0 (although there's no reason she couldn't have spent them in a completely different manner).

When it comes to step 5c, she needs to add up the total skill bonus for each of her skills.

Using her Spot skill as an example, she has a base skill bonus of +0. Although being a Assassin means that she gets a "Poor" inherent bonus with this skill, at level 1 that isn't enough to give her an advantage.

She bought four additional skill ranks with the skill (two at level 0 and two at level 1) and so she has a +4 bonus from those.

Finally, the Spot skill gains a bonus from Fleder's wisdom, but that is only 9 so she gains a +0 from that. In the end, Fleder's Spot skill total is:

(+0+4+0) = +4

While in step 5c, she also calculates Fleder's hit points based on his constitution, species and Toughness skill.

Fleder starts with a number of hit points equal to his constitution score: 14.

As a ratfolk, he adds 1d8 hit points to this for each additional skill rank he has in the Toughness skill. Since he has just acquired four ranks in the skill, Katy rolls 4d8 and gets a total of 21.

This gives Fleder a total of (14+21)=35 hit points at first level.

The purpose of adventuring is often to get rich, but in order to succeed at that characters must first invest money in the equipment and tools that they will need on their journeys.

MONEY

In *Blood, Guts & Glory*, money is nearly always in the form of coinage. Bartering is popular amongst common folk, but travelling adventurers need easily transportable cash.

Throughout the land, the standard coin used to pay for goods and services is the silver penny. Two pennies are a standard day's pay for an artisan or other skilled worker - although unskilled labour will generally pay less and master craftsmen or specialists will be able to charge more for their services.

Twelve pennies make a shilling, which - allowing for six days of work and one day's rest - is therefore an average week's wage.

Pennies and shillings are literally worth their weight in silver. Each penny is 1/15 of an ounce of silver, and therefore 240 pennies make a pound of silver.

Large transactions are usually performed in pounds, although there is no actual pound coin. Instead, shillings and pennies are simply weighed out to the desired weight.

<div align="center">

1 pound = 240 pennies
1 pound = 20 shillings
1 shilling = 12 pennies

</div>

For small transactions, pennies are often simply cut into halves or quarters.

When monetary amounts (such as prices) are written, the format varies depending on the value - note that the plural of the penny coin is "pennies" but the plural of the penny value is "pence":

Less than a shilling: The number of pence is written followed by a lower case 'd', e.g. 1d (one penny), 6d (six pence), ½d (half a penny).

More than a shilling: The number of shillings is written, followed by a slash, followed by the number of odd pence. If the amount is an exact number of shillings then a dash is written after the slash rather than a '0', e.g. 2/6 (two shillings and six pence or "two and six"), 15/10 (fifteen shillings and ten pence), 3/- (three shillings).

More than a pound: The number of pounds is written preceded by a pound sign (an upper case 'L' struck through, usually written in a stylised manner). This is then followed by the odd shillings and/or pence, e.g. £2 (two pounds), £1 3/6 (one pound, three shillings and six pence or "one pound, three and six"), £3 4d (three pounds and four pence).

Behind The Curtain

Wait a minute - which "land" are we talking about here?

The answer is that it's up to you. Theoretically, each campaign world (and each country within each of those campaign worlds) would have its own coinage system and there would be exchange rates and taxes when moving between countries and so forth.

If you want to, you can use house rules for all that, but most people don't bother. They simply use the default coinage that the book refers to and call things "gold pieces" despite the GM's insistence that the coins are actually Royal Eagles from the Duchy of Whatever.

So in order to avoid that, *Blood, Guts & Glory* firstly simply assumes that there is a land somewhere that the game is either set in or set near (or set in the ruins of); and secondly it assumes that the coins of that land are the ones used. For the default setting, this country is England, of course.

Even though these specifics might not match the specifics you wish to use in your campaign, by having actual monetary denominations instead of generic "gold pieces" it means that at least players will be using something with a bit more atmosphere than "gold pieces".

STARTING MONEY

All new characters are assumed to start with normal peasant clothing (and a change of clothes), a heavy cloak or coat and boots for weather protection, a dagger or knife for general use and 3d6 shillings to spend on equipment.

If a character is introduced in the middle of a campaign (to replace a dead character) then the Game Master should give the character money and equipment - probably including magic items - in line with the amount that the rest of the party have.

Similarly, if a campaign starts at higher than first level then characters should start with wealth commensurate to their level.

ENCUMBRANCE AND WEIGHT

The weights of most items are measured in Pounds (usually abbreviated to lb).

While these weights are important for spell casters - particularly Arcane casters - because of the strict limits on what they can carry and still be able to cast spells; for the most part, it is not important to weigh everything that a character carries. See Chapter 5- Magic for the effects of weight on spell casters.

Instead, both the player and Game Master should simply use common sense about how much a character can carry, taking into account the character's Strength score.

For the sake of simplicity, characters' movement rates are just determined by the type of armour they are wearing rather than exactly how much they are carrying. Situations where a character is slowed because of a heavy load (such as when someone is pulling a mine-cart) should be judged on a case by case basis.

MUNDANE ITEMS

Arrows: Arrows are the ammunition used by bows. The same arrows are usable in either long or short bows. Arrows are often broken in use. At the end of a combat, a character will only be able to recover half (round down) of the arrows fired during that combat. The rest are either lost or unusable.

Backpack (holds 40lb): A leather or canvas backpack with shoulder straps for carrying things while leaving the hands free.

Belt: A sturdy leather belt.

Bolts: Bolts are the ammunition used by crossbows. The same bolts are usable in either heavy or light crossbows. Bolts are often broken in use. At the end of a combat, a character will only be able to recover half (round down) of the bolts fired during that combat. The rest are either lost or unusable.

Boots (plain): Simple yet sturdy hard leather boots for walking or riding in.

Boots (fancy): Ornate boots, possibly including fold-down tops or designs and patterns on the leather.

Cloak (short): A waist length weatherproof outer garment.

Cloak (long): A knee or ankle length weatherproof outer garment.

Clothes (peasant): Simple clothes that a peasant or manual labourer (or even slave) would wear.

Clothes (merchant): High quality clothes such as those that a middle-class artisan or merchant would wear.

Clothes (noble): Fancy clothing that a minor noble or other rich person would wear.

Clothes (royal): Extravagant and ostentatious clothing fit for a king or even an emperor.

Grappling Hook: A large iron hook that is tied to the end of a rope and then swung over a target such as a wall or branch. The hooks catch on the target and support the weight of someone climbing the rope.

Hammer (small): A working hammer, for hammering nails, spikes or tent pegs.

Hat: A weatherproof hat made out of waxed linen.

Table 6-1: Mundane Items		
Item	**Weight**	**Cost**
20 Arrows	1 lb	1/-
Backpack (holds 40 lb)	2 lb	10d
Belt	0.5 lb	1d
30 Bolts	1 lb	1/-
Boots (plain)	1 lb	4d
Boots (fancy)	1.5 lb	10d
Cloak (short)	1 lb	1d
Cloak (long)	1.5 lb	2d
Clothes (peasant)	2 lb	1d
Clothes (merchant)	2 lb	10d
Clothes (noble)	2 lb	4/-
Clothes (royal)	3 lb	7/- or more
Grappling Hook	8 lb	4/-
Hammer (small)	1 lb	4d
Hat	0.3 lb	½d
Holy Symbol	0.1 lb	4/-
Holy Water (small vial)	0.1 lb	4/-
Iron Spike	0.5 lb	½d
Lantern	3 lb	2d
Mirror (steel)	0.5 lb	1/-
Oil (flask)	1 lb	4d
30 Pellets	0.6 lb	2d
Pole (10')	10 lb	2d
Purse	0.2 lb	1d
Quiver	0.5 lb	2d
Rations (1 week's, dried)	7 lb	3/-
Rations (1 week's, fresh)	20 lb	10d
Room (shared), plus stew	-	1d
Room (individual), plus meal	-	2d
Room (luxury), plus fine meal	-	6d
Rope (50')	5 lb	2d
Sack (holds 20 lb)	0.1 lb	2d
Sack (holds 60 lb)	0.5 lb	4d
Tent	20 lb	4/-
Thieves' Tools	1 lb	4/-
Tinder Box	0.5 lb	6d
Torch	2 lb	½d
Waterskin (empty)	0.5 lb	2d
Waterskin (full, 1 day's)	3 lb	2d

Holy Symbol: This is a small symbol, usually metal, that represents an icon of the character's religion. Most priests carry holy symbols, although they can operate without one.

Holy Water (small vial): Water that has been especially prepared by a priest. It can be used in some religious ceremonies and can damage some undead foes.

Iron Spike: A 9" long iron nail. These find a multitude of uses, from wedging doors open (or shut) or to use as tent pegs. They are most useful if accompanied by a hammer for driving them into hard surfaces.

Lantern: An oil fired lamp that gives of light within a 30' radius. A single flask of oil will last 4 hours.

Mirror (steel): Useful for personal grooming, and also for seeing around corners or fighting creatures without looking at them directly. Fighting in such a manner gives a -2 penalty to attack rolls.

Oil (flask): Fine grade lantern oil.

Pellets: Pellets are the ammunition used by slings. Pellets are easy to lose in use. At the end of a combat, a character will only be able to recover half (round down) of the pellets fired during that combat. The rest are lost.

Pole (10'): A stout wooden pole often used to probe ahead or to prod suspicious looking piles of refuse.

Purse: A small leather or cloth purse or pouch that ties to a belt.

Quiver: A leather container that holds 20 arrows or crossbow bolts.

Rations (1 week's, dried): Enough dried, smoked, or otherwise preserved food to feed a person for a week. The preservation means that this food will last for two months before going bad.

Rations (1 week's, fresh): Enough fresh food to feed a person for a week. The food will go bad after a week.

Room (shared), plus stew: The price of a place to sleep in a shared room in a cheap inn, with a pot of miscellaneous stew for dinner.

Room (individual), plus dinner: The price of dinner plus a rented room for a night in a moderate inn. The room will have privacy, and a bolt on the door. The price includes a hearty but simple dinner in the main room of the inn.

Room (luxury), plus fine meal: The price of a rented room for the night in a high class establishment. The room will have privacy and a lockable door, with a luxurious bed and a fine meal delivered to the room.

Rope (50'): A strong hemp or silk rope that can support up to 750lb (approximately three people and their equipment).

Sack (holds 20lb): A canvas sack for either carrying in one hand or loading onto a horse or other beast of burden. Small enough to be tied around a belt.

Sack (holds 60lb): A canvas sack for either carrying in two hands or loading onto a horse or other beast of burden.

Tent: A waxed canvas tent with wooden poles. Although heavy, such tents are invaluable when travelling through inclement weather and cold nights.

Thieves' Tools: A variety of lockpicks, needles, wire, pliers, etc. Characters cannot use the Pick Lock or Disable Device skills without a set of these tools.

Tinder Box: A set of fire making equipment in a water resistant box. Starting a fire with a tinder box takes 1d3 rounds.

Torch: A 1' to 2' length of wood dipped in pitch or tallow. A torch gives off enough light to see in a 30' radius and burns for one hour. If used in combat, a torch has the same statistics (and uses the same skill) as a club.

Waterskin: A waterskin is a flexible bladder that can hold up to two pints of water or other liquid, enough for a person for one day.

WEAPONS

See *Chapter 4 - Skills* for a detailed description of how weapon skills work.

Axe, Battle: A battle axe is a two handed axe 2'-4' in length, usually with a double blade or a spike on the reverse of the blade. A battle axe is used with the Long Axes skill, and attacks using the Battle Axe table.

Axe, Hand: A hand axe is a one handed axe 1'-2' in length, usually with a single blade. A hand axe is often thrown while its owner rushes towards melee range. A hand axe is used with the Short Axes skill in melee or the Short Thrown skill when thrown, and attacks on the Hand Axe table.

Blackjack: A blackjack, also known as a cosh, is a small leather club that is usually filled with sand. Blackjacks are too soft to do significant damage, but are very useful for temporarily knocking people unconscious without doing permanent damage. A blackjack is used with the Brawling skill, and attacks using the Armoured Fist table.

Bolas: A bolas is a set of weights (usually three) on the ends of connected ropes 3'-4' in length. The bolas is whirled around and then thrown at the opponent in order to entangle or even strangle them. A bolas is used with the Line Weapons skill, and attacks using the Bolas table.

Bow, Composite: A long bow is a 4'-6' bow, made from a composite of different woods. A composite bow requires both hands to fire. Bows require the use of arrows as ammunition. A

composite bow is used with the Bows skill, and attacks using the Composite Bow table.

Bow, Long: A long bow is a 4'-6' bow, made from a single piece of wood. A long bow requires both hands to fire. Bows require the use of arrows as ammunition. A long bow is used with the Bows skill, and attacks using the Long Bow table.

Bow, Short: A short bow is a 3'-4' bow, made from a single piece of wood. A short bow requires both hands to fire. Bows require the use of arrows as ammunition. A short bow is used with the Bows skill, and attacks using the Short Bow table.

Cestus: A cestus is a spiked or bladed metal band that may either be worn around the hand or built into a gauntlet. A cestus is used with the Brawling skill, and attacks using the Armoured Fist table.

Club: A club is a crude blunt weapon - little more than a roughly shaped piece of wood - that can be used in one hand. A club is used with either the Short Hammers skill or the Staves skill, and attacks using the Club table.

Crossbow, Heavy: A heavy crossbow is a bulky two-handed missile weapon. It has powerful metal arms and a string that is pulled back using a crank. Crossbows require the use of bolts as ammunition. A heavy crossbow is used with the Crossbows skill, and attacks using the Heavy Crossbow table.

Crossbow, Light: A light crossbow is a medium sized missile weapon, although it still needs two hands to wield. It has powerful metal arms and a string that is pulled back using a lever. Crossbows require the use of bolts as ammunition. A light crossbow is used with the Crossbows skill, and attacks using the Light Crossbow table.

Dagger: A dagger is a short light blade which is 18" long or less. Daggers are popular weapons because their small size makes them easy to conceal and they can be either thrown or used in melee. A dagger is used with the Short Blades skill in melee and the Short Thrown skill when thrown, and attacks using the Dagger table.

Flail: A flail consists of multiple chains of around 2' long attached to a 2'-3' handle that is wielded in two hands. Each chain has a weighted spike or blade on the end. A flail is used with the Long Chains skill, and attacks on the Flail table.

Hammer, War: A war hammer is a one handed hammer, usually 2' to 3' in length. The head of a war hammer is often symmetrical to aid in balance. A war hammer is used with the Short Hammers skill, and attacks on the War Hammer table.

Javelin: A javelin is a light one-handed throwing spear. Although primarily used as a thrown weapon, it can also be used as a melee weapon. In melee, a javelin is used with the Pole Arms skill and attacks on the Spear table. When thrown, a javelin is used with the Long Thrown skill and attacks on the Javelin table. A javelin is too short to be used in a horseback charge or to be set against a charge.

Table 6-2: Weapons		
Item	**Weight**	**Cost**
Axe, Battle	6 lb	1/2
Axe, Hand	3 lb	8d
Blackjack	0.5 lb	10d
Bolas	0.5 lb	10d
Bow, Composite	3.5 lb	15/-
Bow, Long	3 lb	7/-
Bow, Short	2 lb	4/-
Cestus	1 lb	10d
Club	5 lb	6d
Crossbow, Heavy	8 lb	8/-
Crossbow, Light	5 lb	5/-
Dagger	1 lb	6d
Flail	7lb	1/4
Hammer, War	5 lb	10d
Javelin	2 lb	2d
Lance	18 lb	1/8
Mace	3 lb	10d
Mattock, War	15 lb	1/2
Morning Star	4lb	1/-
Pole Arm	12 lb	10d
Sling	2 lb	4d
Spear	3 lb	6d
Staff	4 lb	10d
Sword, Broad	6 lb	1/8
Sword, Falchion	8 lb	1/6
Sword, Rapier	3 lb	2/-
Sword, Scimitar	5 lb	1/4
Sword, Short	3 lb	1/2
Sword, Two-Handed	10 lb	3/-
Trident	2.5 lb	10d
Whip	10 lb	1/8

Lance: A lance is an extremely long spear, 9' to 12' long. It is too unwieldy to use on foot, and can only be used when mounted - in which case it can be used in one hand despite its length. A lance is used with the Pole Arm skill, and attacks using the Mounted Lance table when used to charge and the Spear table otherwise.

Mace: A mace is a one handed melee weapon consisting of a 2'-3' long shaft with a heavy metal head. The head can be smooth (round or pear shaped), can contain flanges or studs, or can even be sculpted into the shape of a fist or skull or other roundish object. A mace is used with the Short Hammers skill, and attacks using the Mace table.

Mattock, War: A war mattock is a large hammer with a 5'-6' long shaft, effectively the hammer equivalent of a pole arm. A war mattock is only ever used in two hands. A war mattock is used with the Long Hammers skill, and attacks using the War Mattock table.

Morning Star: A morning star consists of a 1' chain attached to the end of a 2' handle that is wielded in one hand. On the end

of the chain is a spiked ball. A morning star is used with the Short Chains skill, and attacks using the Morning Star table.

Pole Arm: A pole arm consists of a blade (usually single sided, but occasionally double sided) with a 6' to 8' long shaft. It is swung in both hands like a large two-handed axe or thrust like a spear. A pole arm is used with the Pole Arm skill, and attacks using the Pole Arm table.

Sling: A sling is a long (4' to 6') leather cord with a pouch half way along. The wielder straps one end of the cord around their wrist and holds the other end in the same hand. They then place a lead pellet in the pouch and swing the cord over their head. At the mid-point of the swing, they let go of the loose end, which releases the pellet. Slings normally require pellets as ammunition, although they can be used with stones taken from the ground, albeit with a -1 penalty on attack rolls. A sling is used with the Slings skill, and attacks using the Sling table.

Spear: A spear is a 5' to 7' long shaft with a stabbing blade on the end. Despite its length, a spear is a well balanced weapon and can either be used in melee one-handed or thrown. In melee, a spear is used with either the Pole Arms skill or the Staves skill, and attacks on the Spear table. When thrown, a spear is used with the Long Thrown skill and attacks on the Javelin table. Additionally, when used from the back of a charging horse (or when set to receive a charge) a spear attacks using the Mounted Lance table.

Staff: A staff is one of the most simple weapons. It consists of just a length of wood 5' to 7' in length, which is wielded in two hands. A staff is used with the Staves skill, and attacks using the Quarterstaff table.
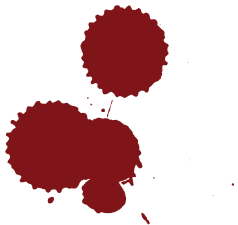
Sword, Broad: A broadsword is a straight one-handed sword with a straight blade 2' to 3' long that is used to both stab and slash. A broadsword is used with the Double-Edged Blades skill, and its attacks are resolved using the Broadsword table.

Sword, Falchion: A falchion is a one-handed sword with a heavy curved blade around 3' long that is used to slash but not thrust. A falchion is used with the Single-Edged Blades skill, and attacks using the Falchion table.

Sword, Rapier: A rapier is a thin one-handed sword with a light straight blade around 3' long that is used primarily to thrust. A rapier is used with the Thrusting Blades skill, and attacks using the Rapier table.

Sword, Scimitar: A scimitar is a one-handed sword with a light curved blade 2'-3' long that is used to slash and parry but not thrust. A scimitar is used with the Single-Edged Blades skill, and attacks using the Scimitar table.

Sword, Short: A short sword is a straight sword with an 18" to 2' blade. An extremely versatile weapon that can be used to chop, stab and slash, this small blade can be used in one hand. A short sword may be used with either the Short Blades, Double-Edged Blades, Thrusting Blades or Short Axes skill, and attacks using the Short Sword table.

Sword, Two-Handed: A two-handed sword, also sometimes known as a greatsword, is a large and heavy sword with a 4' to 5' blade. It is always used in two hands. A two-handed sword is used with the Long Blades skill, and its attacks are resolved using the Two-Handed Sword table.

Trident: A trident is a short (4' to 6') spear which is split at the end into three tines, like a fork. Each tine is usually barbed. A trident is used in one hand either in melee or as a thrown weapon, and is often used as a fishing spear, since the barbs on the points can lift the fish out of the water when the trident is withdrawn. In melee, a trident is used with the Pole Arms skill and attacks on the Spear table. When thrown, a trident is used with the Long Thrown skill and attacks on the Javelin table. A trident is too light to be used in a horseback charge or to be set against a charge.

Whip: A whip is a woven leather cord from 5' to 15' in length that is used in one hand. Whips do little damage, and are more often used for corporal punishment than for serious combat. A whip is used with the Whips skill, and attacks using the Whip table.

ARMOUR

Armour is toughened clothing, made out of leather or metal, that protects its wearer. In game terms, this changes the armour class of the character wearing it from the default class of Unarmoured to a different class.

Although in general the armour classes achieved by wearing heavier offer more protection against serious damage than those from wearing lighter (or even no) armour, heavy armour does have its drawbacks that must be balanced against this increased protection.

Firstly, bulky and heavy armour slows its wearer down. Characters wearing heavy armour will have a slower movement speed and will take a reduction to their effective dexterity bonus when they are trying to dodge. This penalty is shown on Table 8-3: Armour. Note that this reduction can only reduce an effective dexterity bonus to a minimum of zero. It will not give a character a dexterity penalty to their Dodge Bonus, neither will it increase an existing dexterity penalty.

Secondly, armour restricts the wearer's movement. Each type of armour comes with a penalty that is applied to certain skills and to general ability checks used to manoeuvre or balance. See *Chapter 4 - Skills* for more details about armour penalties.

Thirdly, the awkwardness of armour makes it more difficult to aim missile weapons precisely. Characters wearing heavy

armour will take a reduction to their effective dexterity bonus when trying to dodge. This penalty is shown on Table 8-3: Armour. Note that this reduction can only reduce an effective dexterity bonus to a minimum of zero. It will not give a character a dexterity penalty to their Dodge Bonus, neither will it increase an existing dexterity penalty.

Finally, although heavier armour makes it less likely that a character will be severely injured in combat it does not do so by making the character more difficult to hit. It actually makes the wearer easier to hit, but reduces the damage done by each hit and makes them less likely to cause a severe injury. See Appendix V - Attack Tables for more details about exactly what effect armour class has on different types of attack.

Since most people making armour - and especially those making magical armour - will be doing so for customers of different races, most armour is made with straps and so forth that can adjust it to fit wearers of differing size. Therefore all characters can wear the same armour. Similarly, most humanoids of approximately the same wolffolk to ratfolk size range can also wear the same armour.

Shield: A shield is a large piece of wood or metal that is either held in the hand (in the case of a small shield) or strapped to the arm (in the case of a buckler or a large shield) and is used to deflect attacks. A shield does not change the user's armour class, but it does add to their Dodge Bonus in combat. Using a shield prevents its wielder from using a two-handed weapon or a weapon in their off hand. However, having a shield strapped to your arm does not prevent the hand movements needed for spell casting (although the weight of the shield itself might prevent spell casting, depending on the sphere of magic being used: see *Chapter 5 - Magic* for details).

Leather Armour: This armour consists of a jerkin or coat made from soft leather or hides. It changes the wearer's armour class to Leather. Leather armour can be enhanced by adding greaves and a helmet.

Scale Armour: This armour consists of a jerkin or coat made from soft leather or hides with hard plates or scales (usually made of metal or cuir bouilli) sewn onto it. It changes the wearer's armour class to Scale. Scale armour can be enhanced by adding greaves and a helmet.

Cuir Bouilli: This armour (the name of which is normally pronounced as "Kweer Bweelie") consists of a rigid breastplate, back plate and shoulder guards, and often a skirt of rigid plates. Each piece is formed from leather that has been boiled in wax and then shaped before being allowed to cool. The resulting rigid leather is much tougher than leather that has not been treated in this way, but is also much less flexible. It changes the wearer's armour class to Cuir Bouilli. Cuir Bouilli armour can be enhanced by adding greaves and a helmet.

Maille Shirt: This armour consists of a long shirt made from thousands of small metal rings or links riveted together to form a strong yet flexible material. It changes the wearer's

armour class to Maille Shirt. A maille shirt can be enhanced by adding greaves and a helmet.

Hauberk: This armour is made of similar rings or links to a maille shirt, but it is made from stronger (and heavier) links and also covers the arms and upper legs. A hauberk can be enhanced with a helmet, but not greaves since it already covers the arms and legs.

Breastplate: This armour consists of a rigid breastplate, back plate and shoulder guards, and often a skirt of rigid plates. Each piece is formed from solid metal. The resulting armour is much tougher than even a maille hauberk, but is also much less flexible. It changes the wearer's armour class to Breastplate. A breastplate can be enhanced by adding greaves and a helmet.

Plate Suit: This armour consists of a full set of rigid plates that cover the whole body, including the head. The resulting armour provides the heaviest protection possible, but at the largest cost in terms of freedom of movement. It changes the wearer's armour class to Plate Suit. A plate suit already includes greaves and a helmet, and therefore they cannot be added separately in order to enhance it.
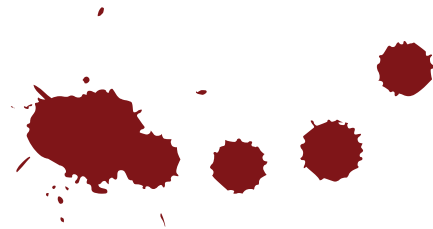
Greaves: This armour consists of a set of rigid plates made of either cuir bouilli or metal that are strapped onto the arms and legs for additional protection. Technically only the leg plates are greaves - the arm plates are called vambraces. However, the price and statistics given here are for a full set to cover all four limbs. Greaves do not change the armour class of the wearer, but they do negate or reduce the effects of certain critical strike results. Additionally, greaves increase the penalties associated with the armour that they are worn with.

Helmet: A helmet is a rigid covering for the head, usually made from metal but occasionally made from cuir bouilli. A helmet does not change the armour class of the wearer, but it does negate or reduce the effects of certain critical hit results. Additionally, a helmet increases the penalties associated with the armour that it is worn with.

LAND TRANSPORT

Whether trekking across a desert, riding from city to city, or driving a caravan of wagons filled with a dragon's hoard, adventurers often need land transport other than walking.

Pretty much all land transport is powered by animals of one kind or another, and the vast majority of these animals are horses and mules, ranging from the smallest pony to the largest draft horse.

Table 8-3: Armour							
Item	Armour Class	Weight	Cost	Initial Armour Penalty	Minimum Armour Penalty	Dexterity Bonus Reduction[1]	Notes
Shield, Buckler	-	5 lb	1/2	-	-	-	+2 to dodge bonus, strapped to arm
Shield, Small	-	10 lb	1/8	-	-	-	+4 to dodge bonus, held in hand
Shield, Large	-	20 lb	2/6	-	-	-	+ 5 to dodge bonus, strapped to arm
Leather Armour	Leather	20lb	3/-	-2	-	-	30' Movement Speed
Scale Armour	Scale	30lb	5/-	-8	-2	-2	30' Movement Speed
Cuir Bouilli	Cuir Bouilli	35 lb	7/-	-10	-3	-1	30' Movement Speed
Maille Shirt	Maille Shirt	40 lb	8/-	-14	-2	-1	30' Movement Speed
Maille Hauberk	Hauberk	55 lb	10/-	-24	-5	-4	20' Movement Speed
Breastplate	Breastplate	40 lb	12/-	-18	-3	-	30' Movement Speed
Plate Suit	Plate Suit	75 lb	£1	-30	-7	-6	20' Movement Speed
Greaves	-	1 lb	1/8	-4	-1	-1	Protects from critical hits
Helmet	-	1 lb	2/-	-1	-	-	Protects from critical hits
[1] The Dexterity Bonus Reduction reduces the effective dexterity bonus used for both Dodge Bonus and missile attacks, but cannot reduce the dexterity bonus used in these circumstances below zero. This penalty only applies to Dodge Bonus and missile attacks, not to other skills that use a dexterity bonus.							

The speeds listed in Table 6-4: Pack and Riding Animals are for the animals when carrying a load up to their listed carrying capacity. Animals can carry twice the listed load, but can only move at half the listed speed while doing so.

Animals that are pulling vehicles use the carrying capacity of the cart or wagon rather than their own capacity, and cannot be loaded whilst hitched to a vehicle in this manner. When pulling a vehicle, an animal moves at its normal speed when the vehicle is carrying up to its capacity and at half speed when the vehicle is carrying up to twice its capacity.

For overland travel, assume that each 10' of movement per round translates into approximately 6 miles of movement per day over open ground (increased by up to half as much again on paved roads, and decreased by up to half on rough or broken ground).

Cart: A medium sized two-wheeled vehicle pulled by one or more horses. A cart is designed for carrying cargo, and may optionally have a seat for a driver. If there is no seat, the horse must be led.

Donkey: Donkeys are rarely ridden, but they make a cheap - if somewhat stubborn and wilful - pack animal.

Horse (Draft): A large strong horse, that sacrifices speed for power and can carry very heavy loads over long distances.

Horse (Riding): A typical horse, fast and light but easily spooked and not suitable for combat situations.

Horse (War): A large horse specially trained to not panic in combat situations.

Joust Barding: This is a suit primarily composed of overlapping metal plates that completely protect the front of the animal, to protect it from injury in jousting competitions. Joust barding gives an animal an armour class of Plate Suit, unless the animal's armour class is Solid Creature.

Leather Barding: This is a suit primarily composed of leather plates and strips. Leather armour gives an animal that normally has an armour class of Furred Creature an armour class of Leather.

Maille Barding: This is a suit primarily composed of small metal rings that are linked together to form a flexible protective material. Maille barding gives an animal that has an armour class of Furred Creature or Scaled Creature an armour class of Maille Shirt.

Mule: A cross between a donkey and a horse, combining the best features of both. It is both larger and stronger than a donkey, and smarter than a horse.

Pony: A small light horse that is cheaper to feed and easier to care for than other breeds of horse, but lacks their strength.

Saddle and Tack: A saddle, blanket, bridle and reins - everything needed to ride a horse safely. It is possible to ride a horse bareback without these items, but and Dex Checks made to control the horse will be made at a -3 to effective dexterity.

The 20lb carrying capacity of a saddle and tack does not refer to the weight of the rider, but to the weight that can be carried in the bags and pouches that come with it.

Saddle Bags: Saddle bags are long pairs of sacks sewn together at the top with a length of material. They are slung over a horse's saddle so that one bag hangs down either side of the horse distributing the weight evenly.

Scale Barding: This is a suit primarily composed of leather plates that have had metal scales or studs sewn onto them for added protection. Scale barding gives an animal that has an armour class of Furred Creature or Scaled Creature an armour class of Scale.

Trap: A small two-wheeled vehicle with two seats, that is pulled by a single pony, mule or donkey. Although a trap

can be used for transporting cargo, it is primarily designed as a means of personal transport rather than cargo transport.

Wagon: A large four-wheeled vehicle, pulled by a team of horses. Wagons are mostly used for cargo transport, although some travelling people live in them as an alternative to tents.

BUYING MAGIC

Although most adventuring parties will contain at least one spell caster, there will often be situations where the party need a spell casting which none of them can cast personally.

Although any spell caster can be approached and asked to cast a spell on someone else's behalf, by far the most common scenarios are the purchase of healing spells and the purchase of magic items created by Artificers.

For a spell caster, casting a spell for someone else is a relatively trivial activity. It only takes around thirty seconds at the most. However, it is both an imposition on the spell caster's time for someone to come bothering them and asking them for spells (especially if the customer doesn't know exactly which spell they require and needs to spend time discussing it with the caster) and also something that uses up a limited resource since the spell caster only has a limited amount of mana that they can use each day.

Because of this imposition on their time, most spell casters will charge a flat rate for a consultancy based on their own level, regardless of whether the consultancy results in them casting a spell or not.

The going rate is 2d per level of the caster.

Artificers are a somewhat special case. If an Artificer is hired to create an item, this will take them a number of weeks rather than being a one-off event. Therefore the base price is commensurately larger. See *Chapter 5 - Magic* for more details on the making of magic items.

The cost for an Artificer to make an item is 1/- per level of the caster per week needed to create the item.

Naturally, adventuring being the dangerous profession it is, most Artificers will require payment in advance, in case the customer never returns.

HEALING HERBS

With so many magical creatures in the world, it's no surprise that there are many magical plants too.

What is surprising, though, is just how many of them have healing properties. Sages and philosophers may vehemently disagree whether the existence of such healing herbs is an act of divine benevolence or whether it is a facet of nature's balance; but all will agree that such plants are incredibly useful.

Table 6-4: Pack and Riding Animals			
Item	Carrying Capacity	Speed	Cost
Donkey	200 lb	30'/rnd	3/-
Horse (Draft)	450 lb	30'/rnd	7/-
Horse (Riding)	300 lb	80'/rnd	12/-
Horse (War)	400 lb	40'/rnd	£2
Mule	300 lb	40'/rnd	5/-
Pony	200 lb	70'/rnd	6/-

Table 6-5: Land Transport Equipment			
Item	Carrying Capacity	Weight	Cost
Saddle and Tack	20 lb	30 lb	4/2
Saddle Bags	80 lb	10 lb	10d
Trap (1 donkey/mule/pony)	200 lb	-	7/-
Cart (1 horse or 2 mules/ponies)	400 lb	-	15/-
Cart (2 horses or 4 mules/ponies)	800 lb	-	15/-
Wagon (2 horses)	1,500 lb	-	£1 10/-
Wagon (4 horses)	2,500 lb	-	£1 10/-

Table 6-6: Barding			
Item	Armour Class	Weight	Cost
Leather Barding	Leather	25 lb	7/-
Scale Barding	Scale	40 lb	12/-
Maille Barding	Maille Shirt	60 lb	£1 5/-
Joust Barding	Plate Suit	500 lb	£3 10/-

Unfortunately for those wishing to farm them, they're also rather rare and tend to only grow sporadically in magical places. So far all attempts to cultivate them have failed utterly, and so they are still gathered from the wild by experienced collectors who know what to look for and are willing to brave the dangers of the places they may be found. Naturally, this scarcity keeps the price of herbs rather high, with many being simply too expensive for most commoners to afford.

Somewhat more fortunately, the majority of these plants can be dried and stored without losing their effectiveness, so people wishing to use them are not at the mercy of their growing seasons.

The prices of healing herbs and a summary of their effects is given in Table 6-7: Healing Herbs. Each price is for a single "dose" of the herb, and each dose of the herb can only be used once. Even if using the herb does not destroy it, it will have used up its potency.

A more detailed description of each individual herb and how it is used is given in the list below:

Admonindes: When brewed into a tea and drunk, the heady flavour of Admonindes leaves clears the mind and makes 5d10 hit points worth of fatigue and pain fade away.

Alali: If the Alali mushroom can be ground into a paste using water and painted onto a wound before bandaging, it will slow the bleeding of the wound by up to 3 hits per round.

Alethmile: When this small blue flower is placed in the mouth of a corpse that is less than a year old, the corpse will return to life. The normal rules for Raise Dead spells apply, in that if the body is not in a condition where it can support life, it will immediately die once more.

Ansind Leaf: When Ansind Leaf is wrapped around a location, it stimulates muscle regrowth and repair. A single dose of Ansind Leaf can heal any one damaged muscle providing that the damage is not Critical.

Asaraliany: If an Asaraliany berry is bitten, it releases powerful juice that shocks the chewer out of up to five rounds worth of stun-like conditions.

Bargulach: If powdered Bagulach root is sprinkled onto a damaged muscle (or onto the skin over that muscle), it will be absorbed into the flesh and heal the muscle damage regardless of its severity.
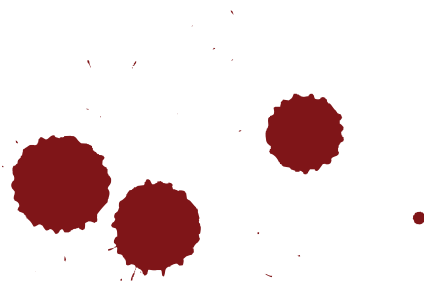
Bitter Bane: A roll of Bitter Bane leaves burned under a character's nose acts as a stimulant banishing 10d10 hit points worth of pain and fatigue.

Bitterbulb: If a large yellowish onion-like Bitterbulb is crushed and made into a paste using water, it can be applied to both a lost body part and the stump that it was lost from. When the two surfaces are placed together in the right orientation, they will knit and heal re-attaching the body part.

Borany: When a blood-red Borany berry is powdered and then sprinkled into a bleeding wound, it will bind with the blood and form a strong yet flexible scab that will remain until the wound is healed. This scab will stop any amount of bleeding from a single wound.

Devil's Winony: When the flesh of the Devil's Winony toadstool is ground up into a chalky powder and then inhaled, it will clear the head and remove 20d10 hit points worth of fatigue and pain.

Druid's Crown: If the petals of the Druid's Crown flower are eaten, they will promote nerve regrowth, repairing all nerve damage short of total paralysis or brain damage.

Edrel Vine: The leaves of the Edrel Vine will heal an area of mild frostbite when pressed gently to the affected location.

Elpiasil: If an injured joint is wrapped in bandages soaked in an strained infusion of Elpiasil berries, it will repair any damage done to the joint.

Faerie Thorn: If a needle-like Faerie Thorn is gently pushed into the flesh near a Lightly fractured bone, it will be move to and be absorbed into the bone, repairing it. It is unable to repair Serious or Critical fractures, or shattered bones.

Fumimusaca: If the flesh of the Fumimusaca fungus is made into a paste with water and painted onto an area with Light or Serious frostbite, it will cure the frostbite.

Golden Bark: If an infusion of powdered Golden Bark is carefully poured into the ear, it will be absorbed and stimulate the brain to repair any amount of damage to it short of complete removal.

Groomsberry: If a lost body part is strapped back on using bandages that are soaked in Groomsberry juice, the body part will re-attach itself over the course of 1d10 days.

Healer's Valerage: If a Healer's Valerage leaf is pressed onto a bleeding wound, it will reduce the rate of blood loss by 1 hit per round. Only one does is effective per individual wound.

Jubwort: If a joint is wrapped in Jubwort leaves and then bandaged, any cartilage damage present in the joint will be healed.

Jumin Grass: Powdered Jumin Grass sprinkled on a burn injury of any severity will completely heal the burn, leaving only a reddening of the skin that takes a week to fade.

Kalrel: If the juice of a Kalrel fruit is poured onto the stub left by the loss of a limb (or other extremity such as an ear or nose), a new body part of the appropriate type will grow in its place.

King's Wort: When a character who is living drinks a tea made from the root of the King's Wort plant, it will cure any decay that they might be suffering from after having been recently raised from the dead or having had a severed body part re-attached.

Maniannis: An area of burns of Light severity can be healed by swabbing the area with moistened Maniannis leaves.

Monksbark: If powdered Monksbark is dissolved in water and drunk, it will promote nerve repair, curing one area of Light nerve damage per dose.

Moon's Root: If an area with a damaged tendon is covered in paste made from the pulp of the Moon's Root plant, the tendon damage will be healed.

Mountaincreeper: Placing a single seed from the fruit of the Mountaincreeper vine under the tongue of a paralysed person and letting it dissolve slowly over the course of a few minutes will cause severed nerves to rejoin and completely cure the paralysis.

Nightosa: If bandages are sprinkled with powdered Nightosa fungus before being applied to a wound, they will cause a Light or Serious break in a bone (but not a shattered bone) to re-knit and be totally healed.

Sagesbulb: When the oil of a Sagesbulb is squeezed onto an injury, it will promote organ regeneration; healing any single organ damage injury except for one involving brain damage.

Sali Berry: If the juice of a Sali Berry is applied to an area of burns of up to Serious severity, it will heal those burns.

Shepherdstongue: An area of frostbite of any severity can be cured by wrapping it in Shepherdstongue leaves.

Sorbena: If the sap from the Sorbena cactus is painted onto a dead body or body part, that body or body part will be preserved and not start to decompose for a week. After that time, another dose of sap may be used to preserve the body for another week, but multiple doses can not be applied together. Each dose must be applied at the end of the week when the previous dose is flaking off.

Stillwort: If the aromatic seed pod of the Stillwort plant is chewed so that it bursts in the mouth, the sudden burst of tiny pungent seeds shocks the chewer out of up to three rounds of stun-like conditions.

Stingingroot: If Stingingroot leaves are rubbed onto an area with Light muscle damage, they will cause the muscle to repair itself; although this is rather painful for the patient.

Swampbalm: When a tea-like infusion is made from Swampbalm flowers and then applied to an area with a shattered bone or joint, it will dissolve the fragments of bone and cause the original bone to re-grow; healing the shatter.

Sweetbulb: If a Sweetbulb is put in the mouth of a dead body whose soul has not yet left, it will prevent the soul from leaving for twenty four hours. If the body is healed to a survivable state during that time, it will come back to life. As the twenty four hour period is finishing and the existing Sweetbulb is almost shrivelled up, it can be replaced with a fresh one to jeep the soul with the body for another twenty four hours.

Tamaipetal: If a body part is placed in a bath of Tamiapetal flowers, over the course of the next eight hours it will regrow any missing parts until the body is whole. If this is done to a live body, the body will be fully healed of any damaged or missing parts. If this is done to a dead body, the body will be healed as a live body is, and will not start decomposing until after the eight hour period is finished, at which point it will decompose at the normal rate.

Table 6-7: Healing Herbs		
Herb	**Usage**	**Cost**
Wild Balm	Heals 1-10 Hits	4d
Admonindes	Heals 5-50 Hits	2/-
Bitter Bane	Heals 10-100 Hits	4/-
Devil's Winony	Heals 20-200 Hits	7/-
Warriorscup	Removes Stun (1 rnd)	1/-
Stillwort	Removes Stun (3 rnds)	3/-
Asaraliany	Removes Stun (5 rnds)	4/-
Maniannis	Heals Light Burns	8d
Sali Berry	Heals Serious Burns	1/8
Jumin Grass	Heals Critical Burns	2/8
Edrel Vine	Heals Light Frostbite	8d
Fumimusaca	Heals Serious Frostbite	2/-
Shepherdstongue	Heals Critical Frostbite	3/-
Faerie Thorn	Heals Light Fracture	4d
Nightosa	Heals Serious Fracture	1/-
Swampbalm	Heals Shatter/Critical Fracture	4/-
Jubwort	Heals Cartilage	8d
Elpiasil	Heals Damaged Joint	1/8
Stingingroot	Heals Light Muscle Damage	4d
Ansind Leaf	Heals Serious Muscle Damage	8d
Bargulach	Heals Critical Muscle Damage	4/-
Moon's Root	Heals Tendon Damage	1/-
Monksbark	Heals Light Nerve Damage	8d
Druid's Crown	Heals Serious/Critical Nerve Damage	1/8
Mountaincreeper	Cures Paralysis	4/-
Groomsberry	Joins Limb (1-10 day recovery)	9/-
Bitterbulb	Joins Limb	£1
Kalrel	Regenerates Limb	£1 2/-
Tamaipetal	Regenerates Whole Body	£5
Healer's Valerage	Cures Bleeding (1/rnd)	8d
Alali	Cures Bleeding (3/rnd)	1/8
Borany	Cures Bleeding (Any)	2/-
Sagesbulb	Heals Organ Damage	3/-
Golden Bark	Heals Brain Damage	7/-
Sorbena	Preserves Body (1 week)	2/-
Sweetbulb	Soul Keeping (1 day)	3/-
Alethmile	Raises Dead	10/-
King's Wort	Removes Decay	4/-

Any body part the size of a finger bone or larger can be regenerated to a full body this way. See *Chapter 9 - Injury and Healing* for more details of how regeneration and raise dead interact when there is the possibility of multiple bodies.

Warriorscup: If a Warriorscup mushroom is bitten into, it releases a sour juice that shocks the chewer out of a single round of stun-like condition.

Wild Balm: The seeds of the Wild Balm are ground into a powder and made into a paste which is allowed to dry to form blocks. If one of those blocks is eaten, it soothes fatigue and pain healing the eater of 1d10 hit points.

CHAPTER 8 – COMBAT

When a fight breaks out or a fight is about to break out, between two groups of characters or foes, timekeeping in the game is handled in a series of ten-second rounds, and the rules in this chapter are followed.

Although in reality combat is fluid with actions happening simultaneously, in *Blood, Guts & Glory* the action is split into a number of discrete rounds during which each combatant (usually) gets one action. Within the round, the action of each combatant is handled one at a time, in order of their initiative.

THE COMBAT ROUND

Each combat round is a period of ten seconds. During this time, each combatant will normally perform a single action and possibly also move. The round is split up into three phases, which are always performed in order:

> Statements of Intent
> Initiative Roll
> Actions (in initiative order)

When all phases have been performed, a new round starts with the first phase again. This continues until there is no more combat or round-by-round action (such as chasing fleeing combatants) happening.

STATEMENT OF INTENT

At the start of each round, each of the players must announce what their characters are intending to do in the round, and the Game Master announces what the foes will do.

The statement of intent phase is split into three segments, which proceed in order.

Firstly, players may announce what actions their characters will be doing this round, if they wish their characters to do such actions urgently. If a player announces their character's action at this time, their character is assumed to be pressing on with that action quickly, and the player will get a +2 bonus on their initiative roll this round. However, the disadvantage of announcing at this time is that their intent is obvious to their enemies who may decide how to respond accordingly.

Secondly, the Game Master announces what actions the foes will be doing this round, taking into account the fact that the foes will be aware of the intentions of the players that have already announced such intentions.

Thirdly, players who wish their characters to fight in a more cautious manner must announce what their characters will be doing this round. They have the advantage of not declaring (or deciding) until after they know what the foes are doing, but pay for this hesitancy by having a -2 penalty on their initiative roll this round.

When announcing their actions, people must specify whether they are going to attack (including target and how much of their Attack Bonus they will convert to extra Dodge Bonus), run (including intended destination), cast a spell (including which spell and which targets), or do another action.

Certain spells are labelled as "Snap" spells. These spells require no preparation, and are cast during the Statement of Intent phase of the round. On the rare occasion that two conflicting snap spells are being cast during the same round, the casters should roll a simple 1E20 roll to see which one happens first.

Each combatant may only cast a single snap spell in a round, and combatants who cast a snap spell during the Statement of Intent phase may not cast a second spell during the Actions phase, but they may start preparing a spell during that phase for casting in a later round.

INITIATIVE

Once everyone has announced their actions for the round, everyone rolls for initiative, in order to see who manages to complete their actions first.

The basic roll for initiative is 1E20, although there are various situations or abilities that can modify this roll:

> A player who declared a statement of intent before the foes did gets +2.

> A player who waited to see what the foes were doing before declaring a statement of intent gets a -2.

> All characters add their Dexterity Modifier to the initiative roll.

> Some foes get a bonus or penalty to their initiative roll.

In some cases, an item or ability will specifically indicate that a character or foe will either automatically win initiative or automatically lose initiative.

If there is only one combatant using such an ability in a round, then the effect is straightforward. The combatant does not need to roll for initiative, and instead automatically wins or automatically loses depending on the ability.

If there is more than one combatant who "automatically wins" initiative then all those combatants will act before everyone else, but they should roll initiative normally in order to determine the order in which they go in relation to each other.

Similarly, if there is more than one combatant who "automatically loses" initiative then all those combatants will act after everyone else, but they should roll initiative normally in order to determine the order in which they go in relation to each other.

When two or more combatants roll the same initiative total, their actions should take place simultaneously with the results of both actions being resolved after both actions have taken place. Common sense should prevail here, although if both make attacks on each other, then it should be possible for both to kill each other simultaneously.

When rolling for initiative, the players should each roll individually for their characters. The Game Master should roll once per different type of foe that the players are fighting, and also roll separately for leaders and/or other special foes.

ACTIONS

The following actions are commonly performed by combatants during *Blood, Guts & Glory* combat. The list is not exhaustive, as unusual situations may require unusual actions to be performed, such as breaking down a door.

In these cases, extrapolate from the listed actions in order to determine when the action can be done, how it affects initiative, and whether a character can also move in the same round.

Activate Magic Item: A combatant who declares that they are activating a magic item (such as a wand or rune paper) must declare which item they are activating, which of the item's powers they wish to use, and who the targets are (if any).

Only some magic items need to be activated in this way. See *Chapter 5 - Magic* for more details about magic items.

The combatant is considered to be in the process of activating the item from the start of the round until their action is resolved. If they take any damage before their turn (because someone who beat their initiative attacked them, for example) the activation is disrupted.

A combatant who is activating a magic item may not transfer any of their Attack Bonus to their Dodge Bonus.

If the activation is disrupted, the item still counts as having been used. Depending on the item and power being activated, this may result in charges or 'per day' usages being used up.

A combatant may abandon their activation action entirely if they so choose (for example if their chosen target is no longer valid or if the activation got disrupted) but may not otherwise change the target, item or power during their action.

Attack: A combatant who declares that they are attacking (whether in melee, by throwing something, or by firing a missile weapon) must declare who they are attacking during the statement of intent phase.

The combatant must also declare how much of their Attack Bonus they will be transferring to their Dodge Bonus when they declare their attack.

A combatant who declares that they are attacking with a two handed melee weapon automatically loses initiative.

A combatant who is attacking can move their normal per-round movement distance (40' for an unarmoured character; 30' for a lightly armoured character; 20' for a heavily armoured character) before making the attack, but may not move after the attack.

Normally a combatant can make only a single attack per attack action, but some combatants are capable of making multiple attacks. These multiple attacks occur as part of the same action and on the same initiative, and the combatant cannot move between attacks. If a combatant has multiple attacks, then they must declare the target for each attack during the statement of intent phase.

When taking their action, the combatant must move toward and attack the target(s) that they declared attacks on. They cannot change targets during the round, although they can simply abandon either the movement or the attack or both, and simply not make one or the other if they choose.

If a combatant abandons the attack, they may not change their action.

Cast Spell: A combatant who declares that they are casting a spell must declare which spell they are casting and who the targets are (if any). If the spell is one that requires preparation, the combatant must have spent the required number of consecutive previous rounds preparing the spell.

The magical special abilities of foes are considered spells for this purpose, even if they do not exactly match the description of a standard spell.

In order to cast a spell, the caster must be able to speak and must have at least one hand free to gesture. Additionally, any other specific requirements determined by the sphere of magic that the spell comes from must be met.

The caster is considered to be in the process of casting the spell from the start of the round until their action is resolved. If they take any damage before their turn (because someone who beat their initiative attacked them, for example) the spell casting is disrupted.

If the spell is disrupted, the mana is still used up.

A combatant who is activating a magic item may not transfer any of their Attack Bonus to their Dodge Bonus.

A caster may abandon their spell casting action entirely (for example if their chosen target is no longer valid or if the spell got disrupted) but may not otherwise change the target or spell during their action.

Charge: A character can only charge if they are using a spear or lance and if they are mounted.

A combatant who declares that they are making a charge must declare the target during the statement of intent phase.

The character's mount moves up to the mount's normal per-round movement speed, and the character makes a single attack against their target the end of the movement.

The attack is resolved on the Mounted Lance attack table rather than the Spear table.

A combatant who is charging may not transfer any of their Attack Bonus to their Dodge Bonus.

Concentrate: Some spells or other effects require ongoing concentration.

A combatant who declares that they are concentrating to maintain an effect must declare what the effect is that they are concentrating on, and if the effect is one that can be changed or moved by concentration they must also declare how they are changing or moving it. If the combatant also wishes to move in the round that they are concentrating, they must also declare where they are moving to.

A combatant who is concentrating may move up to half their normal per-round movement speed during their action (20' for an unarmoured character; 15' for a lightly armoured character; 10' for a heavily armoured character).

The concentration is assumed to last for the entire round, so if the combatant who is concentrating takes any damage during the round they will lose their concentration and the effect that requires concentration to maintain will end.

A combatant who is concentrating may not transfer any of their Attack Bonus to their Dodge Bonus.

A combatant whose concentration has been disrupted before their action may still make their declared movement.

Fighting Withdrawal: This action may only be declared if the combatant is in melee at the start of the round.

This is similar to a normal attack action in that the character can first move their normal per-round movement rate (40' for an unarmoured character; 30' for a lightly armoured character; 20' for a heavily armoured character) and then make one or more attacks.

As with a normal attack action, the character must also declare how much of their Attack Bonus they will be transferring to their Dodge Bonus.

However, instead of being committed to attacking their target, and moving if necessary to reach the target; the combatant is instead committed to moving away from their target.

If the target acts before the character doing the fighting withdrawal, the withdrawing character gets their full defences against any attacks the target might do.

If the target acts after the character doing the fighting withdrawal, and follows them in order to attack them, the withdrawing character interrupts the attacking character after movement but before their attack in order to make their own attack.

Prepare Spell: Some spells will require one or two rounds worth of preparation before they are cast. A combatant who declares that they are preparing a spell must declare which spell they are preparing, but does not have to decide which potential targets the spell will have until they cast it.

If the combatant also wishes to move in the round that they are preparing the spell, they must also declare where they are moving to.

A combatant who is preparing a spell may move up to half their normal per-round movement speed during their action (20' for an unarmoured character; 15' for a lightly armoured character; 10' for a heavily armoured character).

The spell preparation is assumed to last for the entire round, so if the combatant who is preparing a spell takes any damage during the round they will lose their preparation and must start preparing again the following round. If the preparation for a spell is disrupted in this manner, the caster does not lose the mana for the spell.

A combatant who is preparing a spell may not transfer any of their Attack Bonus to their Dodge Bonus.

A combatant whose spell preparation is disrupted before their action may still make their declared movement.

Run: A combatant using the run action can move up to three times their normal per-round movement speed (usually 90' for a lightly armoured character).

The combatant must declare where they are running to during the statement of intent phase - although this may be towards a moving target such as towards another combatant.

A character who chooses to do the run action may not change where they are running to, but may stop running at any time short of their intended destination.

A combatant who is running does not count their shield bonus towards Dodge Bonus.

A combatant who is running may not transfer any of their Attack Bonus to their Dodge Bonus.

Set Spear: A character can only set a spear if they are using a spear or lance.

A combatant who declares that they are setting a spear against possible charges does not need to specify targets. The character braces their weapon against the ground for the whole round, and waits for incoming attacks.

If, at any point during the round, the combatant is attacked by someone using the charge action, they may interrupt the charging character's action after movement but before their attack in order to make their own attack.

This attack is made using the Mounted Lance attack table rather than the Spear table.

A combatant who is setting a spear may not transfer any of their Attack Bonus to their Dodge Bonus.

Use Non-Activatable Item: A combatant who declares that they are using a non-activatable item (such as a potion) must declare which item they are using, which of the item's powers they wish to use, and who the targets are (if any). If the combatant also wishes to move in the round that they are using the item, they must also declare where they are moving to.

Only some magic items can be used without activation in this way. See *Chapter 5 - Magic* for more details about magic items.

A combatant who is using a non-activatable item can move their normal per-round movement distance (30' for a lightly armoured character) before using the item, but may not move after using it.

A combatant who is using a non-activatable magic item may not transfer any of their Attack Bonus to their Dodge Bonus.

When the take their action, the combatant cannot change targets during the round, although they can simply abandon

either the movement or the usage or both, and they can simply not make one or the other if they choose.

If a combatant abandons the usage, they may not change their action.

ATTACK ROLLS

Before an attack is rolled, you need to know four things.

Firstly, you need to know the Attack Bonus of the attacker. It the attacker is a character, this will normally be the same as their skill total in the weapon skill for the weapon, martial arts form, or weapon-like spell that they are using.

This skill total will normally have the character's relevant ability modifier already factored into it, as well as and penalties for armour worn. In the case of foes, their attack bonus with a particular attack is listed as part of their statistics.

Secondly, you need to know the Armour Class of the defender. For a character, and for some foes, this will depend on what type of armour they are wearing. Other foes will have inherent armour classes.

Thirdly, you need to know the defender's Dodge Bonus. For characters, this is normally comprised of the character's Dexterity Modifier (possibly reduced by the armour that they are wearing, see *Chapter 7 - Equipment* for details) plus the bonus provided by their shield (if they are using one) plus optionally their Dodge skill total (if that skill total is greater than zero).

When declaring an Attack or Fighting Withdrawal action, characters may choose to transfer some of their Attack Bonus over to their Dodge Bonus in order to fight more defensively. Points transferred in this way no longer add to the character's attack this round (if the character chooses to make one) but do count towards the character's Dodge Bonus against all incoming attacks during the round.

Fourthly, you need to know the Cap of the attack. For most attacks, the default cap of 30 is used. However, the natural attacks of creatures will be given a Size - Small, Medium, Large or Huge. This determines the cap for the attack. Similarly, for characters using martial arts the grade of martial arts skill being used determines the cap for the attack. See Table 7-1: Attack Caps for details of the attack cap for each size or grade.

Once you know these four things, you can make the attack roll.

Roll 1E20 + Attack Bonus - Dodge Bonus

If the result is a "natural" 1 (i.e. The die rolls a "1" before the other modifiers are applied) then the attack has missed, regardless of its bonus.

If the result is higher than the attack's cap, then the result is reduced to that value.

Look up the result on the relevant attack table for the attack (found in Appendix V - Attack Tables). This will tell you if the attack missed, or how much damage (and what severity of critical hit) it did if it hit.

READING AN ATTACK TABLE

Each attack table has twelve columns, one for each of the twelve possible Armour Classes. To see how much damage the attack did, look down the column corresponding to the target's Armour Class until you come to the row for the modified roll. The entry in that row and column of the table gives the amount of damage and possible critical severity that the attack has done.

Note that if the modified roll is less than 1, then it should always be treated as a miss. Also, if the modified roll is greater than the limit for the type of attack being made, then it is treated as being the limit.

The limit of an attack is normally 30, but some attacks have smaller limits based on the size or skill of the attacker. These tables will indicate what their limits are in their notes.

The result in the attack table for combination of Armour Class and modified roll can be one of three types:

"-" - If the result is a dash then the attack missed.

"3" - If the result is a simple number, then the attack hit, and the number indicates the amount of damage taken by the target.

"10C" - If the result is a number and a letter, then the number shows the amount of damage taken by the target and the letter indicates that the attack was a critical strike. The attacker must select a type of critical from those listed in the attack table's notes, and roll on the relevant critical table using the column for the severity shown by the letter part of the result.

Note that on some of the attack tables it is possible to get a critical which has a severity higher than an 'E' if the attacker rolls well enough. In these cases, the attack actually does more than one critical, based on the following progression:

$$\text{"F"} = E + A$$
$$\text{"G"} = E + B$$
$$\text{"H"} = E + C + A$$
$$\text{"I"} = E + D + B$$

In these cases, a different type should be chosen for each of the criticals if possible.

Table 7-1: Attack Caps			
Fall Length	**Attack Size**	**M/A Grade**	**Attack Cap**
0-10'	Small	1	21
11-20'	Medium	2	24
21-30'	Large	3	27
31'+	Huge	4	30[1]
[1] Weapons and weapon-like spells also have an Attack Cap of 30			

READING A CRITICAL TABLE

If the result of an attack shows that a critical hit has been made, roll 1d20 (not 1E20) on the table for the chosen critical type and consult that row of the table.

The first entry on the row gives a description of the critical that has been made from the point of view of the attacker. The following five entries show the effect that the critical hit has based on the severity of the critical.

Note that the descriptions of the critical strikes assume that the target is a humanoid with two arms and two legs. If the target is shaped differently, then you should use common sense to apply the best match in terms of location. For example a quadruped will not have arms, but any arm hits can be simply treated as foreleg hits. Similarly a snake would treat arm hits as body hits, and a protoplasmic ooze with no form would simply treat all hits as hits to its mass.

In these cases, the effect of the critical should be applied as best it can, even though the description (and possibly the name of a particular bone or joint) does not apply.

Additionally, some creatures that have particularly unusual bodies, such as the aforementioned jelly, or a golem made from solid stone, or a zombie that has no need for its internal organs may be immune to certain types of critical damage.

In some cases, the foe description in Appendix IV - Foes will indicate the exact immunity that the foe has. However, exact details for every foe and every critical can not be listed. Common sense should be used in these cases to determine which aspects of a critical are caused by the specific damage (usually the PEN or DIE) and which are more general (usually the BLD, DMG or DAZ).

Another situation that can crop up is where the critical result shows that a character is hit in a location such as a hand that they have already lost due to previous damage. In these circumstances, it is best to simply ignore the critical completely. It's a small consolation for having lost a body part.

SPECIFIC CRITICAL EFFECTS

When you look up a critical hit, the result may have a description of an actual injury, such as "Broken Rib" or "Lung Damage" or so forth. If so, this description will also have a severity listed: (L), (M) or (S). This indicates whether the specified injury is "Light", "Medium" or "Severe" for the purposes of natural healing and healing spells.

Sometimes the critical description will involve multiple components that happen together or conditional components that only happen if a particular statement is true.

Additionally, this description may include other miscellaneous effects such as "Drop Weapon". These effects should be self explanatory.

Occasionally, an injury or effect will be followed by a duration in bold type, for example "Weapon Arm Grabbed (3 RNDS)". In these cases, the listed duration indicates the maximum duration that the effect will persist for - although it may be possible for the effect to be negated before that duration has expired, for example the attacker who has grabbed a target may let go in order to make another attack, or a target whose clothing is on fire may spend a round putting the fire out.

In addition to this normal text, the critical will list one or more special status effects that are imposed on the target. The possible effects are:

DMG 5 - The target takes additional damage from the attack equal to the listed number.

INI - The target will automatically lose initiative during the following round of combat. This effect may optionally be followed by a duration, in which case the target will automatically lose initiative every round until the duration expires.

DEF 3 - The target is put On The Defensive for the listed number of rounds. While on the defensive, the character may not attack and must assign all of their Attack Bonus to their Dodge Bonus each round. This effect may optionally be followed by a penalty, in which case the penalty is applied to the Attack Bonus before it is transferred.

DAZ 2 - The character is Dazed for the indicated number of rounds. Characters who are dazed may not attack or cast spells, may assign no more than half of their Attack Bonus to their Dodge Bonus, and are at a -4 penalty to other actions.

STN 4 - The character is Stunned for the indicated number of rounds. Characters who are stunned may not attack or cast spells. Neither may they assign any of their Attack Bonus to their Dodge Bonus. Additionally, they are at a -4 penalty to other actions.

BLD 3 - The character is Bleeding and will take the indicated amount of damage each round until the bleeding is healed or stopped by outside intervention or until they die whichever happens first. Note that even BLD 1 indicates a wound bad enough to cause a character to bleed to death without first aid.

PEN -8 - The character takes the listed penalty to all actions. This penalty lasts until the listed injury or injuries have been healed. In the case of an injury with more than one component, the penalty is proportionally lowered as each component of the injury is healed (for example if a character takes a -8 penalty deriving from a "Broken Rib + Muscle Damage" and has the muscle damage magically healed, they have had half the components of the injury healed and therefore half of the penalty goes away and the -8 penalty is reduced to a -4 penalty.

BACK 10 - The character is knocked backwards the indicated distance (in feet) by the force of the blow.

DOWN - The character is knocked to the floor, and must get back to their feet before they can continue fighting. Standing up takes a characters movement allowance for the round.

OUT - The character is knocked unconscious by the hit. The character will come to in 1d20 minutes, unless the specific critical indicates otherwise.

DIE 5 - The character will die from their injuries after the indicated number of rounds have passed. To prevent such death, one or more of the listed injuries must be healed or otherwise alleviated before the time period is up. Note that if multiple injuries are listed together, you should use common sense about which components of the injury are life threatening and which are not. Sometimes the DIE effect will be listed without a duration. In these cases the injuries are immediately fatal to the unfortunate target.

BON +4 - The attacker gains the indicated bonus to their next attack, providing it is made as the next action that the character makes.

Temporary Critical Effects

Sometimes one or more of the special status effects will be marked with an asterisk (*). These effects are dependent on

the described effect - for example a PEN -3* effect in a critical together with a "Shield Arm Grabbed" effect will disappear when the attacker lets go of the arm.

One or more listed special status effects may also be given a specific duration, in just the same way that the normal effect may. Like the normal injury, the effect will end at the end of the duration.

ATTACK MODIFIERS

Various factors will affect the to-hit roll of an attack. Some, such as the attacker having a magical weapon, will make it easier for them to hit their target by giving a bonus to the to-hit value. Some, such as the target being invisible, will make it more difficult for the attacker to hit them.

Cover: If the target of a missile, thrown or hurled attack is partially or wholly hidden behind an object (e.g. a parapet or a table, or is behind an arrow slit), the attacker gets a penalty as shown on Table 7-2: Cover. Soft cover is cover that blocks sight of the target but will allow attacks through (such as smoke or a curtain). Hard cover is cover that will block both sight and attacks (such as a wall or an overturned table).

Haste/Slow: An attacker gains a +2 bonus to their attack roll for every level of speed (either because they are hasted or their target is slowed) that they have above their target's speed. Similarly, an attacker gains a -2 penalty to his for every level of speed they have below their target's speed.

Special Armour: Magical armour or armour made from rare materials can give a defender a bonus to their Dodge Bonus. Note that only armour can give this bonus, not bracers or helmets.

Special Weapons: Magical weapons or weapons made from rare materials can give an attacker a bonus to their Attack Bonus. In the case of magical missile weapons, use only the higher or the weapon's bonus and the ammunition's bonus.

Special Shields: Magical shields or shields made from rare materials can give a defender a bonus to their Dodge Bonus. Note that in situations where a character does not get their normal shield bonus they do not get this extra bonus either.

Off Hand: If a combatant is using a weapon in their off hand, all attacks with that weapon have a -4 penalty on to-hit rolls.

Range: If a ranged attack is made at short range for the weapon, the attacker has a +1 bonus to hit with the attack. If it is made at long range, the attacker has a -1 penalty to hit with the attack. The ranges for each weapon are listed in the notes for that weapon's attack table.

Unseen Attacks: If an attacker attacks from above or behind their target, or is invisible, or otherwise can't be directly seen by the target in a combat situation; the attacker gets a +2 bonus to hit, and the target cannot count any shield bonus

towards their armour class. Additionally, if the attacker has the Sneak Attack skill they may apply it to any critical roll done by the attack.

Unseen Target: If a target is not visible to the attacker for any reason, the attacker has a -4 penalty to hit with melee attacks, and cannot attack at all with ranged attacks.

Wound Penalties: Many of the wounds received from critical hits give specific penalties to actions. These penalties apply to a character's Attack Bonus and to their Dodge skill total (and therefore may make it no longer worth using that skill). However, these wound penalties do not apply to the Dodge Bonus of a character who is not using the Dodge skill.

MISSILE WEAPONS & MELEE

If a character is in melee with one or more other combatants when their action occurs, they can not use a missile weapon.

Thrown and hurled weapons may still be used in this situation.

HASTE & SLOW

Characters can be hasted or slowed by the Haste and Slow spell, and also by other similar effects.

Multiple versions of the hasting or slowing effect do not stack, but different effects (i.e. a haste and a slow) do cancel each other out.

The effects of haste and slow on a character are as follows:

Slowed: The character moves at half normal speed and makes attacks at half their normal rate. They also automatically lose initiative.

Hasted: The character moves at double their normal speed and makes attacks at double their normal rate. They also automatically win initiative.

Magical actions, such as using magical devices or casting or preparing spells are not affected by haste and slow, and always

take the normal time to perform. The character still gets the initiative bonus or penalty; and if the magical action is one that also allows movement in the same round, that movement is affected normally by the haste or slow.

Characters may find that they a making half an attack per round or one and a half attacks per round when slowed. In these cases, the character's "half" attack is made every other round.

TWO WEAPON FIGHTING

When a character wields a weapon in either hand, they make one extra attack with their off hand weapon in addition to however many attacks they get with their primary weapon.

The attacker is has a -4 penalty to hit with off-hand attacks.

The additional off hand attack is not affected by haste or slow conditions.

When they are transferring some of their Attack Bonus to their Dodge Bonus, characters wielding two weapons must subtract the points transferred from both their attack bonuses, but only get to add them to their dodge bonus once.

EFFECTS OF DAMAGE

There are two types of damage that a character can get as a result of an attack: hit point loss and specific status effects.

Hit points represent general pain and fatigue. Characters can fight normally as long as they have at least one hit point left. However, a character who is reduced to zero or fewer hit points falls unconscious until their hit point total rises above zero again.

Due to excessive damage or ongoing damage (such as bleeding) a character's hit point total can go below zero.

There are no further effects on a character who has negative hit points, unless their hit point total reaches a level equal to minus five times their Constitution score. Once this point is reached, the character will die.

Specific status effects can range from being stunned to bleeding to being killed outright by an attack. A list of the most common conditions, and their effects, is given below (see Appendix V - Attack Tables for details of how these conditions are noted in a critical description):

Bleeding: Although minor damage may cause superficial blood loss, a character who has the Bleeding status is bleeding at a rate that will cause them to bleed to death if they do not get medical attention. The Bleeding status is also used for severe loss of fluid due to burns or frostbite, although these are treated the same for game purposes.

Table 7-2: Cover	
Type of Cover	**To-Hit Modifier**
Soft cover up to knees	-1
Soft cover up to waist	-2
Looking around or through soft cover	-3
Fully behind soft cover	-4
Hard cover up to knees	-2
Hard cover up to waist	-4
Looking around or through hard cover	-6
Fully behind hard cover	Can't Attack

Characters who are bleeding will lose a number of hit points each round. This hit point loss happens at the start of the round during the Statement of Intent phase. Bleeding of 5 hit points per round or fewer from a single injury can be stopped by the application of first aid and bandages. No roll for this is required, although it takes a full round of action per wound that is bandaged.

Bleeding of 6 or more hit points per round from a single injury is too severe for mere first aid, and will require magical healing of some kind to heal it and prevent the character dying.

It is important to note that multiple injuries that each cause 5 or fewer hit points per round to be lost but which cause more than 5 points per round between them can (and must) be healed separately, one injury per round, using first aid; although some healing magic can heal multiple smaller wounds in one go.
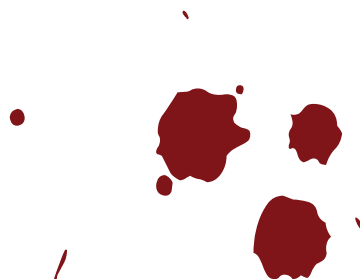
Dazed: A character who is Dazed may only perform the Fighting Withdrawal or Run actions. In either case they are not forced to move, and can remain in place.

However, the Dazed character may not make an attack, even if their Fighting Withdrawal action would otherwise allow them to. Similarly they may not cast snap spells (except those that specifically remove stun effects) or use the Focus Ki skill during the Statement of Initiative phase.

Characters who are Dazed may transfer no more than half of their Attack Bonus to their Dodge Bonus.

Finally, characters who are Dazed take a -4 penalty on any ability checks they may have to make during their movement.

Down: A character who is Down has been knocked to the ground. Unless the critical that gave the Down status condition says otherwise, the character can get to their feet as part of any action which allows them to move, instead of moving.

Dying: A character who is Dying has taken severe damage (usually to their internal organs) and will die in the time indicated by the critical. The only way to stop the character from dying is to heal the damage that caused the condition. If there are multiple components to the specific damage that caused the condition, you should use common sense to determine which need healing to remove the condition and which can be allowed to remain.

Lose Initiative: A character with the Lose Initiative status will automatically lose initiative for the number of rounds that the critical giving the condition states. Note that if multiple characters have the Lose Initiative status then they may need to make an initiative roll between them to determine the order in which they act.

On The Defensive: A character who is On The Defensive may only perform the Fighting Withdrawal or Run actions. In either case they are not forced to move, and can remain in place.

However, the On The Defensive character may not make an attack, even if their Fighting Withdrawal action would otherwise allow them to. Similarly they may not cast snap spells (except those that specifically remove stun effects) but may use the Focus Ki skill during the Statement of Initiative phase.

Characters who are On The Defensive may transfer all of their Attack Bonus to their Dodge Bonus.

Out: A character who is Out is unconscious, and will remain so for 1d20 minutes unless healed.

Penalty: A character with a Penalty from an injury takes that penalty on all skill totals until it goes away. While occasionally a penalty will be for a fixed duration, usually the penalty will be associated with an injury and will only go away when the injury is healed. If a penalty is associated with an injury that has multiple components, healing each component will remove a fractional part of the penalty (for example if a character has a -8 penalty due to muscle damage and a fractured tibia and the broken bone is healed, the character will then be at a -4 penalty until the muscle is also healed).

Stunned: A character who has been Stunned may only perform either the Fighting Withdrawal or Run actions. In either case they are not forced to move, and can remain in place.

However, the Stunned character may not make an attack, even if their Fighting Withdrawal action would otherwise allow them to. Similarly they may not cast snap spells (except those that specifically remove stun effects) or use the Focus Ki skill during the Statement of Initiative phase.

Characters who are Stunned may transfer none of their Attack Bonus to their Dodge Bonus.

Finally, characters who are Stunned also take a -10 penalty on any ability checks they may have to make during their movement.

TIMING OF STATUS EFFECTS

Although any hit point loss that is given to characters as a result of being hit is applied straight away, and may disrupt certain actions, status effects do not apply until the start of the following round.

A character who is stunned or even downed while performing an action due to an attack that beat their initiative still gets to complete the action that they were mid-way through (assuming it wasn't disrupted by the hit point loss that accompanies the status effect).

Additionally, Lose Initiative, On The Defensive, Dazed and Stunned effects do not run concurrently. A character who gains more than one of these effects at the same time, or who gains one of these effects while they already have one, adds the duration of the effects together.

Each round, the character applies the most severe effect that they have (Stunned > Dazed > Defensive > Initiative) and reduces the duration of that effect by one round.

If a character is healed by something that removes stun effects, it removes these effects starting with the most severe first. This may, if it happens in the Statement of Intent phase, reduce or completely remove the status effects on the character that round.

HELPLESS TARGETS

A target who is completely helpless because they are paralysed, sleeping or unconscious may be given a Coup de Grace with any weapon.

This will immediately apply an 'E' critical of any type that the weapon is capable of inflicting. If the attacker has any Sneak Attack skill, that skill can be used on this critical roll.

CHAPTER 9 — INJURY AND HEALING

In *Blood, Guts & Glory*, creatures (whether characters or foes) can be hurt in a variety of ways. However, almost all injuries will eventually heal given time; and with magical healing even death can be recovered from.

PHYSICAL INJURIES

Physical injuries are usually the result of combat or an accident of some kind. Being physically injured generally has two effects: the creature loses Hit Points and gains Specific Injuries (the latter are usually the result of criticals).

Hit Points

Hit point loss represents a mixture of pain, shock and fatigue. As long as a creature has at least one hit point remaining, they can operate without penalty. However, once a creature has reached 0 hit points it will collapse into unconsciousness. The creature will remain unconscious until its hit point total rises above 0 through a combination of natural and magical healing.

Hit points can go into negative values beyond simple unconsciousness, and if a creature drops to a negative value equal to five times its constitution score it will die.

In the absence of magical healing, lost hit points are regained at a rate of 1 per hour if a character is active; or 3 per hour if a character is asleep, unconscious, or otherwise resting.

Specific Injuries

When a character takes a specific injury from a critical, it will be accompanied by various temporary and permanent effects, such as stunning or dazing the character, making the character bleed, or giving the character a penalty to actions.

Additionally, each specific injury has a severity, which will be either Light, Serious, or Critical.

Any penalty listed with the injury that is not temporary in nature will apply until the injury is healed. In the absence of magical healing, this will take time based on the severity of the injury:

<div align="center">

Light Injury = 2 days
Serious Injury = 2 weeks
Critical Injury = 2 months

</div>

Some races heal faster or slower than others, and each species has a multiplier that must be applied to the above times.

These times assume that the injuries are being treated, but that the creature remains relatively active. If the creature is given bed rest and is being looked after, these times should be halved; but conversely if the creature receives no treatment these times should be doubled.

The effects of an injury last until it is fully healed although in the case of some severe injuries, for example those involving the loss of a limb, even after the injury has healed and the penalties have gone away the creature will still have an after-effect that never goes away (in this case a limb being missing). Such after-effects can only be healed magically.

In some cases, an injury will contain multiple components. For example it might consist of both a torn muscle and a broken bone. In these situations generally only a single set of penalties is given for the whole injury, and the components of the injury can be assumed to heal together; with the penalties going away as normal at the end of the healing period.

However, it is possible that one part of a compound injury will be magically healed and the other will be left to heal naturally. In these cases, the penalties for the injury should be reduced proportionally. For instance, in the example above with a torn muscle and broken bone, fixing the broken bone magically and leaving the muscle to heal naturally will halve the penalty given by the injury because half the components of it have been healed.

Death and Dying

Sometimes the injuries that a creature sustains will be so severe that the creature will die from them.

The most common cause of death is being reduced to a negative hit point total equal to five times the creature's constitution score - whether from repeated damage or from unattended bleeding. However, some criticals can cause a character to die in a number of rounds or even immediately due to problems such as organ or brain damage.
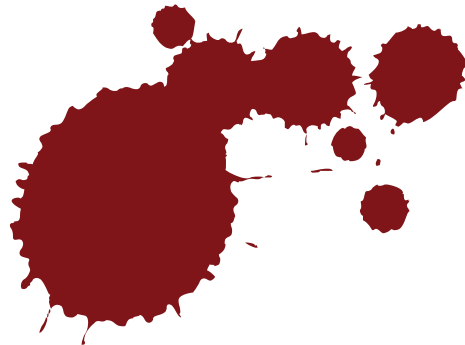
When a non-sapient creature dies, it simply dies. However, when a sapient creature dies things are slightly complicated by the presence of the creature's soul.

When a creature with a soul dies, the soul immediately leaves the body. It then hovers in the vicinity of the body for a period of time before moving on to whatever afterlife awaits.

This period of time, which will usually be only a minute or two, is known as a Grace Period. During this time, if the creature's body is healed to a point where life could continue, the soul will automatically return to the body and the creature will be restored to life. If the creature's body is not sufficiently healed by the end of the grace period, the soul will pass on and healing the body after that point will no longer be sufficient.

It will take a major effort (such as use of the Raise Dead spell) to restore life to the creature.

During a creature's grace period, its soul cannot interact with the world but the soul can still observe the world with senses analogous to the creature's normal ones; and if the body is healed before the grace period ends the creature will remember what happened in its vicinity while it was dead, having seen and heard the events as an out-of-body experience.

RAISING THE DEAD

Although death is a traumatic experience, it is not necessarily the end. Even death can be overcome with the right magic.

However, once a character's Grace Period has ended, and their soul has departed from the vicinity of their body, healing on its own will not bring them back. Nevertheless, it is still a necessary part of the process.

The first thing to do when trying to bring someone back from the dead is to heal the body until it is in a state where it can support life once more. If the body is fresh, this may only require healing the fatal injury that the creature sustained. If the body is not fresh, then any decay or further damage that the body has sustained will need to be healed too.

The exact rate of decay of a corpse will vary tremendously based on its circumstances (dry or cold environments slow decay down, warm or wet environments speed it up). A good rule of thumb is that after a day, a body will have taken the equivalent of Light muscle, blood and organ damage resulting in a -2 penalty to all actions; after a week it will have taken the equivalent of Serious damage to these areas and the penalty increases to -8; and after a second week it will have taken Critical damage and the penalty becomes -16. After a month or more, the flesh of the body will be beyond repair and will need regenerating from the bones.

Obviously, the regular use of healing magic to cure the affected areas will keep this decay from becoming too great, but healing spells only cure the symptoms of decay rather than the cause, and if the body remains lifeless the decay will "catch up" with it. For example, healing the Light damage of a body that has been dead for a day won't stop the damage reoccurring the following day; and even if the light damage is cured every day, after a week it will still progress to the equivalent of Serious damage that will return each day.

The only way to actually stop the decay of a body part rather than just treating the symptoms of decay is via the use of Preserve spells.

Once the body has been healed back to a life supporting state, the soul must then be returned to it via the Raise Dead spell or the use of an Alethmile flower - either of which has limits on how old the corpse can be; even if has been kept fresh.

It is important to remember that the length of time dead for purposes of the limits of life giving magic is measured from the end of the Grace Period; but decay of the body starts at the beginning of the Grace Period. This may matter if the Grace Period is magically extended for a long period of time.

In some rare cases, multiple body parts may have been regenerated back into whole corpses independently of each other. In these cases (and in other cases where a soul might not want to come back to life) the following rules apply to any form of resurrection:

> The soul will know who is trying to raise it, and always has the choice of refusing to come back; choosing to remain in the afterlife.

> A body can only be brought back to life if it was the body in which the person died. Bodies created by regenerating body parts that were lost before death can not be used to bring someone back to life if they have since died.

> If there is more than one viable body for raising (because multiple parts of the corpse taken after death were each regenerated into a whole body independently) then any of them can be used to bring someone back to life.

> If a body is split into multiple parts during the Grace Period, the soul must decide which part of the body to remain attached to. Only that part of the body will spontaneously come back to life if healed.

> Once a person has been brought back to life, any previously viable bodies lose their viability and can no longer be raised even if the person dies once more. Only the body in which this subsequent death occurs will be viable for future raising.

POISON AND DISEASE

Poisons and diseases are both dangerous and either may be potentially fatal with even a small physical wound. Both types of hazard use the same rules in *Blood, Guts & Glory*.

Each specific poison or disease will have a type and a Penetration score. In a situation where a creature is exposed to a poison or disease, the creature or device doing the poisoning must make either a Penetration check against the victim's Poison Save DC or Disease Save DC (whichever is relevant).

If this initial check fails, the creature has not been affected by the poison or disease and need make no further checks.

If the check succeeds, the creature has been affected by the poison. The character is now Succumbing to the poison or disease and takes the listed Mild effect for that type of poison or disease.

While Succumbing to a poison or disease, after a specified duration (which will be indicated in the specific description of the poison or disease) the creature must re-roll the Penetration check as they try to fight off the poison or disease. If this new check succeeds, the poison or disease increases in severity one step if it can; from Mild to Moderate, Moderate to Severe, Severe to Extreme. The creature is still Succumbing to the poison or disease and this check must be repeated again after the duration listed in the new severity description, at which point it's condition may continue to worsen.

If the check fails, the creature is no longer Succumbing to the poison or disease, but is now Recovering from it instead. The severity of their symptoms does not change at this time.

While Recovering from the poison or disease, the creature must continue to make new checks after the specified durations. However, the results of these checks now changes.

If the check fails, the severity of the creature's condition decreases by one step; from Extreme to Severe, Severe to Moderate, Moderate to Mild, or Mild to gone. If the check succeeds, the severity of the creature's condition remains the same.

In either case, unless the condition has completely gone (in which case recovery is complete and the disease or poison is no longer in the creature's system) the creature must continue to make checks after the specified durations as above.

Some example poisons and diseases are listed below, but some unique situations or creatures may inflict unusual poisons or diseases that are not on this list:

Nerve Poison

Found in spider bites, scorpion stings, some snake bites (e.g. Black Mamba). The Penetration score will depend on the creature doing the poisoning.

> Mild (lasts 5 rounds): Confusion and loss of fine motor control, PEN -6.
> Moderate (lasts 5 rounds): Blurred vision and gross motor control loss, PEN -15.
> Severe (lasts 10 rounds): Stroke and minor brain damage, COMA.
> Extreme: Major brain damage, DIE.

Blood Poison

Found in some snake bites (e.g. Cobra). The Penetration score will depend on the creature doing the poisoning.

> Mild (lasts 10 rounds): Swelling at the point of injection, drowsiness and blurred vision, PEN -5.
> Moderate (lasts 10 rounds): Stiffness of movement and euphoria, PEN -9.
> Severe (lasts 20 rounds): Bluish tinge to extremities, unconsciousness, COMA.
> Extreme: Suffocation, DIE.

Muscle Poison

Found in some snake bites (e.g. Viper). The Penetration score will depend on the creature doing the poisoning.

> Mild (lasts 10 rounds): Swelling at the point of injection, light-headedness, PEN -1.
> Moderate (lasts 5 hours): Loss of coordination, PEN -6.
> Severe (lasts 24 hours): Fever, headache and delirium, COMA.
> Extreme: Death due to heart failure, DIE.

Gastric Poison

Found in many poisonous plants and fungi. The Penetration score will depend on the plant doing the poisoning and how much was eaten.

> Mild (lasts 6 hours): No symptoms.
> Moderate (lasts 24 hours): Abdominal pain and cramps, vomiting and diarrhoea, PEN -8.
> Severe (lasts 2 days): Liver damage, jaundice, COMA.
> Extreme: Liver and kidney failure, DIE.

Respiratory Poison

Found in marsh gas or volcanic caves. The Penetration score will depend on the particular circumstances.

> Mild (lasts 10 rounds): Mild Euphoria, light-headedness, PEN -4.
> Moderate (lasts 30 rounds): Strong euphoria, coughing fits, PEN -10.
> Severe (lasts 30 rounds): Dizziness followed by unconsciousness, COMA.
> Extreme: Suffocation and death, DIE.

Plague

Transmitted by flea bite. The Penetration score will normally be +15, but may vary from strain to strain of the disease.

> Mild (lasts 1 day): Rashes, swollen glands, mild fever, PEN -3.
> Moderate (lasts 2 days): Swollen and pus-filled glands, heavy fever and delirium, PEN -10.

> Severe (lasts 1 day): Open sores that ooze pus, bleeding from eyes and orifices, unconsciousness, COMA.
> Extreme: Death due to organ damage, DIE.

Consumption

Transmitted by coughing/sneezing. The Penetration score will normally be +8, but may vary from strain to strain of the disease.

> Mild (lasts 1 week): No symptoms.
> Moderate (lasts 1 month): Sweating, dizziness, coughing fits and pallor, PEN -4.
> Severe (lasts 3 months): Tremors, violent coughing fits, weight loss, PEN -10.
> Extreme: Permanent coma, victim will probably starve to death, COMA.

Rabies

Transmitted by the bite of an infected creature. The Penetration score will normally be +12, but may vary from strain to strain of the disease.

> Mild (lasts 3 weeks): No symptoms.
> Moderate (lasts 1 day): Shivering, fatigue, aching joints, sensitivity to bright lights. PEN -2.
> Severe (lasts 2 days): Delirium, hallucinations, aggression, partial paralysis, inability to speak or swallow, PEN -12.
> Extreme: Severe brain damage, DIE.

Blood 'Poisoning'

This is not actually a poison, but a disease transmitted by dirty wounds. The Penetration score will normally be +5, but may vary from strain to strain of the disease.

> Mild (lasts 4 days): Swelling and pain around the wound site, PEN -2.
> Moderate (lasts 1 week): Increased heart rate, fever, confusion, PEN -8.
> Severe (lasts 2 days): Swelling of body, unconsciousness, COMA.
> Extreme: Death due to organ failure, DIE.

Food 'Poisoning'

Again, this is not actually a poison, but a disease transmitted by poorly cooked or rotten food. The Penetration score will normally be +2, but this may vary from strain to strain of the disease.

> Mild (lasts 3 hours): No symptoms.
> Moderate (lasts 1 day): Vomiting, diarrhoea, abdominal cramps, PEN -8.
> Severe (lasts 1 day): Unconsciousness, blotches on abdomen, COMA.
> Extreme: Death due to organ failure, DIE

Zombie Infection

Transmitted by the touch of zombies, this magical disease has been known to wipe out whole towns after a zombie attack. The Penetration score will normally be +2.

> Mild (lasts 4 hours): Swelling and pain around the touched area, PEN -2
> Moderate (lasts 4 hours): Weakness, fever, confusion, PEN -8
> Severe (lasts 1 hour): Almost total paralysis, delirium, aggression, PEN -15
> Extreme: Victim dies and becomes a zombie, DIE

When it comes to adventuring, there is more to it than simply going from one fight to the next. There is usually much social interaction between the player characters and NPCs and/or foes - but that generally needs no specific rules. Players simply say what their characters are saying (either word for word or paraphrasing) and the GM has the NPCs react accordingly.

The two main activities performed by characters that do require specific rules are travelling through the wilderness (either simply travelling from place to place or exploring uncharted territory) and sneaking around indoors (usually in castles, dungeons, or ruins of some kind).

Table 9-1: Overland Movement				
	Per-Day Movement Rate			
Per-round Movement Rate	**Road Trail**	**Open Terrain**	**Broken Ground Desert Forest Hills Mud Snow**	**Glaciers Jungle Mountain Swamp**
10'	9 miles	6 miles	4 miles	3 miles
20'	18 miles	12 miles	8 miles	6 miles
30' (e.g. Draft Horse)	27 miles	18 miles	12 miles	9 miles
40' (e.g. Human)	36 miles	24 miles	16 miles	12 miles
50' (e.g. Camel)	45 miles	30 miles	20 miles	15 miles
60'	54 miles	36 miles	24 miles	18 miles
70' (e.g. Pony)	63 miles	42 miles	28 miles	21 miles
80' (e.g. Riding Horse)	72 miles	48 miles	32 miles	24 miles

suitable - and characters with a lot to carry may prefer wagons or other vehicles.

The distance that a group can move in a day is based on the movement speed of the slowest member of the group.

On open terrain, a group or individual can move 60% of their per-round movement speed in miles. For example, the movement rate of an unencumbered human is normally 40' per round. Therefore, an unencumbered human can travel 24 miles per day on open terrain.

Difficult terrain such as desert, forest, hills, broken ground; or difficult weather conditions such as snow or heavy rain reduces this movement speed by a third, to 40% of their per-round movement speed in miles.

For example, the movement rate of an unencumbered human is normally 40' per round. Therefore, an unencumbered human can travel 16 miles per day on difficult terrain.

Extreme terrain such as mountains, jungle, swamp or glaciers reduces the open terrain movement speed by half, to 30% of their per-round movement rate in miles.

Finally, paved roads increase movement speed by a half, to 90% of their per-round movement rate in miles, except in snow conditions; and established but unpaved trails increase movement speed by a half, to 90% of their per-round movement rate in miles, except in snow or heavy rain conditions.

Table 9-1 shows the movement rates (in miles per day) on each type of terrain for creatures with base speeds ranging from 10'/round to 80'/round; and table 12-2 shoes the approximate movement rates in standard 8-mile hexes (rounded to the nearest half hex) for the same creatures.

It is important to remember that the movement rates shown in those tables are for completely unencumbered people and are therefore unlikely to be reached by actual travellers.

Armoured humans will typically move at a speed of 20' rather than 40', and unarmoured humans carrying packs contain-

TIME & MOVEMENT

When exploring indoors, time is simply measured in straight-forward hours and minutes, as opposed to combat rounds which last 10 seconds each. Characters indoors in hostile areas are assumed to be moving slowly and carefully, keeping a look out for danger, and therefore move at a much slower rate than in combat.

The movement speeds of characters are normally measured in feet per round. When exploring indoors, characters normally move at three times their normal movement speed per ten minutes. When moving over familiar routes, characters can move at full combat rates.

Generally, it is not necessary to switch from general timekeeping to round-by-round timekeeping for simple actions such as someone casting a spell or picking a lock. However, when an encounter happens and it looks like a fight is about to break out then you should start counting off time round by round.

Special Movement

Characters who are climbing or swimming move at half their normal speed (usually 20'/round).

Overland Movement

Characters travelling overland normally do so either on foot or on mounts of some kind. Riding horses are the most common mount, but in desert environments camels may be more

ing food and gear will typically move at a speed of 30' rather than 40'. Similarly, although rider-less horses can move at 80', a horse with a saddle and rider will typically move at a speed of only 40'.

See *Chapter 7 - Equipment* for more details on how encumbrance affects movement rates.

Mixed Terrain

If someone is travelling on a mix of terrain during the same day it is best to simply assume that they travel at a rate governed by the majority of the terrain that they travelled across.

The sole exception to this (and this only happens in very rare circumstances) is that this method can sometimes result in someone travelling across more of a particular terrain type in a partial day than they normally could in a whole day, because they spent the majority of the day travelling on a much less difficult terrain.

In this rare case, the person's travel distance over the more difficult terrain is limited to the amount they could normally travel on that terrain in a whole day.

Fatigue

Creatures that are travelling long distances must rest for a full day for every six days that they travel.

Failure to do so results in a cumulative -1 penalty to to-hit and damage rolls due to long term fatigue per six days (or part of six days) of continuous travel after the initial six.

This penalty is reduced by 1 for each full day of rest taken.

DOORS

With the exception of the most basic natural cave lair, almost every building contains doors of one type or another separating areas.

Most internal doors are made of wood. In well maintained and occupied areas, they are likely to be in a good state of repair and may or may not be locked, but in old dungeons and tombs, they may be swollen with seeping damp or otherwise stuck. In some cases they may have even be magically locked.

The difficulty of opening a door depends on its state. Obviously there may be individual situations in some dungeons that are different - such as metal or stone doors - but usually they fall into one of the following categories.

Normal Door: Characters can simply push or pull this door open and walk through.

Stuck Door: A door that has become stuck must be shoulder-barged open. One character may attempt this per round, and must roll a Strength Check in order to do so.

FLEDER'S STORY

Asenath and Fleder are travelling to the capital. Unfortunately they have no horses, so they are travelling on foot.

Although Fleder is relatively unencumbered, Asenath's armour means that she moves at only 30' per round.

Unfortunately, the city is 240 miles away.

Given Asenath's movement rate, they pair can travel 27 miles per day. After six days of travelling, they have walked a total of 162 miles.

They now have a choice. They still have 78 miles to go, and at their walking speed this will take them another three days to walk.

They can press on, completing the whole journey in 9 days, but fatiguing themselves with a -1 penalty; or they can rest for a day before continuing.

This will make the journey last an extra day, but they will not be fatigued when they arrive.

Fleder's suggestion of a third option - stealing a couple of horses and getting there in a day without fatigue (because they only walked for six days and the horses only walked for one day) is vetoed by Asenath. But she does agree to see if there are any horses for sale.

If the first attempt is not successful, then whatever is at the other side of the door will be alerted by the noise and has no chance of being surprised.

Locked Door: A locked door may be barged open in the same way that a stuck door can be, although the Strength Check is made with a -4 penalty to effective strength.

Alternatively, someone can attempt to pick the lock. The difficulty of doing so will depend on the quality and complexity of the lock. Generally, a failed attempt to pick a lock will not alert creatures on the other side of the door.

Barred Door: A door that is heavily barred may be barged open in the same way as a stuck door, although the Strength Check is made with a -8 penalty to effective strength. A character cannot use their Pick Lock skill to open a barred door unless there is a mechanism for lifting the bar from the front of the door.

Magically Locked Door: A magically locked door might or might not be able to be physically forced open. The magic might need to be bypassed or dispelled in some way (the exact details will vary depending on the specific magic used).

Secret Door: A secret door is a door that has been camouflaged so that it does not appear to be a door. Typical secret doors

include walls that shift out of the way when a lever is pulled, fireplaces or bookshelves that rotate, or simply wooden doors that match the wooden panelled walls of a room.

Searching for a secret door takes 10 minutes per 10' section of wall searched, and each character searching must make a Spot skill check (with a difficulty based on how well hidden the door is) to find it. Note that if characters split up to search a room more efficiently, only one is likely to search the location of the secret door.

TRAPS

Traps are a common hazard in dungeons, and always a danger to adventurers.

The most common types of trap are often the simplest - pits with fragile covers that will give way when someone walks over them; poison needles in locks so that someone trying to pick the lock will prick themselves on them; blades or spears that are rigged to shoot out of the wall when a flagstone is stepped on; and so on.

Generally, adventurers will have no chance to accidentally notice these traps - although some individual traps that are crude or badly made may offer a chance. Traps must instead usually be detected by magical means or by actively searching the area using the Spot skill. The difficulty of finding a trap will depend on its sophistication and quality.

Searching a 10'x10' area for traps takes 10 minutes, just like searching for secret doors, and characters can search for both types of thing at the same time.

When a trap is found, adventurers generally have three options.

> They can try to get past the trap without setting it off.

> They can try to set off the trap without getting hurt by it.

> They can try to disarm the trap using the Disable Device skill.

If the attempt to disarm the trap fails, then the trap may be set off - although the may or may not get hurt by this, depending on the way in which the trap works. Should the trap be one that can be triggered more than once without needing to be manually reset, the character may attempt to disarm it a second time.

FLEDER'S STORY

Fleder discovers a trap door rigged to open under the weight of a person and deposit them in a pit. He tries to remove the trap, and fails; also failing his re-roll (see *Chapter 4 - Skills* for details on how the Disable Device skill works). The trap door swings open.

Although he was not standing on it and therefore hasn't fallen in, it is now open revealing a 10' wide pit that the party must work out how to cross.

Later, the party are walking up some stairs when Callow steps on a trapped step and a blade scythes out catching him on the leg. While Asenath heals his wound, Fleder attempts to remove the trap so that it won't go off again and hurt anyone else.

Not having a good day, he fails both the initial roll and the re-roll again. The blades scythe once more, but he is rather sensibly not standing on the trapped step so they do not hit him.

Eventually, the party come to a treasure vault containing a pedestal upon which sits a golden chalice. Fleder discovers that the pedestal is trapped and if the chalice is removed then some gas or liquid will be squirted out of it. He tries to remove the trap and fails both the roll and the re-roll yet again, cursing his dice. Poisonous gas is ejected from the pedestal and fills the room.

Unfortunately, since this fills the whole room leaving no-where safe to stand, it will affect Fleder.

ENVIRONMENTAL DAMAGE

Whether falling down pits, being squirted with burning oil, or being trapped in a room that is slowly filling with water; characters can be subject to a variety of harmful environments while adventuring - not all of which are the result of traps!

Listed below are a number of common ways that characters can be hurt by the environment:

Falling: Falling in an uncontrolled manner is handled by the character taking an attack rolled on the Falling attack table with a bonus equal to +1 per 5' fallen. The character may not use their dodge bonus against this attack roll.

If the character has deliberately jumped down rather than simply fallen down, they may make a Strength Check and reduce the effective falling distance by the check total (no DC is used for this check, simply add the 1E20 roll to the character's strength score).

If the character lands on something softer than rock (e.g. sand, snow, soil, a haystack) then the size of the fall attack may be reduced to a smaller size, at the discretion of the Game

Master. See *Chapter 8 - Combat* for more information about the size of attacks.

Fire: A natural fire the size of a camp fire will do an 'A' severity Fire critical strike each round that a character is touching it.

Being in a fiercely burning building will do 'C' severity Fire critical strike each round that a character is in it.

Extremely hot substances such as molten metal or lava will inflict 'E' severity Fire critical strikes on any who touch them, and those standing or suspended directly above them will take an 'A' severity Fire critical each round.

If a flask of oil is lit and thrown it makes an attack roll on the Fireball attack table against each creature within 5' of its target using the attacker's Brawling proficiency. The attacks are limited to a "Small" size. If the flask is thrown at a specific creature, the attacker gets the normal +5 attack bonus against that creature (but not against other creatures in the area).

Drowning and Suffocating: Characters who suddenly find themselves unexpectedly unable to breathe (because they're being choked or because they've suddenly been fallen into deep water, for example) can hold their breath for a number of rounds equal to half their Constitution score. If the character expects the situation and makes an effort to take deep breaths and hold their breath before entering it, they can hold their breath for a number of rounds equal to their full Constitution score.

Once the character can no longer hold their breath, they will start gasping uncontrollably and/or drowning; and will be at a -5 penalty to all activities (and be unable to cast spells) for 1d6 rounds.

Finally, the character will fall unconscious for a further 2d6 rounds before dying. If the character is brought to somewhere where they can breathe during this time, they can be revived by a character spending three full rounds helping them recover, or by any magical curing spell that heals hit points.

If a magical curing spell is cast on the character at any time before death but without removing them from the situation in which they cannot breathe, it will bring them back to the start of the suffocation or drowning process, as if they had just taken a deep breath.

MAPPING

When in dungeons, mazes, or other complicated areas it is common for one player to draw a map as the party progresses. The Game Master should encourage this, and should help the players to draw such a map quickly and accurately. Remember that while the players are limited to whatever description the Game Master gives them, the actual characters can see all around them.

While it is somewhat unrealistic for the Game Master to give exact dimensions for rooms and corridors, it is nonetheless good practice, because it helps to offset the fact that the spatial memory of the characters would prevent them getting lost far better than the verbal memory of the players remembering the Game Master's descriptions will prevent them getting lost.

The players' map should not be considered an in-character item that can be lost or destroyed. It is an out of character prop to remind the players of what their characters can remember.
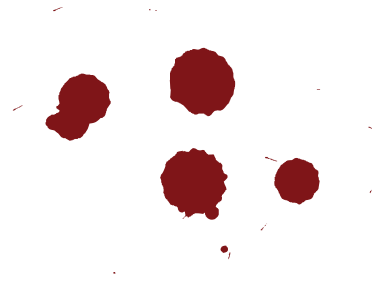
GAINING EXPERIENCE

Although characters generally start out as novices in their class, as they progress in their adventuring career they will gain experience points. Once a character has gained enough experience points they will increase in level (see *Chapter 6 - Creating a Character*, for more information about gaining levels, including how many experience points are required for each level).

Even if experience points are given out on an encounter by encounter basis, characters should not increase in level unless they have ample time to reflect on their experiences. Therefore characters must at least rest overnight for the benefits of an increase in level to kick in.

Although in reality an increase in experience level for their character allows a player to spend skill points wherever they like, including on skills their character has never used before, you can assume that within the game world this isn't simply an arbitrary increase but is the result of the character having practiced those skills over the course of gaining the experience level (even if all the practise was done "off camera" and therefore not mentioned during play).

The amount of experience gained by characters is left entirely up to what the Game Master and players are comfortable with. Some groups prefer to have characters increase in level every other session (particularly if they only play occasionally) while others prefer to go anywhere from four to six sessions between level increases.

Since characters are assumed to start at level 1 and have a maximum level of 20, the rate of level gain should be tailored to the expected length of the campaign. An epic campaign designed to last years needs a slow rate of increase to keep things going, whereas a short campaign can afford a higher rate of increase without the characters getting to maximum level while there is still lots of campaign left to go.

Table 9-2: Expected Level by Session and Average Experience						
Sessions	Average Experience Per Session					
	25	50	75	100	150	200
5	1	2	3	3	4	5
10	2	3	4	5	6	8
15	3	4	5	6	8	10
20	3	5	6	8	10	12
25	4	6	7	9	11	13
30	4	6	8	10	12	15
35	4	7	9	11	14	16
40	5	8	10	12	15	17
45	5	8	10	12	16	19
50	6	9	11	13	17	20
55	6	9	12	14	18	20
60	6	10	12	15	19	20
65	7	10	13	15	19	20
70	7	11	14	16	20	20
75	7	11	14	17	20	20
80	8	12	15	17	20	20
85	8	12	15	18	20	20
90	8	12	16	19	20	20
95	8	13	16	19	20	20
100	9	13	17	20	20	20

Another factor that the group needs to consider when deciding how quickly characters should increase in level is the general tone of the world. If the world is full of Big Damn Heroes, then the player characters should probably be rising to high level in order to join the ranks of those heroes. On the other hand, if you are playing in a lower powered game where simple survival is more of a goal than heroics, having characters get to the high teens in level can be incompatible with the desired genre.

Experience Points or Just Levels?

Regardless of how quickly or slowly you wish characters to increase in level, you need to decide whether you are going to award quantities of experience points to the characters for various things (e.g. completing a quest, resolving a plot point, finding a major treasure, killing a powerful foe) or whether you prefer to simply announce that they have gone up a level when it is dramatically appropriate for them to do so.

Simply increasing the characters' level at appropriate points in the campaign is by far the simplest way of handling experience gain. However, it is a rather all-or-nothing affair.

Behind The Curtain

The amount of money and treasure that a group acquires during their adventuring career can significantly affect how powerful the characters in the group are.

This is because the wealth of a character can be directly converted into healing herbs and enchanted items - both of which increase a group's capabilities significantly.

One way to make sure that the party aren't getting so rich that their equipment overshadows their abilities (or conversely that they aren't staying so poor that their abilities are being hampered by lack of equipment) is to tie the rate of experience gain directly to the amount of wealth the party have acquired.

If you wish to do this, then I would recommend a simple "exchange rate" where each five shillings acquired by a character (whether as a reward for a quest or looted from dead enemies) earns them a single experience point. If the character acquires valuable goods such as healing herbs or enchanted items directly, count their value too.

By doing this, you ensure that the characters have neither too much nor too little wealth and equipment for their level, since giving them extra wealth simply makes them higher level and giving them less wealth simply makes them stay lower level.

By awarding experience points rather than just level increases, you have the added flexibility to be able to award different amounts to different characters if that is what you prefer.

Table 9-2 shows the expected level of characters after a varying number of game sessions (up to 100 sessions - that's around the length of a two year campaign if you play weekly) given different average amounts of experience each session. As you can see, giving out 100 experience points per session will get characters up to level 20 by the end of such a two year campaign.

If you do award experience points, you should notice that the experience needed for each level increases with each level. This means that if you are awarding similar experience totals over time then the rate of level increase will decrease.

Obviously, if you prefer to keep the rate of level increase constant then you should be awarding correspondingly higher amounts of experience as the campaign progresses.

CHAPTER 11 – CRAFTING ITEMS

Although spell casting is common in *Blood, Guts & Glory*, a second form of magical power is also prevalent - the use of enchanted items.

Enchanted items are sought after by almost all adventuring characters, as they can significantly increase their power and therefore their chances of achieving whatever goals they set out to achieve.

Some enchanted items may be looted from the corpses of enemies, or found. Others will be bought and sold. Still others will be made by artificers who have been commissioned by player characters (or even artificers who are player characters themselves).

Artificers are not the only characters who can make enchanted items. Priests can create clockwork automata and golems, and Empaths can create artificial limbs. Although these rules refer to artificers throughout, they apply equally to Priests and Empaths.

MAKING AN ENCHANTED ITEM

In order to make any enchanted item, an artificer needs to have four things:

> Raw materials
> Somewhere to work
> Spells
> Time

The raw materials and place to work can usually be glossed over. With the exception of a few rare circumstances (for example if an artificer is trying to enchant a large diamond) the cost of the raw materials will be far lower than the value of the item that the artificer makes with them.

For game purposes it only really matters if there is a particular reason that the artificer might not be able to get the resources - for instance if they're trying to make an iron Weapon while stranded in the middle of a forest with no source of iron.

Providing that an artificer is in relatively civilised lands, it's usually easier to simply assume that they can buy the raw materials they need. Similarly, although an artificer needs a place to work it isn't usually necessary to detail exactly what facilities they have. If they have access to fire, tools and space their spells can pretty much take care of the rest.

The spells needed by an artificer will depend very much on the type of item that is being made. They will always at least include one of the "Craft" spells suitable for the materials that the item is being made from, and will probably (but not always) also include an "Implant" spell. See later in this chapter for the exact spells needed to make different types of item.

The time taken to make an enchanted item is significant. It is important to remember that the artificer does not simply cast their spells on the raw materials and they magically turn into the finished item. Instead the artificer casts the spells on themselves at the beginning of each day and the spells give the artificer the mystical ability to make the items for the next eight hours.

Making the items involves actually physically working on the items as a mundane craftsperson would, while performing complex rituals and chants over the item at all stages as it is being made, from the initial raw materials to the finished product.

This involved process has two significant consequences. Firstly, making an enchanted item may take far longer than making a similar mundane item. It takes a full week (of six working days and one rest day) of work to make an enchanted item per total level of spell involved in making the item. Normally this work will be continuous, but in the case of particularly lengthy enchantment processes the artificer can take up to a week off per month without ruining the enchantment. If any more time than that passes then the process is ruined and so is the item.

Secondly, with the sole exception of recharging spent wands, rods and staves, making an enchanted item must always start with the raw materials. It is not possible to simply add enchantment to a preexisting item - the enchantments must be included while the item is being made.

Magical Metallurgy

The default campaign setting for *Blood, Guts & Glory* is assumed to be a post-medieval world on the cusp of renaissance technology. However, the presence of magic and its ability to solve what would otherwise be technological problems has meant that some technologies are at a different level than in the real world at such a time.

Metallurgy is a particularly striking example. On the one hand, magic enables metals like titanium to be used despite mundane technology not being able to support its extraction and smelting. On the other hand, because the problems of steel making have already been "solved" by magic, a mundane process for this has never been developed.

Without the aid of magic, mundane metallurgy would be reduced to that of the early iron age. Base metals such as copper, sliver and iron can be worked without the need of magic; and base alloys such as bronze can be made; but steelmaking would not be possible.

The metals that can only be made (or worked) by artificers with the aid of magic are:

> **Steel:** This is harder than iron, and doesn't need much description for the modern reader; it comes in two varieties - "low" steel and "high" steel depending on the quality, although the difference between them is not visible to the naked eye.

> **Orichalcum:** This is a magical alloy that talented artificers can make from gold and copper. It has a lustre similar to gold, but a slightly more pinkish hue (the colour of red gold), and it is stronger than steel. Orichalcum is slightly unusual in that it can in fact be made via mundane means, but mundane orichalcum is soft and malleable and is therefore not suitable for use as anything other than jewellery.

> **Titanium:** This naturally occurring metal is extremely light and tough, although it takes an extremely skilled artificer to be able to turn it from merely an interesting rock into a useful item. Because it is useless to most people, supply is much usually higher than demand and un-worked titanium ore is therefore surprisingly cheap even though crafted titanium items can be very expensive.

> **Obsidian:** Although obsidian is technically not a metal (it is actually a type of naturally occurring volcanic rock), it is well known for being both rather brittle and also able to hold an incredibly keen edge (until it breaks). The most powerful artificers are able to soften obsidian to make it more malleable and lose its brittleness and then harden it again to make it even stronger than titanium. The smoky "glass" armour and weapons that can be made in this way are fit for kings and emperors.

Enchanting Metals

All metal inhibits magical energy. This is why most spell casters are extremely limited in the amount of metal that they can carry or wear before it ruins their ability to cast spells.

As a side-effect of this, enchanting metal items is very difficult, and metal items can only hold a limited number of types of enchantment.

It is not possible to implant spells into a metal item; so metal items cannot be made to have daily use of a spell and metal wands, rods and staves cannot be made. Similarly, it is not possible to make mana enhancing items out of metal.

The only type of metal items that can be made are weapons, armour, and other tools (and automata and golems in the case of Priests). Even then, the amount of enchantment the metal can hold is limited. While a suit of leather armour, for example, can be enchanted to have anywhere from a +1 to a +3 bonus, an iron breastplate can only hold a +1 enchantment. To get tougher metal armour you need to start with a stronger metal (or make such metal as part of the enchantment process).

Behind The Curtain

Selling or trading enchanted items can by tricky to handle. On the one hand it may be fun to role-play protracted haggling sessions with a wily merchant occasionally, but that can get very old very quickly if it is used for every single item that a player wants to buy or sell.

Instead, I recommend simply assuming that players can sell items for half their value (if they need the cash or want credit with an artificer to make a new item for them) or trade items with things an artificer has on-hand for full value. If a player is playing an artificer, let them sell items they make for full value. It's a consolation for playing a class with so little combat capability and which has to spend weeks of "downtime" working.

Blood, Guts & Glory is designed with the assumption that it is easy to go into a major town or city and visit an artificer to buy and sell items. Magic items (particularly the more low-powered ones) are relatively common, and there is an expectation that any item in the lists in Appendix VII can be ordered from an artificer.

ENCHANTED ITEM VALUES

A standard week's wage for an artisan craftsman is one shilling per week. A first level artificer can charge this amount for their services. Higher level artificers are able to charge proportionally higher prices for their time. Generally this will equate to one shilling per week per level of the artificer.

This can be converted directly into a price for an item by simply determining how long it would take an artificer to make the item (one week per total spell level required), and how high level an artificer would be needed (the same level as the highest level spell needed), and then charging one shilling per level of the artificer for each weeks' work. Appendix VII - Crafting Recipes contains most of the possible item types that can be made, along with the spells needed and their costs in time and money.

The only exception to this cost is for very simple items. Where the cost to commission an artificer to make an item using magic would be less than the cost of a mundane item of the same type, assume that the artificer will always charge the at least the cost of the mundane item.

Sometimes, an artificer will have made an item from a material that is more difficult to use than they need have. For example a wand may have been made out of bone instead of wood. If a character commissions such an item, then the increased level of spells needed to make it should be taken into account. However, if a character has simply found such an item, the fact that it is no more useful than a similar item made from a more mundane material means that it won't necessarily sell for more money. The character might get lucky and find an artificer who will pay full price for such a "collecter's item"

but it is far more likely that no-one will care what it is made from and it will sell for the same price as a more mundane item with similar magic would sell for.

SPECIFIC ITEM TYPES

Weapons and Armour

Magical weapons and armour are normally enchanted to make them stronger and lighter than normal weapons and armour. In the case of weapons, this gives their wielder a bonus to their attack rolls when they are used. In the case of armour and shields, this gives their wearer a bonus to their dodge bonus when worn.

A weapon or armour will need a "Craft" spell based on the material it is made from. For armour this may be "Craft Organic" for leather armour or cuir bouilli, or it may be one of the spells from the Metallurgy path for the various metal armours such as scale, maille and plate armour (possibly two spells from that path if the metal required also needs making.

In the case of weapons, with the exception of purely wooden weapons such as bows and staves (which will obviously need "Craft Wood"), assume that the weapon needs a spell (or two) from the Metallurgy path. Weapons involving both wooden and metal parts (axes, arrows, etc.) normally only need the metal part enchanting. Slings, bolases and whips need "Craft Organic".

In addition to the crafting spell or spells, weapons also usually need a "Weapon" spell and armour or shields need an "Armour" spell. This is not always the case with metal weapons or armour, because some metal types naturally have a bonus due to their inherent strength and this may be sufficient for the artificer's needs.

Finally, weapons or armour may have either a "Minor Combat Ability" spell or a "Major Combat Ability" spell. These spells are optional (and a single item can only have one of these spells) and they give the item a special ability that can be used in combat.

The special abilities that can be placed in an item with a "Minor Combat Ability" spell are:

> **Flame Burst Weapon** - Weapons with this minor combat ability give off a burst of flame when they hit something. If the weapon inflicts a critical it also inflicts an additional 'A' severity Fire critical.

> **Icy Burst Weapon** - Weapons with this minor combat ability give off a burst of cold when they hit something. If the weapon inflicts a critical it also inflicts an additional 'A' severity Frost critical.

> **Lightning Burst Weapon** - Weapons with this minor combat ability give off a burst of lightning when they hit

something. If the weapon inflicts a critical it also inflicts an additional 'A' severity Lightning critical.

> **Mighty Weapon** - When a weapon with this minor combat ability inflicts a critical it also inflicts an additional Knockdown critical of one severity less.

> **Weapon of Mercy** - A weapon with this minor combat ability always inflicts Knockdown critical strikes instead of the normal critical strikes that weapons of its type should inflict.

> **Throw And Fly Back Weapon** - If a weapon with this minor combat ability is thrown, it flies back to its owners hand the following round. If the owner does not grasp it as their action in that second round, it drops at their feet.

> **Ever Full Missile Weapon** - A missile weapon with this minor combat ability creates its own ammunition made of magical force (for purposes of immunity, treat this as an illusion effect) that dissipates after hitting something. The weapon's user does not have to carry ammunition and will never run out.

> **Shrinking Weapon** - A weapon with this minor combat ability shrinks down to 1" in length on command, for ease of concealment. It can't be made to grow back to normal size if there isn't room for it to do so.

> **Glowing Weapon/Shield** - A weapon or shield with this minor combat ability glows on command, giving off light equal to a lantern but not using fuel.

> **Arrow Catching Shield** - A shield with this minor combat bonus has twice its usual magical bonus (but not double its normal shield bonus) against missile attacks.

> **Shield of Stability** - When wearing a shield with this minor combat ability, all Knockdown critical strikes inflicted on the user are reduced in severity by two levels.

> **Shield of Arcane Defence** - A shield with this minor combat ability adds its magical bonus (but not its normal shield bonus) to its user's Save DC against arcane spells.

> **Shield of Divine Defence** - A shield with this minor combat ability adds its magical bonus (but not its normal shield bonus) to its user's Save DC against divine spells.

> **Shield of Psychic Defence** - A shield with this minor combat ability adds its magical bonus (but not its normal shield bonus) to its user's Save DC against psychic spells.

> **Floating Armour** - The Armour Penalty from armour with this minor combat ability does not apply to Swimming skill checks.

> **Armour Of Agility** - The magical bonus of armour with this minor combat ability is added to any skill that it's Armour Penalty applies to (the armour penalty still applies).

> **Cooling Armour** - When wearing armour with this minor combat ability, all Fire critical strikes inflicted on the wearer are reduced in severity by one level.

> **Warming Armour** - When wearing armour with this minor combat ability, all Frost critical strikes inflicted on the wearer are reduced in severity by one level.

> **Insulated Armour** - When wearing armour with this minor combat ability, all Lightning critical strikes inflicted on the wearer are reduced in severity by one level.

> **Armour of Landing** - Whenever the wearer of a set of armour with this minor combat ability falls, the effective distance fallen is reduced by 10' per point of the armour's magical bonus.

> **Glamoured Armour** - Armour with this minor combat ability looks and sounds like a set of normal clothing while worn (this is a visual and auditory illusion only, and doesn't affect how the armour feels). The armour (including greaves/helmet worn with it) gives no penalty to the wearer's Sneak skill.

The special abilities that can be placed in an item with a "Major Combat Ability" spell are:

> **Brutal Weapon** - Whenever a weapon with this major combat ability would inflict a critical strike, it inflicts a strike one level of severity higher than it would otherwise.

> **Flame Tongue Weapon** - Weapons with this major combat ability burst into flame on command. If the weapon inflicts a critical it also inflicts an additional Fire critical of the same severity.

> **Frost Tongue Weapon** - Weapons with this major combat ability become covered with ice on command. If the weapon inflicts a critical it also inflicts an additional Frost critical of the same severity.

> **Lightning Tongue Weapon** - Lightning plays up and down weapons with this major combat ability on command. If the weapon inflicts a critical it also inflicts an additional Lightning critical of the same severity.

> **Throw And Return Weapon** - When a weapon with this major combat ability is thrown, it teleports back to its owners hand immediately. If the owner does not grasp it (this does not take an action), it drops at their feet.

> **Polymorphing Weapon** - Weapons with this major combat ability can change their form on command to that of any melee, missile or throwing weapon. When taking the form of missile weapons, ammunition must be supplied separately.

> **Reaching Weapon** - A melee weapon with this major combat ability can be swung in the direction of a foe up to 30' away; and an illusion (with touch and visual components) identical to the weapon will appear, mimic the swing, then disappear. Effectively this lets you make a melee attack against a foe up to 30' away from you.

> **Spellcleaving Weapon** - When a melee weapon has this major combat ability, any dodge bonus transferred from this its wielder's attack bonus works against weapon-like spells.

> **Skilled Weapon** - Anyone who wields a weapon with this major combat ability and who has fewer than five additional skill ranks in the relevant skill for using it is treated as if they do have five additional skill ranks in the relevant skill.

> **Immobile Shield** - All Knockdown critical strikes inflicted on the holder of a shield with this major combat ability are reduced in severity by four levels.

> **Shield of Magical Defence** - A shield with this minor combat ability adds its magical bonus (but not its normal shield bonus) to its user's Save DC against all spells.

> **Fire Proof Armour** - All Fire critical strikes inflicted on the wearer of armour with this major combat ability are reduced in severity by two levels, and the wearer is immune to non-magical heat and flame.

> **Frost Proof Armour** - All Frost critical strikes inflicted on the wearer of armour with this major combat ability are reduced in severity by two levels, and the wearer is immune to non-magical cold.

> **Lightning Proof Armour** - All Lightning critical strikes inflicted on the wearer of armour with this major combat ability are reduced in severity by two levels, and the wearer is immune to non-magical electricity.

> **Fortified Armour** - All critical strikes inflicted on the wearer of armour with this major combat ability are reduced in severity by one level.

> **Slippery Armour** - All Grappling critical strikes inflicted on the wearer of armour with this major combat ability are reduced in severity by two levels.

Skill Bonus Items

Skill bonus items are items, usually tools or clothing of some kind, which are enchanted to give their wearer or wielder a bonus with a particular skill. A skill bonus item only gives its bonus to a single skill, not a group of skills, and these items can not be made so that they give a bonus to weapon skills (except for weapon skills in the Weapon (Martial Arts) and Weapon (Spell) skill groups) or to spell path research skills.

Other than the above exceptions, a skill bonus item can be made for any specific skill. If the skill is part of a group of skills, the item only gives its bonus to a single skill in the group, not the whole group.

Skill bonus items must be items relevant to the skill that they are giving a bonus to. For example a hat could not be given a bonus to the Ride skill, but a cloak could be given a bonus to the Sneak skill. Game Masters are advised to be reasonably lenient here, and allow a variety of items for each skill providing they are at least vaguely justified - the idea is that all skills can have items for them.

Multiple items that give bonuses to the same skill do not stack. Only the highest bonus applies.

Making a skill bonus item is extremely similar to making a weapon or a suit of armour. First you need a "Craft" spell relevant to the type of item being made. Then you need a "+ Skill" spell to give it the bonus. Metal behaves in the same way for skill bonus items as it does for weapons and armour, so skill bonus items made of metal gain a natural bonus based on the metal they are composed of but can only be further enchanted by a single point of bonus.

Unlike weapons and armour, skill bonus items can not have the "Minor Combat Bonus" or "Major Combat Bonus" spells used on them,

Mana Enhancers

Mana enhancers are items that, as the name would suggest, enhance people's mana. There are two types of mana enhancer.

The first type of mana enhancer allows the wearer or wielder to cast one or more spells each day that would normally cost them mana for free. The second type of mana enhancer simply doubles or even triples the wearer's mana.

In either case, the mana enhancer must be worn at sunrise when the wearer recovers their mana for the day, and if passed to someone else after that time it will have no effect on the recipient.

Unlike skill bonus items, a mana enhancer item does not need to be in a specific form. The most common form for these items is therefore a conveniently wearable item of clothing. Although it is easier to make a mana enhancing item out of wood, the inconvenience of having to carry a wooden item around often outweighs this.

A person can only benefit from a single mana enhancer each day. Multiple mana enhancers do not stack, even if they are of different types. If a character starts the day with multiple mana enhancers, only the most powerful works that day.

Making a mana enhancer is relatively straightforward. It simply needs a "Craft" spell for the material that it is made from, and a "Mana Enhancer" spell.

Spell Scrolls

A spell scroll is a piece of paper upon which a spell can be later inscribed using the spells on the Scroll Writing spell path (which is a common Arcane path, not an exclusive artificer one). Spell scrolls are reusable, and the spell is not written on to the scroll at the time of creation. Instead, the scroll has a maximum spell level that it can hold, and different spells can be written onto it and cast from it providing it only holds one spell at a time and no spell is higher level than the scroll can hold.

A spell scroll can be used any number of times, but when a spell is successfully cast from it the scroll must have a new spell inscribed before it can be used again. Spells are inscribed on a blank scroll using spells from the Scroll Writing spell path, and although this is an arcane spell path it can be used to write (and scrolls can hold) spells from any of the three spheres providing they are known by the caster.

To cast a spell that is on a scroll, a character other than the writer must make a successful Read Magic check. See *Chapter 4 - Skills* for more details of how that skill works.

Making a spell scroll is easy. Since they are always made of paper, they always require the "Craft Wood" spell, and then they also just need a "Create Spell Scroll" spell of the appropriate level.
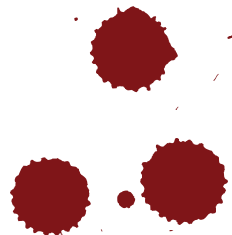
Single Use Items

Single use items are items that have a single spell implanted in them. This spell can be used once, and then the item loses its enchantment and is no longer magical. Although of limited usefulness, these items are relatively easy to make. Like mana enhancers, single use items can be in any form. Because of this, and because of their disposable nature, they are usually made from wood since that is the easiest material to enchant.

To cast a spell from a single use item, a character other than the maker must make a successful Use Magical Device check. See *Chapter 4 - Skills* for more details of how that skill works.

Making a single use item is slightly tricky. The basic item needs a "Craft" spell as always, and also needs an "Implant" spell

suitable for the level and sphere of the spell to be implanted. Additionally, the artificer must cast the spell to be implanted into the item each day as it is being created. This is easy if the artificer knows the spell in question, but if the artificer doesn't know the spell they must either cast it from an existing item each day or have an assistant who can cast the spell for them when it is needed.

Potions

Potions are liquids (or sometimes gasses) that have a single spell implanted in them.

In most ways they are similar to normal single use items, with the exception that they can be used by unskilled users. The owner of a potion does not need to make a Use Magical Device check to use it. They simply drink (or throw if it is a gas) the potion and it works.

However, potions are limited in terms of what spell can be implanted in them. If their spell is to affect a single target, the potion is normally made in liquid form so that the target can drink it.

If the spell is one that affects more than a single target, or is an offensive spell that the owner is unlikely to be able to force an opponent to drink in combat, the potion is usually made as a gas rather than a liquid.

The vial or ampoule of gas can then be thrown at the desired location or target where it will break and the spell will go off as the gas escapes into the air. These gaseous potions are more difficult to make than liquid potions are.

In either case, the spell is not guaranteed to affect its targets. Normal penetration checks are still needed.

Making a potion is similar to making a single use item, except that the artificer will need "Craft Liquid" or "Craft Gas" and a "Make Potion" spell is needed as well as the "Implant" spell and the spell to be placed in the potion.

Wands, Rods and Staves

If a spell needs to be cast from an item repeatedly, wands, rods and staves are the most efficient way to do this. They are similar to single use items, except they allow multiple castings before they run out of charges; and they also retain some of their magic after they have run out of charges and this enables them to be recharged later - which is much cheaper than the cost of making a new one every time.

Because of their powerful nature, they must be crafted very carefully; and must always be in the same basic shape - a long thin rod of material (usually wood). All three types of item work in the same manner, the difference between them is in terms of the power of spell that they can hold and the number of charges they can hold.

Wands are the smallest and least powerful. A wand will be 1' to 1½' in length and can hold ten charges of a 1st-2nd level spell.

Rods are next in the power scale. A rod needs to be larger than a wand, 2½'-3½' in length like a sceptre, but it can hold up to thirty charges of a 1st-5th level spell.

Staves are the largest and most powerful of all. A staff needs to be 5'-7' in length and can hold up to a hundred charges of a 1st -10th level spell.

To cast a spell from a wand, rod or staff, a character other than the maker must make a successful Use Magical Device check. See *Chapter 4 - Skills* for more details of how that skill works.

Making a wand, rod or staff requires a "Craft" spell (almost always "Craft Wood") and also a second "Craft" spell based on its size. It then requires an "Implant" spell and the spell to be implanted, and also a "Charge" spell based on its size.

When a wand, rod or staff has run out of charges it is not useless. It can be recharged by undergoing a crafting process that requires only the "Charge" spell and the spell that it is to be recharged with. This must be the same spell that was originally implanted. You cannot change the spell that a wand, rod or staff holds by recharging it with a different spell.

Daily Use Items

Daily use items are very similar to single use items, except that they recharge themselves each sunrise so they can be used over and over again.

Like single use items, they can be in any form, and are therefore often made of wood in the form of talismans and the like.

Also like single use items, to cast a spell from a daily use item, a character other than the maker must make a successful Use Magical Device check. See *Chapter 4 - Skills* for more details of how that skill works.

Making a daily use item is similar to making a single use item, except that as well as the "Craft" spell, the "Implant" spell and the spell to be placed in item, the artificer also needs to use a "Daily" spell.

Automata And Golems

Automata and golems are made by Priests rather than by artificers. However, the process takes slightly longer. It still takes a week per spell level (automata and golems only ever need a single crafting spell to make) but it also takes an extra week

per level of the golem itself. The Priest still needs to work six days per week and to have a place to work and the raw materials to work with.

In the case of a Priest, this place to work will be temple rather than a workshop (although if the Priest is going to be making clockwork automata or is going to be making golems out of metal then they temple will closely resemble a workshop). As with artificers, it's not necessary to go into the details providing they have a place.

Similarly, the cost of automata and golems is calculated just like the cost of any other enchanted item - one shilling per level of Priest needed per week of work.

Making an automaton or golem requires only a single spell, so the time taken is simply the spell level in weeks.

Once an automaton or golem has been made, it will be given an instruction. This instruction is normally a single sentence of twenty words or less. Common instructions are things like "Guard this door and let no-one past unless that say the word 'elephant' to you" or "Follow me around and defend me from anyone who attacks me".

It is not possible to give automata or golems meta-commands that require further clarification at a later time such as "Do what I tell you when I call you by name" or "Attack anyone who I point at with this gesture" or "Obey the commands of anyone wearing a robe with this symbol on it". Instructions need to be fully self-contained.

A golem or automaton given nonsensical or impossible instructions, or given meta-instructions like the examples above simply, stand motionless. Similarly, if a golem or automaton's instruction becomes impossible or contradictory due to circumstances it will stand motionless until circumstances change once more or it is given a new instruction.

However, if a golem or automaton has an instruction that it is capable of carrying out, it will carry it out mindlessly and unimaginatively for ever, or until it cannot carry it out any longer.

Automata and golems have no emotions and no sense of self-preservation and will obey an instruction to the letter even if it would result in their destruction or in harm to (or even the death of) the one who gave them the instruction.

It is possible for a Priest to give a golem or automaton a new instruction via a spell, and this will completely replace the old instruction. This can be risky since if the Priest giving the new instruction is not the creator of the automaton then they must make a Penetration check for the spell and if the check fails then the automaton or golem attacks the caster.

Artificial Limbs

Artificial limbs are made by Empaths. They must be made to measure their intended owner, and crafting them only takes

Behind The Curtain

There's bound to be some clever player who tries to squeeze as much flexibility out of an instruction to a golem or automaton as they can (or an elemental for that matter, although their temporary existence makes it far less likely), and given the flexibility of language, they will almost certainly succeed.

It is not possible to create entirely loophole-free rules for what instructions a golem or automaton can and can't be given without getting bogged down by ever increasing complexity.

Instead, the Game Master and players should work together to make sure that the instructions given to golems, automata and elementals remain within the spirit of the rules, that spirit being that ordering them to perform a simple task is fine; but trying to get them to react to complex situations or trying to wrangle things so that the character can effectively command or direct the entity on-the-fly rather than by giving it a new instruction shouldn't be possible.

a single day regardless of the level of the spell required, but other than that the process is the same as for any other item.

An artificial limb is normally rigid unless under the influence of a Control Limb spell.

Artificial hands can be manipulated and made to grip something (such as a weapon or a mug or ale), and this grip will be as strong as the wearer normally is.

However, without a Control Limb spell an artificial hand has no movement capability of its own. Dexterity based skills using that hand take a -5 penalty. Artificial legs are less restrictive.

Even without a Control Limb spell the user can walk and run at normal speed (albeit with a pronounced limp).

In either case, the use of a Control Limb spell enables the wearer to control the arm or leg as if it were their own arm or leg with normal balance, dexterity, and grace.

If the wearer of an artificial limb receives a critical strike to that limb in combat, the limb will be more resilient than a normal limb:

> No prosthetic limb will bleed or take muscle damage, but you can still be stunned by a hit to one.
> Wooden limbs can be broken by anything that breaks or shatters a bone.
> Glass limbs can be broken only by things that shatter bones.
> Metal limbs won't break at all under normal circumstances.
> All artificial limbs count as having armour on the location, with respect to conditional critical effects.

APPENDIX I – CRAFTING RECIPES

Enchanted Weapons (Metal)				
Weapon	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Weapon +1 (Iron)	Craft Iron, +1 Weapon	5	4	20
Weapon +2 (Low Steel)	Iron To Steel, Craft Low Steel, +2 Weapon	7	5	35
Weapon +3 (Orichalcum)	Gold to Orichalcum, Craft Orichalcum	17	10	170
Weapon +1 (Iron) With Minor Combat Ability	Craft Iron, +1 Weapon, Minor Combat Ability	16	11	176
Weapon +4 (Titanium)	Craft Titanium	15	15	225
Weapon +2 (Low Steel) With Minor Combat Ability	Iron To Steel, Craft Low Steel, +2 Weapon, Minor Combat Ability	26	11	286
Weapon +4 (Titanium) With Minor Combat Ability	Craft Titanium, Minor Combat Ability	26	15	390
Weapon +5 (Obsidian)	Craft Obsidian	20	20	400
Weapon +1 (Iron) With Major Combat Ability	Craft Iron, +1 Weapon, Major Combat Ability	23	18	414
Weapon +3 (High Steel) With Minor Combat Ability	Iron To Steel, Craft High Steel, +3 Weapon, Minor Combat Ability	35	13	455
Weapon +2 (Low Steel) With Major Combat Ability	Iron To Steel, Craft Low Steel, +2 Weapon, Major Combat Ability	33	18	594
Weapon +4 (Titanium) With Major Combat Ability	Craft Titanium, Major Combat Ability	33	18	594
Weapon +5 (Obsidian) With Minor Combat Ability	Craft Obsidian, Minor Combat Ability	31	20	620
Weapon +3 (High Steel) With Major Combat Ability	Iron To Steel, Craft High Steel, +3 Weapon, Major Combat Ability	42	18	756
Weapon +5 (Obsidian) With Major Combat Ability	Craft Obsidian, Major Combat Ability	38	20	760

Enchanted Weapons (Wood)				
Weapon	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Weapon +1	Craft Wood, +1 Weapon	5	4	20
Weapon +2	Craft Wood, +2 Weapon	9	8	72
Weapon +1 With Minor Combat Ability	Craft Wood, +1 Weapon, Minor Combat Ability	16	11	176
Weapon +3	Craft Wood, +3 Weapon	14	13	182
Weapon +2 With Minor Combat Ability	Craft Wood, +2 Weapon, Minor Combat Ability	20	11	220
Weapon +3 With Minor Combat Ability	Craft Wood, +3 Weapon, Minor Combat Ability	25	13	325
Weapon +1 With Major Combat Ability	Craft Wood, +1 Weapon, Major Combat Ability	23	18	414
Weapon +4	Craft Wood, +4 Weapon	21	20	420
Weapon +2 With Major Combat Ability	Craft Wood, +2 Weapon, Major Combat Ability	27	18	486
Weapon +3 With Major Combat Ability	Craft Wood, +3 Weapon, Major Combat Ability	32	18	576
Weapon +4 With Minor Combat Ability	Craft Wood, +4 Weapon, Minor Combat Ability	32	20	640
Weapon +4 With Major Combat Ability	Craft Wood, +4 Weapon, Major Combat Ability	39	20	780

Enchanted Weapons (Leather)				
Weapon	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Weapon +1	Craft Organic, +1 Weapon	10	6	60
Weapon +2	Craft Organic, +2 Weapon	14	8	112
Weapon +1 With Minor Combat Ability	Craft Organic, +1 Weapon, Minor Combat Ability	21	11	231
Weapon +3	Craft Organic, +3 Weapon	19	13	247
Weapon +2 With Minor Combat Ability	Craft Organic, +2 Weapon, Minor Combat Ability	25	11	275
Weapon +3 With Minor Combat Ability	Craft Organic, +3 Weapon, Minor Combat Ability	30	13	390
Weapon +1 With Major Combat Ability	Craft Organic, +1 Weapon, Major Combat Ability	28	18	504
Weapon +4	Craft Organic, +4 Weapon	26	20	520
Weapon +2 With Major Combat Ability	Craft Organic, +2 Weapon, Major Combat Ability	32	18	576
Weapon +3 With Major Combat Ability	Craft Organic, +3 Weapon, Major Combat Ability	37	18	666
Weapon +4 With Minor Combat Ability	Craft Organic, +4 Weapon, Minor Combat Ability	37	20	740
Weapon +4 With Major Combat Ability	Craft Organic, +4 Weapon, Major Combat Ability	44	20	880
Enchanted Shields				
Shield	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Shield +1 (Wood)	Craft Wood, +1 Armour	6	5	30
Shield +2 (Wood)	Craft Wood, +2 Armour	10	9	90
Shield +1 (Wood) With Minor Combat Ability	Craft Wood, +1 Armour, Minor Combat Ability	17	11	187
Shield +3 (Wood)	Craft Wood, +3 Armour	15	14	210
Shield +4 (Titanium)	Craft Titanium	15	15	225
Shield +2 (Wood) With Minor Combat Ability	Craft Wood, +2 Armour, Minor Combat Ability	21	11	231
Shield +3 (Wood) With Minor Combat Ability	Craft Wood, +3 Armour, Minor Combat Ability	26	14	364
Shield +4 (Titanium) With Minor Combat Ability	Craft Titanium, Minor Combat Ability	26	15	390
Shield +5 (Obsidian)	Craft Obsidian	20	20	400
Shield +1 (Wood) With Major Combat Ability	Craft Wood, +1 Armour, Major Combat Ability	24	18	432
Shield +2 (Wood) With Major Combat Ability	Craft Wood, +2 Armour, Major Combat Ability	28	18	504
Shield +3 (Wood) With Major Combat Ability	Craft Wood, +3 Armour, Major Combat Ability	33	18	594
Shield +4 (Titanium) With Major Combat Ability	Craft Titanium, Major Combat Ability	33	18	594
Shield +5 (Obsidian) With Minor Combat Ability	Craft Obsidian, Minor Combat Ability	31	20	620
Shield +5 (Obsidian) With Major Combat Ability	Craft Obsidian, Major Combat Ability	38	20	760

APPENDIX I – CRAFTING RECIPES

Enchanted Armour (Metal)				
Armour	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Armour +1 (Iron)	Craft Iron, +1 Armour	6	5	30
Armour +2 (High Steel)	Iron To Steel, Craft High Steel	11	6	66
Armour +3 (Orichalcum)	Gold to Orichalcum, Craft Orichalcum	17	10	170
Armour +1 (Iron) With Minor Combat Ability	Craft Iron, +1 Armour, Minor Combat Ability	17	11	187
Armour +4 (Titanium)	Craft Titanium	15	15	225
Armour +2 (Low Steel) With Minor Combat Ability	Iron To Steel, Craft Low Steel, +2 Armour, Minor Combat Ability	27	11	297
Armour +4 (Titanium) With Minor Combat Ability	Craft Titanium, Minor Combat Ability	26	15	390
Armour +5 (Obsidian)	Craft Obsidian	20	20	400
Armour +1 (Iron) With Major Combat Ability	Craft Iron, +1 Armour, Major Combat Ability	24	18	432
Armour +3 (High Steel) With Minor Combat Ability	Iron To Steel, Craft High Steel, +3 Armour, Minor Combat Ability	36	14	504
Armour +4 (Titanium) With Major Combat Ability	Craft Titanium, Major Combat Ability	33	18	594
Armour +2 (Low Steel) With Major Combat Ability	Iron To Steel, Craft Low Steel, +2 Armour, Major Combat Ability	34	18	612
Armour +5 (Obsidian) With Minor Combat Ability	Craft Obsidian, Minor Combat Ability	31	20	620
Armour +5 (Obsidian) With Major Combat Ability	Craft Obsidian, Major Combat Ability	38	20	760
Armour +3 (High Steel) With Major Combat Ability	Iron To Steel, Craft High Steel, +3 Armour, Major Combat Ability	43	18	774
Enchanted Armour (Leather)				
Armour	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Armour +1	Craft Organic, +1 Armour	11	6	66
Armour +2	Craft Organic, +2 Armour	15	9	135
Armour +1 With Minor Combat Ability	Craft Organic, +1 Armour, Minor Combat Ability	22	11	242
Armour +3	Craft Organic, +3 Armour	20	14	280
Armour +2 With Minor Combat Ability	Craft Organic, +2 Armour, Minor Combat Ability	26	11	286
Armour +3 With Minor Combat Ability	Craft Organic, +3 Armour, Minor Combat Ability	31	14	434
Armour +1 With Major Combat Ability	Craft Organic, +1 Armour, Major Combat Ability	29	18	522
Armour +2 With Major Combat Ability	Craft Organic, +2 Armour, Major Combat Ability	33	18	594
Armour +3 With Major Combat Ability	Craft Organic, +3 Armour, Major Combat Ability	38	18	684

Enchanted Skill Bonus Items (All Materials)				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Skill +1 (Low Steel)	Iron To Steel, Craft Low Steel	7	5	35
Skill +1 (Wood)	Craft Wood, +1 Skill	7	6	42
Skill +1 (Cloth)	Craft Cloth, +1 Skill	9	6	54
Skill +2 (High Steel)	Iron To Steel, Craft High Steel	11	6	66
Skill +1 (Leather)	Craft Organic, +1 Skill	12	6	72
Skill +2 (Wood)	Craft Wood, +2 Skill	11	10	110
Skill +2 (Cloth)	Craft Cloth, +2 Skill	13	10	130
Skill +2 (Leather)	Craft Leather, +2 Skill	16	10	160
Skill +3 (Orichalcum)	Gold To Orichalcum, Craft Orichalcum	17	10	170
Skill +4 (Titanium)	Craft Titanium	15	15	225
Skill +3 (Wood)	Craft Wood, +3 Skill	16	15	240
Skill +3 (Cloth)	Craft Cloth, +3 Skill	18	15	270
Skill +3 (Leather)	Craft Leather, +3 Skill	21	15	315
Skill +5 (Obsidian)	Craft Obsidian	20	20	400

Mana Enhancers - Free Spells (All Materials)				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
1 Free Spell (Wood)	Craft Wood, Mana Enhancer (1 Free Spell)	4	3	12
1 Free Spell (Cloth)	Craft Cloth, Mana Enhancer (1 Free Spell)	6	3	18
1 Free Spell (Leather)	Craft Organic, Mana Enhancer (1 Free Spell)	9	6	54
2 Free Spells (Wood)	Craft Wood, Mana Enhancer (2 Free Spells)	8	7	56
2 Free Spells (Cloth)	Craft Cloth, Mana Enhancer (2 Free Spells)	10	7	70
2 Free Spells (Leather)	Craft Organic, Mana Enhancer (2 Free Spells)	13	7	91
3 Free Spells (Wood)	Craft Wood, Mana Enhancer (3 Free Spells or x2 Mana)	13	12	156
3 Free Spells (Cloth)	Craft Cloth, Mana Enhancer (3 Free Spells or x2 Mana)	15	12	180
3 Free Spells (Leather)	Craft Organic, Mana Enhancer (3 Free Spells or x2 Mana)	18	12	216
4 Free Spells (Wood)	Craft Wood, Mana Enhancer (4 Free Spells or x3 Mana)	18	17	306
4 Free Spells (Cloth)	Craft Cloth, Mana Enhancer (4 Free Spells or x3 Mana)	20	17	340
4 Free Spells (Leather)	Craft Organic, Mana Enhancer (4 Free Spells or x3 Mana)	23	17	391

Mana Enhancers - Mana Multiplication (All Materials)				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
x2 Mana (Wood)	Craft Wood, Mana Enhancer (3 Free Spells or x2 Mana)	13	12	156
x2 Mana (Cloth)	Craft Cloth, Mana Enhancer (3 Free Spells or x2 Mana)	15	12	180
x2 Mana (Leather)	Craft Organic, Mana Enhancer (3 Free Spells or x2 Mana)	18	12	216
x3 Mana (Wood)	Craft Wood, Mana Enhancer (4 Free Spells or x3 Mana)	18	17	306
x3 Mana (Cloth)	Craft Cloth, Mana Enhancer (4 Free Spells or x3 Mana)	20	17	340
x3 Mana (Leather)	Craft Organic, Mana Enhancer (4 Free Spells or x3 Mana)	23	17	391

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Spell Scrolls				
Scroll Type	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Spell Scroll (1st Level)	Craft Wood, Create Spell Scroll (1st Level)	3	2	6
Spell Scroll (2nd Level)	Craft Wood, Create Spell Scroll (2nd Level)	5	4	20
Spell Scroll (3rd Level)	Craft Wood, Create Spell Scroll (3rd Level)	8	7	56
Spell Scroll (5th Level)	Craft Wood, Create Spell Scroll (5th Level)	10	9	90
Spell Scroll (7th Level)	Craft Wood, Create Spell Scroll (7th Level)	13	12	156
Spell Scroll (10th Level)	Craft Wood, Create Spell Scroll (10th Level)	15	14	210
Single Use Items (Assumed to be made of wood)				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Arcane Spell (1st Level)	Craft Wood, Implant Arcane (1st Level), <Spell to be implanted>	5	3	15
Divine/Psychic Spell (1st Level)	Craft Wood, Implant Divine/Psychic (1st Level), <Spell to be implanted>	5	3	15
Arcane Spell (2nd Level)	Craft Wood, Implant Arcane (2nd Level), <Spell to be implanted>	8	5	40
Divine/Psychic Spell (2nd Level)	Craft Wood, Implant Divine/Psychic (2nd Level), <Spell to be implanted>	9	6	54
Arcane Spell (3rd Level)	Craft Wood, Implant Arcane (3rd Level), <Spell to be implanted>	11	7	77
Divine/Psychic Spell (3rd Level)	Craft Wood, Implant Divine/Psychic (3rd Level), <Spell to be implanted>	13	9	117
Arcane Spell (4th Level)	Craft Wood, Implant Arcane (4th Level), <Spell to be implanted>	14	9	126
Arcane Spell (5th Level)	Craft Wood, Implant Arcane (5th Level), <Spell to be implanted>	17	11	187
Divine/Psychic Spell (4th Level)	Craft Wood, Implant Divine/Psychic (4th Level), <Spell to be implanted>	17	12	204
Arcane Spell (6th Level)	Craft Wood, Implant Arcane (6th Level), <Spell to be implanted>	20	13	260
Divine/Psychic Spell (5th Level)	Craft Wood, Implant Divine/Psychic (5th Level), <Spell to be implanted>	21	15	315
Arcane Spell (7th Level)	Craft Wood, Implant Arcane (7th Level), <Spell to be implanted>	23	15	345
Arcane Spell (8th Level)	Craft Wood, Implant Arcane (8th Level), <Spell to be implanted>	27	18	486
Arcane Spell (9th Level)	Craft Wood, Implant Arcane (10th Level), <Spell to be implanted>	30	20	600
Arcane Spell (10th Level)	Craft Wood, Implant Arcane (10th Level), <Spell to be implanted>	31	20	620

Potions (Liquid)				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Arcane Spell (1st Level)	Craft Liquid, Implant Arcane (1st Level), Make Potion (1st Level), <Spell to be implanted>	8	3	24
Divine/Psychic Spell (1st Level)	Craft Liquid, Implant Divine/Psychic (1st Level), Make Potion (1st Level), <Spell to be implanted>	8	3	24
Arcane Spell (2nd Level)	Craft Liquid, Implant Arcane (2nd Level), Make Potion (2nd Level),<Spell to be implanted>	14	6	84
Divine/Psychic Spell (2nd Level)	Craft Liquid, Implant Divine/Psychic (2nd Level), Make Potion (2nd Level), <Spell to be implanted>	15	6	90
Arcane Spell (3rd Level)	Craft Liquid, Implant Arcane (3rd Level), Make Potion (3rd Level), <Spell to be implanted>	20	9	180
Divine/Psychic Spell (3rd Level)	Craft Liquid, Implant Divine/Psychic (3rd Level), Make Potion (3rd Level), <Spell to be implanted>	22	9	198
Arcane Spell (4th Level)	Craft Liquid, Implant Arcane (4th Level), Make Potion (4th Level), <Spell to be implanted>	26	12	312
Divine/Psychic Spell (4th Level)	Craft Liquid, Implant Divine/Psychic (4th Level), Make Potion (4th Level), <Spell to be implanted>	29	12	348
Arcane Spell (5th Level)	Craft Liquid, Implant Arcane (5th Level), Make Potion (5th Level), <Spell to be implanted>	32	15	480
Divine/Psychic Spell (5th Level)	Craft Liquid, Implant Divine/Psychic (5th Level), Make Potion (5th Level), <Spell to be implanted>	36	15	540
Arcane Spell (6th Level)	Craft Liquid, Implant Arcane (6th Level), Make Potion (7th Level), <Spell to be implanted>	37	17	629
Arcane Spell (7th Level)	Craft Liquid, Implant Arcane (7th Level), Make Potion (7th Level), <Spell to be implanted>	40	17	680
Arcane Spell (8th Level)	Craft Liquid, Implant Arcane (8th Level), Make Potion (10th Level), <Spell to be implanted>	47	20	940
Arcane Spell (10th Level)	Craft Liquid, Implant Arcane (10th Level), Make Potion (10th Level), <Spell to be implanted>	51	20	1020

Potions (Gas)				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Arcane Spell (1st Level)	Craft Gas, Implant Arcane (1st Level), Make Potion (1st Level), <Spell to be implanted>	12	5	60
Divine/Psychic Spell (1st Level)	Craft Gas, Implant Divine/Psychic (1st Level), Make Potion (1st Level), <Spell to be implanted>	12	5	60
Arcane Spell (2nd Level)	Craft Gas, Implant Arcane (2nd Level), Make Potion (2nd Level),<Spell to be implanted>	18	6	108
Divine/Psychic Spell (2nd Level)	Craft Gas, Implant Divine/Psychic (2nd Level), Make Potion (2nd Level), <Spell to be implanted>	19	6	114
Arcane Spell (3rd Level)	Craft Gas, Implant Arcane (3rd Level), Make Potion (3rd Level), <Spell to be implanted>	24	9	216
Divine/Psychic Spell (3rd Level)	Craft Gas, Implant Divine/Psychic (3rd Level), Make Potion (3rd Level), <Spell to be implanted>	26	9	234
Arcane Spell (4th Level)	Craft Gas, Implant Arcane (4th Level), Make Potion (4th Level), <Spell to be implanted>	30	12	360
Divine/Psychic Spell (4th Level)	Craft Gas, Implant Divine/Psychic (4th Level), Make Potion (4th Level), <Spell to be implanted>	33	12	396
Arcane Spell (5th Level)	Craft Gas, Implant Arcane (5th Level), Make Potion (5th Level), <Spell to be implanted>	36	15	540
Divine/Psychic Spell (5th Level)	Craft Gas, Implant Divine/Psychic (5th Level), Make Potion (5th Level), <Spell to be implanted>	40	15	600
Arcane Spell (6th Level)	Craft Gas, Implant Arcane (6th Level), Make Potion (7th Level), <Spell to be implanted>	41	17	697
Arcane Spell (7th Level)	Craft Gas, Implant Arcane (7th Level), Make Potion (7th Level), <Spell to be implanted>	44	17	748
Arcane Spell (8th Level)	Craft Gas, Implant Arcane (8th Level), Make Potion (10th Level), <Spell to be implanted>	51	20	1020
Arcane Spell (10th Level)	Craft Gas, Implant Arcane (10th Level), Make Potion (10th Level), <Spell to be implanted>	55	20	1100

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Daily Use Items (Assumed to be made of wood)				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Arcane Spell (1st Level, 1xDay)	Craft Wood, Implant Arcane (1st Level), Daily Arcane Spell (1st Level), <Spell to be implanted>	11	6	66
Divine/Psychic Spell (1st Level, 1xDay)	Craft Wood, Implant Divine/Psychic (1st Level), Daily Divine/Psychic Spell (1st Level), <Spell to be implanted>	12	7	84
Arcane Spell (1st Level, 3xDay)	Craft Wood, Implant Arcane (1st Level), Daily Arcane Spell (3rd Level), <Spell to be implanted>	15	10	150
Divine/Psychic Spell (1st Level, 3xDay)	Craft Wood, Implant Divine/Psychic (1st Level), Daily Divine/Psychic Spell (3rd Level), <Spell to be implanted>	16	11	176
Arcane Spell (2nd Level, 1xDay)	Craft Wood, Implant Arcane (2nd Level), Daily Arcane Spell (3rd Level), <Spell to be implanted>	18	10	180
Arcane Spell (3rd Level, 1xDay)	Craft Wood, Implant Arcane (3rd Level), Daily Arcane Spell (3rd Level), <Spell to be implanted>	21	10	210
Divine/Psychic Spell (2nd Level, 1xDay)	Craft Wood, Implant Divine/Psychic (2nd Level), Daily Divine/Psychic Spell (3rd Level), <Spell to be implanted>	20	11	220
Divine/Psychic Spell (3rd Level, 1xDay)	Craft Wood, Implant Divine/Psychic (3rd Level), Daily Divine/Psychic Spell (3rd Level), <Spell to be implanted>	24	11	264
Arcane Spell (1st Level, 5xDay)	Craft Wood, Implant Arcane (1st Level), Daily Arcane Spell (5th Level), <Spell to be implanted>	19	14	266
Divine/Psychic Spell (1st Level, 5xDay)	Craft Wood, Implant Divine/Psychic (1st Level), Daily Divine/Psychic Spell (5th Level), <Spell to be implanted>	20	15	300
Arcane Spell (2nd Level, 2xDay)	Craft Wood, Implant Arcane (2nd Level), Daily Arcane Spell (5th Level), <Spell to be implanted>	22	14	308
Divine/Psychic Spell (2nd Level, 2xDay)	Craft Wood, Implant Divine/Psychic (2nd Level), Daily Divine/Psychic Spell (5th Level), <Spell to be implanted>	24	15	360
Arcane Spell (4th Level, 1xDay)	Craft Wood, Implant Arcane (4th Level), Daily Arcane Spell (5th Level), <Spell to be implanted>	28	14	392
Arcane Spell (5th Level, 1xDay)	Craft Wood, Implant Arcane (5th Level), Daily Arcane Spell (5th Level), <Spell to be implanted>	31	14	434
Divine/Psychic Spell (4th Level, 1xDay)	Craft Wood, Implant Divine/Psychic (4th Level), Daily Divine/Psychic Spell (5th Level), <Spell to be implanted>	32	15	480
Divine/Psychic Spell (5th Level, 1xDay)	Craft Wood, Implant Divine/Psychic (5th Level), Daily Divine/Psychic Spell (5th Level), <Spell to be implanted>	36	15	540

Wands (Crafting, Assumed to be made of wood)				
Wand Type	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Arcane Wand (1st Level)	Craft Wood, Craft Wand, Implant Arcane (1st Level), Charge Arcane Wand, <Spell to be implanted>	14	5	70
Divine/Psychic Wand (1st Level)	Craft Wood, Craft Wand, Implant Divine/Psychic (1st Level), Charge Divine/Psychic Wand, <Spell to be implanted>	15	5	75
Arcane Wand (2nd Level)	Craft Wood, Craft Wand, Implant Arcane (2nd Level), Charge Arcane Wand, <Spell to be implanted>	17	5	85
Divine/Psychic Wand (2nd Level)	Craft Wood, Craft Wand, Implant Divine/Psychic (2nd Level), Charge Divine/Psychic Wand, <Spell to be implanted>	19	6	114

Wands (Recharging)				
Wand Type	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Arcane Wand (1st Level)	Charge Arcane Wand, <Spell to be implanted>	5	4	20
Arcane Wand (2nd Level)	Charge Arcane Wand, <Spell to be implanted>	6	4	24
Divine/Psychic Wand (1st Level)	Charge Divine/Psychic Wand, <Spell to be implanted>	6	5	30
Divine/Psychic Wand (2nd Level)	Charge Divine/Psychic Wand, <Spell to be implanted>	7	5	35
Rods (Crafting, Assumed to be made of wood)				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Arcane Rod (1st Level)	Craft Wood, Craft Rod, Implant Arcane (1st Level), Charge Arcane Rod, <Spell to be implanted>	23	10	230
Divine/Psychic Rod (1st Level)	Craft Wood, Craft Rod, Implant Divine/Psychic (1st Level), Charge Divine/Psychic Rod, <Spell to be implanted>	25	10	250
Arcane Rod (2nd Level)	Craft Wood, Craft Rod, Implant Arcane (2nd Level), Charge Arcane Rod, <Spell to be implanted>	26	10	260
Arcane Rod (3rd Level)	Craft Wood, Craft Rod, Implant Arcane (3rd Level), Charge Arcane Rod, <Spell to be implanted>	29	10	290
Divine/Psychic Rod (2nd Level)	Craft Wood, Craft Rod, Implant Divine/Psychic (2nd Level), Charge Divine/Psychic Rod, <Spell to be implanted>	29	10	290
Arcane Rod (4th Level)	Craft Wood, Craft Rod, Implant Arcane (4th Level), Charge Arcane Rod, <Spell to be implanted>	32	10	320
Divine/Psychic Rod (3rd Level)	Craft Wood, Craft Rod, Implant Divine/Psychic (3rd Level), Charge Divine/Psychic Rod, <Spell to be implanted>	33	10	330
Arcane Rod (5th Level)	Craft Wood, Craft Rod, Implant Arcane (5th Level), Charge Arcane Rod, <Spell to be implanted>	35	11	385
Divine/Psychic Rod (4th Level)	Craft Wood, Craft Rod, Implant Divine/Psychic (4th Level), Charge Divine/Psychic Rod, <Spell to be implanted>	37	12	444
Divine/Psychic Rod (5th Level)	Craft Wood, Craft Rod, Implant Divine/Psychic (5th Level), Charge Divine/Psychic Rod, <Spell to be implanted>	40	14	560
Rods (Recharging)				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Arcane Rod (1st Level)	Charge Arcane Rod, <Spell to be implanted>	9	8	72
Arcane Rod (2nd Level)	Charge Arcane Rod, <Spell to be implanted>	10	8	80
Arcane Rod (3rd Level)	Charge Arcane Rod, <Spell to be implanted>	11	8	88
Arcane Rod (4th Level)	Charge Arcane Rod, <Spell to be implanted>	12	8	96
Arcane Rod (5th Level)	Charge Arcane Rod, <Spell to be implanted>	13	8	104
Divine/Psychic Rod (1st Level)	Charge Divine/Psychic Rod, <Spell to be implanted>	11	10	110
Divine/Psychic Rod (2nd Level)	Charge Divine/Psychic Rod, <Spell to be implanted>	12	10	120
Divine/Psychic Rod (3rd Level)	Charge Divine/Psychic Rod, <Spell to be implanted>	13	10	130
Divine/Psychic Rod (4th Level)	Charge Divine/Psychic Rod, <Spell to be implanted>	14	10	140
Divine/Psychic Rod (5th Level)	Charge Divine/Psychic Rod, <Spell to be implanted>	15	10	150

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Staves (Crafting, Assumed to be made of wood)				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Arcane Staff (1st Level)	Craft Wood, Craft Staff, Implant Arcane (1st Level), Charge Arcane Staff, <Spell to be implanted>	32	15	480
Arcane Staff (2nd Level)	Craft Wood, Craft Staff, Implant Arcane (2nd Level), Charge Arcane Staff, <Spell to be implanted>	35	15	525
Arcane Staff (3rd Level)	Craft Wood, Craft Staff, Implant Arcane (3rd Level), Charge Arcane Staff, <Spell to be implanted>	38	15	570
Arcane Staff (4th Level)	Craft Wood, Craft Staff, Implant Arcane (4th Level), Charge Arcane Staff, <Spell to be implanted>	41	15	615
Arcane Staff (5th Level)	Craft Wood, Craft Staff, Implant Arcane (5th Level), Charge Arcane Staff, <Spell to be implanted>	44	15	660
Arcane Staff (6th Level)	Craft Wood, Craft Staff, Implant Arcane (6th Level), Charge Arcane Staff, <Spell to be implanted>	47	15	705
Arcane Staff (7th Level)	Craft Wood, Craft Staff, Implant Arcane (7th Level), Charge Arcane Staff, <Spell to be implanted>	50	15	750
Divine/Psychic Staff (1st Level)	Craft Wood, Craft Staff, Implant Divine/Psychic (1st Level), Charge Divine/Psychic Staff, <Spell to be implanted>	40	20	800
Divine/Psychic Staff (2nd Level)	Craft Wood, Craft Staff, Implant Divine/Psychic (2nd Level), Charge Divine/Psychic Staff, <Spell to be implanted>	44	20	880
Divine/Psychic Staff (3rd Level)	Craft Wood, Craft Staff, Implant Divine/Psychic (3rd Level), Charge Divine/Psychic Staff, <Spell to be implanted>	48	20	960
Arcane Staff (8th Level)	Craft Wood, Craft Staff, Implant Arcane (8th Level), Charge Arcane Staff, <Spell to be implanted>	54	18	972
Divine/Psychic Staff (4th Level)	Craft Wood, Craft Staff, Implant Divine/Psychic (4th Level), Charge Divine/Psychic Staff, <Spell to be implanted>	52	20	1040
Divine/Psychic Staff (5th Level)	Craft Wood, Craft Staff, Implant Divine/Psychic (5th Level), Charge Divine/Psychic Staff, <Spell to be implanted>	55	20	1100
Arcane Staff (9th Level)	Craft Wood, Craft Staff, Implant Arcane (10th Level), Charge Arcane Staff, <Spell to be implanted>	57	20	1140
Arcane Staff (10th Level)	Craft Wood, Craft Staff, Implant Arcane (10th Level), Charge Arcane Staff, <Spell to be implanted>	58	20	1160
Staves (Recharging)				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Artificer Level Needed**	**Cost (Shillings)**
Arcane Staff (1st Level)	Charge Arcane Staff, <Spell to be implanted>	13	12	156
Arcane Staff (2nd Level)	Charge Arcane Staff, <Spell to be implanted>	14	12	168
Arcane Staff (3rd Level)	Charge Arcane Staff, <Spell to be implanted>	15	12	180
Arcane Staff (4th Level)	Charge Arcane Staff, <Spell to be implanted>	16	12	192
Arcane Staff (5th Level)	Charge Arcane Staff, <Spell to be implanted>	17	12	204
Arcane Staff (6th Level)	Charge Arcane Staff, <Spell to be implanted>	18	12	216
Arcane Staff (7th Level)	Charge Arcane Staff, <Spell to be implanted>	19	12	228
Arcane Staff (8th Level)	Charge Arcane Staff, <Spell to be implanted>	20	12	240
Arcane Staff (9th Level)	Charge Arcane Staff, <Spell to be implanted>	21	12	252
Arcane Staff (10th Level)	Charge Arcane Staff, <Spell to be implanted>	22	12	264
Divine/Psychic Staff (1st Level)	Charge Divine/Psychic Staff, <Spell to be implanted>	21	20	420
Divine/Psychic Staff (2nd Level)	Charge Divine/Psychic Staff, <Spell to be implanted>	22	20	440
Divine/Psychic Staff (3rd Level)	Charge Divine/Psychic Staff, <Spell to be implanted>	23	20	460
Divine/Psychic Staff (4th Level)	Charge Divine/Psychic Staff, <Spell to be implanted>	24	20	480
Divine/Psychic Staff (5th Level)	Charge Divine/Psychic Staff, <Spell to be implanted>	25	20	500

Clockwork Automata				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Priest Level Needed**	**Cost (Shillings)**
Minor Clockwork Automaton	Craft Minor Clockwork Automaton	4	4	16
Lesser Clockwork Automaton	Craft Lesser Clockwork Automaton	10	10	100
Greater Clockwork Automaton	Craft Greater Clockwork Automaton	14	14	196
Golems				
Item	**Spells Needed**	**Time Needed (Weeks)**	**Priest Level Needed**	**Cost (Shillings)**
Flesh Golem	Craft Flesh Golem	12	7	84
Clay Golem	Craft Lesser Golem	20	12	240
Bronze Golem	Craft Lesser Golem	22	12	264
Stone Golem	Craft Lesser Golem	22	12	264
Iron Golem	Craft Iron Golem	30	15	450
Titanium Golem	Craft Greater Golem	40	20	800
Obsidian Golem	Craft Greater Golem	45	20	900
Artificial Limbs				
Item	**Spells Needed**	**Time Needed (Days)**	**Empath Level Needed**	**Cost (Shillings)**
Wooden Limb	Craft Wooden Limb	1	2	4d
Glass Limb	Craft Glass Limb	1	5	10d
Metal Limb	Craft Metal Limb	1	8	1/4
Titanium Limb	Craft Titanium Limb	1	12	2/-

The various species here are all available for player characters. At the Game Master's discretion, a player could take one of these sets of statistics and change the species to one based on a slightly different animal (for example using the ratfolk statistics for a squirrelfolk, or using the badgerfolk statistics for a minkfolk).

In any case, all these species have the following traits in common:

> They are humanoid in shape, with animal-like heads and tails but human-like hands (with five fingers and opposable thumbs).

> Although they have fur on their bodies, their skin is not tough like that of wild animals. It is soft and sensitive like a human's. Therefore when not wearing armour a member of any of these species counts as "Unarmoured" rather than "Furred Creature".

> Similarly, the human-like muscle structure in the hands and in the necks (which has the spine perpendicular to the skull for an upright humanoid gait) precludes any of these species from effective claw or bite attacks. While they technically can bite or claw someone, such attacks are made on the Brawling attack table rather than the Bite or Claw tables.

> The species are all close enough to human that they can interbreed. Any offspring produced are not hybrids, but instead follow the species of the parent of the same gender.

> All the species are theoretically omnivorous and can eat any food palatable to humans, although they will prefer the sorts of food that their base animal normally eats.

Each species is presented with a list of abilities and a description. The abilities are:

Ability Scores - Characters of each species (except for Human) must increase one of their ability scores by two points and decrease one of their ability scores by two points. This increase and decrease affect the raw scores, and whatever bonuses, skill points, and mana the ability scores provide are adjusted accordingly.

Save DCs - The six save DCs given for each species are starting values for those scores. Save DCs increase with level, and ability score bonuses also apply to them. See *Chapter 5 - Magic* and *Chapter 8 - Combat* for detailed rules on Save DCs.

Grace Period - When a character has been badly hurt, whether in combat or from another source of harm, they will start dying. They will stop breathing and their heart will stop, but they are not quite dead yet. Their soul clings to their body for a short time before passing on to whatever afterlife awaits.

If the body can be healed sufficiently before the soul passes on, the character will be revived from the near-death experience and will be still alive.

Behind The Curtain

The species listed here are designed for use with the default campaign setting detailed in Chapter 2. If you prefer to use these rules with a more generic fantasy setting, I suggest using the statistics as-is but simply renaming the species as follows:

Badgerfolk = Dwarf
Catfolk = Half Elf
Foxfolk = High Elf
Rabbitfolk = Human
Ratfolk = Halfling
Weaselfolk = Elf
Wolffolk = Half Orc

The "Grace Period" score for each species shows how long the soul will stay in a dying body (without magical intervention) before passing on.

See Chapter 9 - Injury & Healing for more details on death and dying.

Healing Time - When characters are injured, they may have access to magical healing. Unfortunately this is not always the case and sometimes broken bones must be set and bleeding wounds bandaged and so forth and left to heal naturally.

This score is a multiplier for the natural healing time for such injuries. See Chapter 9 - Injury, Poison & Healing for more details on natural healing.

Hit Die - Each rank purchased in the Toughness skill grants the character extra basic hit points based on a die roll. This score shows which die to roll to generate those extra basic hit points. See *Chapter 4 - Skills* for more details on how the the Toughness skill and hit points work.

Max Hit Points - All characters have a limit to the number of basic hit points they can have (before Constitution bonuses apply). This limit is listed for each species. See *Chapter 4 - Skills* for more details on the Toughness skill and hit points.

Badgerfolk Species Characteristics	
Height:	4'-5'
Lifespan:	150 years
Ability Scores:	+2 Constitution -2 Charisma
Arcane Save DC:	+19
Divine Save DC:	+11
Psychic Save DC:	+19
Poison Save DC:	+15
Disease Save DC:	+14
Fear Save DC:	+14
Grace Period:	8 Rounds
Healing Time:	50% Normal
Hit Die:	d10
Max Hit Points:	120

Catfolk Species Characteristics	
Height:	4'6"-5'6"
Lifespan:	300 years
Ability Scores:	+2 Charisma -2 Wisdom
Arcane Save DC:	+10
Divine Save DC:	+10
Psychic Save DC:	+10
Poison Save DC:	+13
Disease Save DC:	+19
Fear Save DC:	+9
Grace Period:	3 Rounds
Healing Time:	150% Normal
Hit Die:	d8
Max Hit Points:	100

Ratfolk Species Characteristics	
Height:	3'6"-4'6"
Lifespan:	50 years
Ability Scores:	+2 Dexterity -2 Strength
Arcane Save DC:	+11
Divine Save DC:	+11
Psychic Save DC:	+15
Poison Save DC:	+31
Disease Save DC:	+31
Fear Save DC:	+11
Grace Period:	8 Rounds
Healing Time:	25% Normal
Hit Die:	d8
Max Hit Points:	120

Foxfolk Species Characteristics	
Height:	6'-6'6"
Lifespan:	120 years
Ability Scores:	+2 Wisdom -2 Dexterity
Arcane Save DC:	+10
Divine Save DC:	+12
Psychic Save DC:	+10
Poison Save DC:	+11
Disease Save DC:	+11
Fear Save DC:	+16
Grace Period:	10 Rounds
Healing Time:	75% Normal
Hit Die:	d10
Max Hit Points:	150

Weaselfolk Species Characteristics	
Height:	3'6"-4'6"
Lifespan:	90 years
Ability Scores:	+2 Intelligence -2 Constitution
Arcane Save DC:	+21
Divine Save DC:	+11
Psychic Save DC:	+15
Poison Save DC:	+13
Disease Save DC:	+13
Fear Save DC:	+31
Grace Period:	6 Rounds
Healing Time:	100% Normal
Hit Die:	d8
Max Hit Points:	80

Rabbitfolk Species Characteristics	
Height:	5'-6'
Lifespan:	70 years
Ability Scores:	No bonuses or penalties
Arcane Save DC:	+11
Divine Save DC:	+11
Psychic Save DC:	+11
Poison Save DC:	+11
Disease Save DC:	+11
Fear Save DC:	+11
Grace Period:	12 Rounds
Healing Time:	100% Normal
Hit Die:	d8
Max Hit Points:	120

Wolffolk Species Characteristics	
Height:	7'-8'
Lifespan:	100 years
Ability Scores:	+2 Strength -2 Intelligence
Arcane Save DC:	+14
Divine Save DC:	+14
Psychic Save DC:	+14
Poison Save DC:	+15
Disease Save DC:	+15
Fear Save DC:	+13
Grace Period:	6 Rounds
Healing Time:	75% Normal
Hit Die:	d10
Max Hit Points:	200

APPENDIX III - CHARACTER CLASSES

ADVENTURER

Adventurer Class Information	
Magic	
Caster Type	None
Sphere	Any
Exclusive Spell Paths	None
Skills	
Armour (Leather)	None (1++)
Armour (Cuir Bouilli)	None (1++)
Armour (Maille)	None (2++)
Armour (Plate)	None (3++)
Climb	Poor (3+7)
Disable Device	Medium (2+5)
Dodge	None (20)
Focus Ki[1]	None (2+6)
Language[1]	None (3++)
Mana Transfer	None (20)
Pick Lock	Medium (2+6)
Read Magic	None (6)
Ride[1]	Poor (2+5)
Sneak Attack	None (2+5)
Spell Path Research[1]	None (8)
Spell Penetration	None (-)[2]
Spot	None (1+3)
Stealth	Medium (1+3)
Swim	Poor (2+5)
Toughness	Poor (2+5)
Use Magical Device	None (8)
Weapon (1st Group)[1]	Good (2+5)
Weapon (2nd Group)[1]	Good (3+8)
Weapon (3rd Group)[1]	Good (3+9)
Weapon (4th Group)[1]	Good (3+9)
Weapon (5th Group)[1]	Good (3+9)
Weapon (6th Group)[1]	Good (6)
Weapon (Martial Arts)[1]	Good (3+7)
Weapon (Spell)[1]	None (20)

[1] Skill contains sub-skills which must be bought independently
[2] Skill ranks in Spell Penetration cannot be bought

An adventurer is a Jack-of-all-trades. Adventurers can fight fairly well, learn a bit of magic, and learn miscellaneous skills too. While an adventurer will never be the best at any of these activities - specialists will always be better, they will be good enough to stand alongside specialists.

Becoming an Adventurer: Adventurers go through no formal apprenticeship or training, being generally self-taught.

Social Status: Being an adventurer has no kind of social recognition. In fact adventurers rarely even describe themselves as such. An adventurer will usually consider themselves to still be a member of whatever trade or profession they had before they decided to trade that life in for a life of adventure.

Role in an Adventuring Party: As generalists, adventurers will usually be welcome in any party as a good back-up for any other member of the party who needs it. Although they will never be strong enough spell casters to be a party's primary spell caster, they can provide a few back-up or utility spells if they are that way inclined, and make a good second rank fighter or rear-guard.

ARTIFICER

Artificer Class Information	
Magic	
Caster Type	Full
Sphere	Arcane
Exclusive Spell Paths	Arcane Charging Crafting Magical Enhancement Metallurgy Non-Arcane Charging Potions
Skills	
Armour (Leather)	None (9)
Armour (Cuir Bouilli)	None (9)
Armour (Maille)	None (10)
Armour (Plate)	None (11)
Climb	None (7)
Disable Device	Poor (4)
Dodge	None (20)
Focus Ki[1]	None (6)
Language[1]	None (1++)
Mana Transfer	None (7)
Pick Lock	Poor (4)
Read Magic	Good (1+3)
Ride[1]	None (3)
Sneak Attack	None (9)
Spell Path Research[1]	None (1++)
Spell Penetration	Poor (-)[2]
Spot	None (3)
Stealth	Poor (6)
Swim	None (3)
Toughness	None (6)
Use Magical Device	Good (1+3)
Weapon (1st Group)[1]	None (9)
Weapon (2nd Group)[1]	None (20)
Weapon (3rd Group)[1]	None (20)
Weapon (4th Group)[1]	None (20)
Weapon (5th Group)[1]	None (20)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (9)
Weapon (Spell)[1]	Poor (2+7)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

An artificer is a full arcane spell caster who specialises in the crafting of enchanted items.

Becoming an Artificer: To become an artificer, you need to undergo formal training in the profession at either the College of Sorcery or the University of Arcane Arts. Both of these magical schools teach crafting, and students are selected for the artificer course based on aptitude and temperament. Crafting items takes great patience and attention to detail, and not all prospective mages are suited for the task.

Social Status: Artificers are very popular in society, since many people want the enchanted goods that they can craft. Since they are crafts people as well as mages, non-magical folks tend to empathise with them better and see them as less aloof than other spell casters.

Within the magical schools the converse is often true, with artificers being looked down on slightly as if their brand of magic is less pure than that of other spell casters. However, neither school denies that the items made by artificers are not only useful for the other mages in the school but are also a great source of income.

Role in an Adventuring Party: Artificers don't fit very well in adventuring parties. While they can go off to explore the world and have adventures as much as anyone else can, their particular talents require them to work in smithies and laboratories for weeks on end and this is often at odds with an adventuring lifestyle.

Still, many adventuring groups will put up with that in exchange for the potential for cheap (or even free) items.

ARCANE CHARGING   (EXCLUSIVE ARTIFICER PATH)

3) Implant Arcane (1st Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a first level Arcane spell into an item. This spell must be cast every day for the duration of the item's crafting.

4) Charge Arcane Wand   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to charge or recharge an Arcane wand. The wand will be filled with ten charges and can hold only a first or second level spell. This spell must be cast every day for the duration of the item's crafting.

5) Implant Arcane (2nd Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a second level Arcane spell into an item. This spell must be cast every day for the duration of the item's crafting.

6) Daily Arcane Spell (1st Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to make an implanted first level Arcane spell operate once per day. This spell must be cast every day for the duration of the item's crafting.

7) Implant Arcane (3rd Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a third level Arcane spell into an item. This spell must be cast every day for the duration of the item's crafting.

8) Charge Arcane Rod   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to charge or recharge an Arcane rod. The rod will be filled with thirty charges and can hold only a first to fifth level spell. This spell must be cast every day for the duration of the item's crafting.

9) Implant Arcane (4th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a fourth level Arcane spell into an item. This spell must be cast every day for the duration of the item's crafting.

10) Daily Arcane Spell (3rd Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to make an implanted first level Arcane spell operate three times per day, or an implanted second to third level Arcane spell operate once per day. This spell must be cast every day for the duration of the item's crafting.

11) Implant Arcane (5th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a fifth level Arcane spell into an item. This spell must be cast every day for the duration of the item's crafting.

12) Charge Arcane Staff   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to charge or recharge an Arcane staff. The staff will be filled with a hundred charges and can hold a first to tenth level spell. This spell must be cast every day for the duration of the item's crafting.

13) Implant Arcane (6th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a sixth level Arcane spell into an item. This spell must be cast every day for the duration of the item's crafting.

14) Daily Arcane Spell (5th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to make an implanted first level Arcane spell operate five times per day, or an implanted second level Arcane spell operate twice per day, or an implanted third to fifth level Arcane spell operate once per day. This spell must be cast every day for the duration of the item's crafting.

15) Implant Arcane (7th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a seventh level Arcane spell into an item. This spell must be cast every day for the duration of the item's crafting.

18) Implant Arcane (8th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a eighth level Arcane spell into an item. This spell must be cast every day for the duration of the item's crafting.

20) Implant Arcane (10th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a tenth level Arcane spell into an item. This spell must be cast every day for the duration of the item's crafting.

CRAFTING

1) Craft Wood   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create an enchanted item out of wood or paper. This spell must be cast every day for the duration of the item's crafting.

2) Create Spell Scroll (1st Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a magical scroll that can hold a first level spell. This spell must be cast every day for the duration of the item's crafting.

3) Craft Cloth   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create an enchanted item out of cloth. This spell must be cast every day for the duration of the item's crafting.

4) Create Spell Scroll (2nd Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a magical scroll that can hold a first to second level spell. This spell must be cast every day for the duration of the item's crafting.

5) Craft Wand   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a wand capable of holding charges of a first to second level spell. This spell must be cast every day for the duration of the item's crafting.

6) Craft Organic   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create an enchanted item out of any organic material that is not inherently magical. This spell must be cast every day for the duration of the item's crafting.

7) Create Spell Scroll (3rd Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a magical scroll that can hold a first to third level spell. This spell must be cast every day for the duration of the item's crafting.

9) Create Spell Scroll (5th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a magical scroll that can hold a first to fifth level spell. This spell must be cast every day for the duration of the item's crafting.

10) Craft Rod   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a rod capable of holding charges of a first to fifth level spell. This spell must be cast every day for the duration of the item's crafting.

12) Create Spell Scroll (7th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a magical scroll that can hold a first to seventh level spell. This spell must be cast every day for the duration of the item's crafting.

14) Create Spell Scroll (10th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a magical scroll that can hold a first to tenth level spell. This spell must be cast every day for the duration of the item's crafting.

15) Craft Staff   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a rod capable of holding charges of a first to tenth level spell. This spell must be cast every day for the duration of the item's crafting.

20) Craft Magical Organic   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create an enchanted item out of any organic material that is inherently magical. This spell must be cast every day for the duration of the item's crafting.

MAGICAL ENHANCEMENT

3) Mana Enhancer (1 Free Spell)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant an item so that it provides the mana to power one spell each day for its wielder. This spell must be cast every day for the duration of the item's crafting.

4) +1 Weapon   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant a weapon to have a +1 bonus to its wielder's attacks. This spell must be cast every day for the duration of the item's crafting.

5) +1 Armour   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant a suit of armour or shield to give a +1 bonus to its wearer's Dodge Bonus. This spell must be cast every day for the duration of the item's crafting.

6) +1 Skill   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant an item to give a +1 bonus to its wearer's skill bonus with a particular skill or save DC (except weapons skills and spell path research skills). This spell must be cast every day for the duration of the item's crafting.

7) Mana Enhancer (2 Free Spells)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant an item so that it provides the mana to power two spells each day for its wielder. This spell must be cast every day for the duration of the item's crafting.

8) +2 Weapon   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant a weapon to have a +2 bonus to its wielder's attacks. This spell must be cast every day for the duration of the item's crafting.

9) +2 Armour   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant a suit of armour or shield to give a +2 bonus to its wearer's Dodge Bonus. This spell must be cast every day for the duration of the item's crafting.

10) +2 Skill   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant an item to give a +2 bonus to its wearer's skill bonus with a particular skill or save DC (except weapons skills and spell path research skills). This spell must be cast every day for the duration of the item's crafting.

11) Minor Combat Ability   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant a weapon, a shield, or a suit of armour to have a minor combat ability. This spell must be cast every day for the duration of the item's crafting.

12) Mana Enhancer (3 Free Spells or x2 Mana)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to either enchant an item so that it provides the mana to power three spells each day for its wielder or enchant an item so that or doubles its wearer's mana. This spell must be cast every day for the duration of the item's crafting.

13) +3 Weapon   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant a weapon to have a +3 bonus to its wielder's attacks. This spell must be cast every day for the duration of the item's crafting.

14) +3 Armour   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant a suit of armour or shield to give a +3 bonus to its wearer's Dodge Bonus. This spell must be cast every day for the duration of the item's crafting.

15) +3 Skill   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant an item to give a +3 bonus to its wearer's skill bonus with a particular skill or save DC (except weapons skills and spell path research skills). This spell must be cast every day for the duration of the item's crafting.

17) Mana Enhancer (4 Free Spells or x3 Mana)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to either enchant an item so that it provides the mana to power four spells each day for its wielder or enchant an item so that or triples its wearer's mana. This spell must be cast every day for the duration of the item's crafting.

18) Major Combat Ability   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant a weapon, a shield, or a suit of armour to have a major combat ability. This spell must be cast every day for the duration of the item's crafting.

20) +4 Weapon   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to enchant a weapon to have a +4 bonus to its wielder's attacks. This spell must be cast every day for the duration of the item's crafting.

METALLURGY

1) Craft Iron   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an enchanted item out of iron. Iron weapons and armour naturally have a +0 bonus and can be enchanted to have up to a +1 bonus. This spell must be cast every day for the duration of the item's crafting.

2) Craft Low Steel   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an enchanted item out of low steel. Low steel weapons and armour naturally have a +1 bonus and can be enchanted to have up to a +2 bonus. This spell must be cast every day for the duration of the item's crafting.

3) Craft Base Metals   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an enchanted item out of base metals (copper, tin, silver, etc.) Base metals are not suitable for making magical weapons or armour. This spell must be cast every day for the duration of the item's crafting.

4) Craft Alloy   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an enchanted item out of alloy (bronze, brass, electrum, etc.) Alloy weapons and armour naturally have a -1 penalty but can be enchanted to have up to a +1 bonus. This spell must be cast every day for the duration of the item's crafting.

5) Iron to Steel   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to make steel from iron during the crafting process of an item. This spell must be cast every day for the duration of the item's crafting.

6) Craft High Steel   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an enchanted item out of high steel. High steel weapons and armour naturally have a +2 bonus and can be enchanted to have up to a +3 bonus. This spell must be cast every day for the duration of the item's crafting.

7) Gold to Orichalcum   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to make orichalcum from gold (and copper) during the crafting process of an item. This spell must be cast every day for the duration of the item's crafting.

8) Craft Stone   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an enchanted item out of non-precious or semi-precious stone. This spell must be cast every day for the duration of the item's crafting.

10) Craft Orichalcum   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an enchanted item out of orichalcum. Orichalcum weapons and armour naturally have a +3 bonus and can be enchanted to have up to a +4 bonus. This spell must be cast every day for the duration of the item's crafting.

11) Craft Gems   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an enchanted item out of gemstone. This spell must be cast every day for the duration of the item's crafting.

13) Craft Gold   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an enchanted item out of gold. Gold is not suitable for making magical weapons or armour. This spell must be cast every day for the duration of the item's crafting.

15) Craft Titanium   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an enchanted item out of titanium. Titanium weapons and armour are naturally magical and have a +4 bonus. This spell must be cast every day for the duration of the item's crafting.

20) Craft Obsidian   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an enchanted item out of obsidian. Obsidian weapons and armour are naturally magical and have a +5 bonus. This spell must be cast every day for the duration of the item's crafting.

NON-ARCANE CHARGING (EXCLUSIVE ARTIFICER PATH)

3) Implant Divine/Psychic (1st Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a first level Divine/Psychic spell into an item. This spell must be cast every day for the duration of the item's crafting.

5) Charge Divine/Psychic Wand   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to charge or recharge an Divine/Psychic wand. The wand will be filled with ten charges and can hold only a first or second level spell. This spell must be cast every day for the duration of the item's crafting.

6) Implant Divine/Psychic (2nd Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a second level Divine/Psychic spell into an item. This spell must be cast every day for the duration of the item's crafting.

7) Daily Divine/Psychic Spell (1st Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to make an implanted first level Divine/Psychic spell operate once per day. This spell must be cast every day for the duration of the item's crafting.

9) Implant Divine/Psychic (3rd Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a third level Divine/Psychic spell into an item. This spell must be cast every day for the duration of the item's crafting.

10) Charge Divine/Psychic Rod   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to charge or recharge an Divine/Psychic rod. The rod will be filled with thirty charges and can hold only a first to fifth level spell. This spell must be cast every day for the duration of the item's crafting.

11) Daily Divine/Psychic Spell (3rd Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to make an implanted first level Divine/Psychic spell operate three times per day, or an implanted second to third level Divine/Psychic spell operate once per day. This spell must be cast every day for the duration of the item's crafting.

12) Implant Divine/Psychic (4th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a fourth level Divine/Psychic spell into an item. This spell must be cast every day for the duration of the item's crafting.

14) Implant Divine/Psychic (5th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to implant a fifth level Divine/Psychic spell into an item. This spell must be cast every day for the duration of the item's crafting.

15) Daily Divine/Psychic Spell (5th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to make an implanted first level Divine/Psychic spell operate five times per day, or an implanted second level Divine/Psychic spell operate twice per day, or an implanted third to fifth level Divine/Psychic spell operate once per day. This spell must be cast every day for the duration of the item's crafting.

20) Charge Divine/Psychic Staff   **C**
Range: Self   *Duration: 8 hrs*
Allows the caster to charge or recharge an Divine/Psychic staff. The staff will be filled with a hundred charges and can hold a first to tenth level spell. This spell must be cast every day for the duration of the item's crafting.

POTIONS

1) Craft Liquid   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create an enchanted item out of liquid. This spell must be cast every day for the duration of the item's crafting.

3) Make Potion (1st Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a single draught of a potion (either liquid or gaseous) that can have a first level spell implanted in it. This spell must be cast every day for the duration of the item's crafting.

4) Distil Poison (5th Level)
Range: Self   *Duration: Instant*
Allows caster to extract and distil a poison of any type with a penetration level of up to five from raw ingredients over the course of a day.

5) Craft Gas   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create an enchanted item out of gasses. This spell must be cast every day for the duration of the item's crafting.

6) Make Potion (2nd Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a single draught of a potion (either liquid or gaseous) that can have a second level spell implanted in it. This spell must be cast every day for the duration of the item's crafting.

9) Make Potion (3rd Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a single draught of a potion (either liquid or gaseous) that can have a third level spell implanted in it. This spell must be cast every day for the duration of the item's crafting.

10) Distil Poison (15th Level)
Range: Self   *Duration: Instant*
Allows caster to extract and distil a poison of any type with a penetration level of up to fifteen from raw ingredients over the course of a day.

12) Make Potion (4th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a single draught of a potion (either liquid or gaseous) that can have a fourth level spell implanted in it. This spell must be cast every day for the duration of the item's crafting.

15) Make Potion (5th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a single draught of a potion (either liquid or gaseous) that can have a fifth level spell implanted in it. This spell must be cast every day for the duration of the item's crafting.

17) Make Potion (7th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a single draught of a potion (either liquid or gaseous) that can have a seventh level spell implanted in it. This spell must be cast every day for the duration of the item's crafting.

20) Make Potion (10th Level)   **C**
Range: Self   *Duration: 8 hrs*
Allows caster to create a single draught of a potion (either liquid or gaseous) that can have a tenth level spell implanted in it. This spell must be cast every day for the duration of the item's crafting.

ASSASSIN

Assassin Class Information	
Magic	
Caster Type	None
Sphere	Any
Exclusive Spell Paths	None
Skills	
Armour (Leather)	None (1++)
Armour (Cuir Bouilli)	None (2++)
Armour (Maille)	None (3++)
Armour (Plate)	None (4++)
Climb	Poor (2+5)
Disable Device	Good (1+3)
Dodge	None (20)
Focus Ki[1]	None (2+6)
Language[1]	None (3++)
Mana Transfer	None (20)
Pick Lock	Good (1+3)
Read Magic	None (6)
Ride[1]	Poor (2+6)
Sneak Attack	None (1+3)
Spell Path Research[1]	None (10)
Spell Penetration	None (-)[2]
Spot	Poor (1+3)
Stealth	Good (1+3)
Swim	Poor (1+3)
Toughness	None (3+7)
Use Magical Device	None (7)
Weapon (1st Group)[1]	Medium (2+7)
Weapon (2nd Group)[1]	Medium (3+8)
Weapon (3rd Group)[1]	Medium (4)
Weapon (4th Group)[1]	Medium (4)
Weapon (5th Group)[1]	Medium (4)
Weapon (6th Group)[1]	Medium (6)
Weapon (Martial Arts)[1]	Medium (3+7)
Weapon (Spell)[1]	None (20)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

In theory, there is no such thing as an assassin. There are bodyguards and bounty hunters, but not assassins.

The Guild Of Bodyguards And Bounty Hunters is found in many cities and claims to teach the skills needed for a good bodyguard or bounty hunter - the ability to disarm and avoid traps, the ability to pick locks, and the ability to strike people unawares in careful ways to disable them while avoiding accidentally killing them. Of course, the tricks and techniques it teaches are easily misused, and the guild is openly referred to as "The Assassin's Guild" by almost everyone. It only manages to stay open because the legitimate uses of the skills it teaches are technically legal and because its former students make great spies and agents for the very people who would otherwise close it down.

Becoming an Assassin: The guild takes in apprentices and trains them over a four year period. The training is difficult, and requires brains and social skills well as agility. Bodyguards and bounty hunters must be able to fit into any social situation.

Social Status: Few people like assassins, but everyone fears them. In general, it is only the rich who have recourse to use them, and only the rich who are targeted by them; so the common folk tends to be less wary. The guild goes to great lengths to protect its reputation. As well as the kayfabe of bodyguarding, it also makes sure that its members are known for their honour and honesty.

Role in an Adventuring Party: Assassins are good in a fight, and great at sneaking around. Their training also comes in handy for dropping foes quickly - and anything that ends a fight more quickly is popular with adventurers because it means there are fewer chances of them getting injured or killed.

Adventuring parties also tend to have a bit more of a cavalier attitude to killing than most common folk, so they tend to be more accepting of someone who does it for a living.

BARD

Bard Class Information	
Magic	
Caster Type	Partial
Sphere	Arcane
Exclusive Spell Paths	Appraisal Enchanting Songs Linguistics Sound Mastery Sound Production
Skills	
Armour (Leather)	None (9)
Armour (Cuir Bouilli)	None (9)
Armour (Maille)	None (10)
Armour (Plate)	None (10)
Climb	Poor (3+9)
Disable Device	Poor (4)
Dodge	None (15)
Focus Ki[1]	None (2+7)
Language[1]	None (1++)
Mana Transfer	None (13)
Pick Lock	Poor (4)
Read Magic	Poor (5)
Ride[1]	Poor (2+6)
Sneak Attack	None (3)
Spell Path Research[1]	None (4++)
Spell Penetration	Poor (-)[2]
Spot	Poor (2+7)
Stealth	Poor (2+7)
Swim	Poor (2+6)
Toughness	None (3+8)
Use Magical Device	Poor (6)
Weapon (1st Group)[1]	Poor (3+9)
Weapon (2nd Group)[1]	Poor (6)
Weapon (3rd Group)[1]	Poor (7)
Weapon (4th Group)[1]	Poor (7)
Weapon (5th Group)[1]	Poor (7)
Weapon (6th Group)[1]	Poor (15)
Weapon (Martial Arts)[1]	Poor (3)
Weapon (Spell)[1]	None (10)

[1] Skill contains sub-skills which must be bought independently
[2] Skill ranks in Spell Penetration cannot be bought

Not everyone with a talent for arcane magic goes to one of the magical schools. Whether through lack of funds to pay for the education or a temperament that would find years of formal education stifling, no small number of talented mages forgo formal schooling and instead channel their talents into becoming bards.

Bards are partial arcane casters whose talents lay in the areas of sound, language and information.

Becoming a Bard: Becoming a bard is simply a matter of finding an existing bard and tagging along with them pestering them to teach you how to do the things they can do. There's no formal apprenticeship, since being a bard isn't a formal profession. Still, those with an aptitude for it are welcomed. There's nothing most bards like better than having someone around that they can show off to.

Social Status: While some bards make a good living entertaining the rich, the majority are seen as scoundrels and wastrels who flit from tavern to tavern leaving a trail of broken hearts and unpaid bar tabs.

That reputation isn't entirely deserved, and in many cases it is mostly the product of jealousy. Bards tend to be very popular, and many common folk wish they had the magical aptitude to become one.

Role in an Adventuring Party: Bards make great additions to an adventuring party. While not exactly combat monsters they can usually hold their own in a fight - being used to the rough and tumble of seedy bars teaches them to protect themselves. Their magical talents for information gathering and linguistics are also incredibly useful for any adventuring parties who are going to venture far from home.

APPRAISAL   (EXCLUSIVE BARD PATH)

1) Appraise Jewellery

Range: Touch   *Duration: Instant*

Caster becomes aware of the value of any item made of precious or semi-precious materials. Only the material value is known, not any additional value for craftsmanship.

2) Appraise Craftsmanship

Range: Touch   *Duration: Instant*

Caster becomes aware of the value of any crafted or artistic item, including both its material value and its value to collectors of its type of art or craft.

3) Feel Enchantment

Range: Touch   *Duration: C (1 min/lvl)*

Caster can feel whether each object touched is magical in some way, but gains no insight about the type or power of the object's magical nature.

4) Identify (10%)

Range: Touch   *Duration: Instant*

Caster has a 10% chance to identify each magical power or bonus of an item. The caster can only cast this spell once per item, but may cast other Identify spells on the item after this one.

5) Appraisal

Range: Touch   *Duration: Instant*

Caster becomes aware of the market value of any item touched.

6) Feel Significance

Range: Touch   *Duration: Instant*

Caster becomes aware of whether the item touched has cultural significance to its makers or users; but not what that significance is.

8) Feel Origin

Range: Touch   *Duration: Instant*

Caster becomes aware of the place where the touched object comes from. This is the source of its material if it is natural, or the place it was made (and the identity of its maker) if it is manufactured.

10) Identify (20%)

Range: Touch   *Duration: Instant*

Caster has a 20% chance to identify each magical power or bonus of an item. The caster can only cast this spell once per item, but may cast other Identify spells on the item after this one.

11) Feel Curse

Range: Touch   *Duration: Instant*

Caster becomes aware if the touched item is cursed. The Game Master must determine what counts as a 'curse' in their setting for purposes of this spell.

13) Identify Significance

Range: Touch   *Duration: Instant*

Caster becomes aware of whether the item touched has cultural significance to its makers or users; and exactly what that significance is.

15) Identify (50%)

Range: Touch   *Duration: Instant*

Caster has a 50% chance to identify each magical power or bonus of an item. The caster can only cast this spell once per item, but may cast other Identify spells on the item after this one.

20) Identify (100%)

Range: Touch   *Duration: Instant*

Caster has a 100% chance to identify each magical power or bonus of an item. The caster can only cast this spell once per item, but may cast other Identify spells on the item after this one.

Enchanting Songs

1) Song Of Calm

Range: 50'   *Duration: C*

Target is calmed of strong anger, although it may remain quietly hostile if it was already. It will not start a fight (but will fight in self defence if attacked). Caster must sing for the duration (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words).

2) Song Of Holding

Range: 50'   *Duration: C*

Target is slowed. Caster must sing for the duration (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words).

3) Song Of Stunning

Range: 50'   *Duration: C*

Target is dazed. Caster must sing for the duration (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words).

5) Song Of Sleep

Range: 50'   *Duration: C*

Target falls asleep, but may be awoken as normal (which ends the spell even if the caster is still singing). Caster must sing for the duration (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words).

6) Song Of Charm

Range: 50'   *Duration: C*

Target believes the caster to be a good friend. Caster must sing for the duration (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words).

7) Song Of Terror

Range: 50'   *Duration: C*

Target is terrified of the caster and must flee until the song ends or they can no longer hear it. Caster must sing for the duration (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words).

8) Song Of Lasting Calm

Range: 50'   *Duration: C x2*

Target is calmed of strong anger, although it may remain quietly hostile if it was already. It will not start a fight (but will fight in self defence if attacked). Caster must sing (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words). Once the song has stopped or the target can no longer hear it, the spell continues for a period of time equal to the length of time that it has already been active for.

9) Song Of Lasting Stunning

Range: 50'   *Duration: C x2*

Target is dazed. Caster must sing (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words). Once the song has stopped or the target can no longer hear it, the spell continues for a period of time equal to the length of time that it has already been active for.

10) Erase Memories

Range: 10'   *Duration: Permanent*

Target forgets a period of time. The period to be forgotten must be known to the caster. Caster must sing for the duration of the period to be forgotten (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words).

11) Song Of Lasting Charm

Range: 50'   *Duration: C x2*

Target believes the caster to be a good friend. Caster must sing (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words). Once the song has stopped or the target can no longer hear it, the spell continues for a period of time equal to the length of time that it has already been active for.

12) Song Of Lasting Terror

Range: 50'   *Duration: C x2*

Target is terrified of the caster and must flee until the song ends or they can no longer hear it, and then continue fleeing for the same duration again. Caster must sing for the duration (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words).

13) Song Of Command

Range: 50'   *Duration: C*

Target follows whatever commands caster puts into the lyrics of their song. Caster must sing for the duration (count the singing as concentration) and target must be able to physically hear the caster (and must understand the commands).

15) Song Of Lasting Sleep

Range: 50'   *Duration: C x2*

Target falls asleep, and may not be awoken except by magic (which ends the spell even if the caster is still singing) for the duration of the song and an equal duration afterwards. Caster must sing for the duration (count the singing as concentration) and target must be able to physically hear the caster (but does not need to understand the words).

20) Epic Ballad

Range: 50'   *Duration: C x3*

Caster sings any of the "Lasting" songs on this path, and the effect lasts for an three times the initial duration rather than just twice the initial duration.

LINGUISTICS (EXCLUSIVE BARD PATH)

1) Memorise Text (x1)

Range: Self   *Duration: C*

Caster can memorise any text as quickly as they can read normally. Caster retains has perfect recall of the text (including any diagrams or maps that accompany it) indefinitely. Caster need not understand the text that they are memorising.

2) Read Languages I

Range: Sight   *Duration: C (1 min/lvl)*

Caster can read text written in any language (but not codes or ciphers) with understanding of the basic concepts being discussed.

3) Identify Text

Range: Self   *Duration: Instant*

Caster becomes aware of the language that a text they examine is written in, and the identity of the author (if the text was dictated, translated or copied, it is the scribe that is identified; not the original author).

4) Cold Reading (10%)

Range: Self   *Duration: 1 rnd/lvl*

When talking to a target about a specific subject, caster can read the target's body language and expressions well enough to gain 10% of the facts that the target knows about the subject without the target being aware that they have given anything away.

5) Memorise Text (x2)

Range: Self   *Duration: C*

Caster can memorise any text twice as quickly as they can read normally. Caster retains has perfect recall of the text (including any diagrams or maps that accompany it) indefinitely. Caster need not understand the text that they are memorising.

7) Read Languages II

Range: Sight   *Duration: C (1 min/lvl)*

Caster can read text written in any language (but not codes or ciphers) with word-for-word understanding except for jargon or cultural references.

8) Cold Reading (30%)

Range: Self   *Duration: 1 rnd/lvl*

When talking to a target about a specific subject, caster can read the target's body language and expressions well enough to gain 30% of the facts that the target knows about the subject without the target being aware that they have given anything away.

10) Memorise Text (x3)

Range: Self   *Duration: C*

Caster can memorise any text three times as quickly as they can read normally. Caster retains has perfect recall of the text (including any diagrams or maps that accompany it) indefinitely. Caster need not understand the text that they are memorising.

11) Identify Source

Range: Self   *Duration: Instant*

Caster becomes aware of whether a text they examine has been copied, dictated or translated; and if so, caster also becomes aware of its source language and identity of original author/dictator.

12) Read Languages III

Range: Sight   *Duration: C (1 min/lvl)*

Caster can read text written in any language (but not codes or ciphers) with word-for-word understanding including appropriate translation/context/explanation of jargon and cultural references.

13) Cold Reading (50%)

Range: Self   *Duration: 1 rnd/lvl*

When talking to a target about a specific subject, caster can read the target's body language and expressions well enough to gain 50% of the facts that the target knows about the subject without the target being aware that they have given anything away.

15) Memorise Text (x5)

Range: Self   *Duration: C*

Caster can memorise any text five times as quickly as they can read normally. Caster retains has perfect recall of the text (including any diagrams or maps that accompany it) indefinitely. Caster need not understand the text that they are memorising.

20) Memorise Text (instant)

Range: Self   *Duration: C*

Caster can memorise any text as quickly as they can glance at it or flick through its pages. Caster retains has perfect recall of the text (including any diagrams or maps that accompany it) indefinitely. Caster need not understand the text that they are memorising.

SOUND MASTERY

1) Silence (1' radius)

Range: Self   *Duration: 1 min/lvl*

Creates an intangible barrier 1' around the caster through which sound cannot pass. The barrier moves with the caster.

2) Varied Sound (1' radius)

Range: Self   *Duration: C*

The sound level within a 1' radius of the caster can be varied from silent to that of a loud shout. The sound level can be varied through the area.

4) Silence (10' radius)

Range: Self   *Duration: 1 min/lvl*

Creates an intangible barrier 10' around the caster through which sound cannot pass. The barrier moves with the caster.

5) Varied Sound (10' radius)

Range: Self   *Duration: C*

The sound level within a 10' radius of the caster can be varied from silent to that of a loud shout. The sound level can be varied through the area.

7) Silence (up to 10' radius)

Range: 100'   *Duration: 1 min/lvl*

Creates an intangible barrier that the caster can vary from skin-tight to up to 10' around the themselves through which sound cannot pass. The barrier moves with the caster.

8) Expand Cracks

Range: 100'   *Duration: Instant*

All existing cracks in 10'x10'x10' of non-living solid material expand greatly, causing the material to break into chunks. If the material has no existing cracks, this spell has no effect.

10) Silence (50' radius)

Range: Self   *Duration: 1 min/lvl*

Creates an intangible barrier 50' around the caster through which sound cannot pass. The barrier moves with the caster.

11) Varied Sound (100' radius)

Range: Self   *Duration: C*

The sound level within a 100' radius of the caster can be varied from silent to that of a loud shout. The sound level can be varied through the area.

13) Powder (1'x1'x1')

Range: 10'   *Duration: Instant*

Up to 1'x1'x1' of non-living solid material within range is reduced to an equal quantity of fine powder.

14) Delayed Conjure Sound

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile set of repeating or constant sounds in a 10' radius. The sounds may be delayed for up to 24 hours.

15) Varied Sound (10' radius per level)

Range: Self   *Duration: C*

The sound level within a 10' radius per level around the caster can be varied from silent to that of a loud shout. The sound level can be varied through the area.

20) Powder (10'x10'x10')

Range: 100'   *Duration: Instant*

Up to 10'x10'x10' of non-living solid material within range is reduced to an equal quantity of fine powder.

SOUND PRODUCTION (EXCLUSIVE BARD PATH)

1) Whisper (100')
Range: 100'   *Duration: C*
Caster whispers and their voice is also heard at a point of their choice within range.

2) Project Voice (x2)
Range: Self   *Duration: C*
The loudness of the caster's voice is doubled.

3) Project Song (x2)   **S**
Range: Self   *Duration: 3 rnds*
The next spell the caster casts from the Enchanting Songs path (if cast within the duration of this spell) has its range doubled.

4) Song For Two   **S**
Range: Self   *Duration: 3 rnds*
The next spell the caster casts from the Enchanting Songs path (if cast within the duration of this spell) affects two targets within range. The caster must spend at least as much mana on this spell as on the Enchanting Songs spell it is used with.

5) Whisper (300')
Range: 300'   *Duration: C*
Caster whispers and their voice is also heard at a point of their choice within range.

6) Project Voice (x5)
Range: Self   *Duration: C*
The loudness of the caster's voice is increased by a factor of five.

7) Close Song (10')   **S**
Range: Self   *Duration: 3 rnds*
The next spell the caster casts from the Enchanting Songs path (if cast within the duration of this spell) affects all targets within 10' of the caster. The caster must spend at least as much mana on this spell as on the Enchanting Songs spell it is used with.

8) Project Song (x3)   **S**
Range: Self   *Duration: 3 rnds*
The next spell the caster casts from the Enchanting Songs path (if cast within the duration of this spell) has its range tripled.

9) Whisper (500')
Range: 500'   *Duration: C*
Caster whispers and their voice is also heard at a point of their choice within range.

10) Song For Three   **S**
Range: Self   *Duration: 3 rnds*
The next spell the caster casts from the Enchanting Songs path (if cast within the duration of this spell) affects three targets within range. The caster must spend at least as much mana on this spell as on the Enchanting Songs spell it is used with.

11) Subtle Song   **S**
Range: Self   *Duration: 3 rnds*
The next spell the caster casts from the Enchanting Songs path (if cast within the duration of this spell) can be heard only by its target. The caster must spend at least as much mana on this spell as on the Enchanting Songs spell it is used with.

12) Project Song (x4)   **S**
Range: Self   *Duration: 3 rnds*
The next spell the caster casts from the Enchanting Songs path (if cast within the duration of this spell) has its range quadrupled.

13) Whisper (1 mile)
Range: 1 mile   *Duration: C*
Caster whispers and their voice is also heard at a point of their choice within range.

14) Song For Five   **S**
Range: Self   *Duration: 3 rnds*
The next spell the caster casts from the Enchanting Songs path (if cast within the duration of this spell) affects five targets within range. The caster must spend at least as much mana on this spell as on the Enchanting Songs spell it is used with.

15) Close Song (50')   **S**
Range: Self   *Duration: 3 rnds*
The next spell the caster casts from the Enchanting Songs path (if cast within the duration of this spell) affects all targets within 50' of the caster. The caster must spend at least as much mana on this spell as on the Enchanting Songs spell it is used with.

20) Project Song (x5)   **S**
Range: Self   *Duration: 3 rnds*
The next spell the caster casts from the Enchanting Songs path (if cast within the duration of this spell) has its range quintupled.

CONJURER

Conjurer Class Information	
Magic	
Caster Type	Full
Sphere	Arcane & Psychic
Exclusive Spell Paths	Disguise Greater Conjuring Light Conjuring Physical Conjuring Sound Conjuring Tricks of the Mind
Skills	
Armour (Leather)	None (9)
Armour (Cuir Bouilli)	None (9)
Armour (Maille)	None (10)
Armour (Plate)	None (11)
Climb	None (7)
Disable Device	None (8)
Dodge	None (20)
Focus Ki[1]	None (6)
Language[1]	None (1++)
Mana Transfer	None (7)
Pick Lock	None (8)
Read Magic	Medium (1+4)
Ride[1]	None (3)
Sneak Attack	None (5)
Spell Path Research[1]	None (1++)
Spell Penetration	Poor (-)[2]
Spot	Poor (2)
Stealth	None (3)
Swim	None (3)
Toughness	None (8)
Use Magical Device	Medium (1+4)
Weapon (1st Group)[1]	None (9)
Weapon (2nd Group)[1]	None (20)
Weapon (3rd Group)[1]	None (20)
Weapon (4th Group)[1]	None (20)
Weapon (5th Group)[1]	None (20)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (9)
Weapon (Spell)[1]	Poor (2+6)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

A conjurer is a full spell caster of both the arcane and psychic spheres who specialises in creating things from nothing. Although the things they create are unreal, made purely from magic, they easily fool the senses and even have a limited physicality to them which lets them be used as if real.

Becoming a Conjurer: Both the University of Arcane Arts and the College of Sorcery teach conjuring as a course. Students tend to be guided into this course if they prove to be perceptive and imaginative - both traits that will enhance the effect of the things they conjure. Because conjurers are taught psychic magic as well as arcane magic, they are automatically enrolled into the Psychics' Guild. Neither magical college will teach conjuring to a non-member of the guild.

Social Status: Conjurers are generally well liked by the common folk. Although like most mages they are seen as being somewhat nerdy, their magic is both flashy and (for the most part) nonviolent. This tends to make people admire them rather than be scared of them, and they are often the most socially outgoing of the mages; being neither as lab-bound and insular as artificers, as shifty as warlocks, nor as volatile as elementalists.

Role in an Adventuring Party: Conjurers are well liked in adventuring parties. Their spells are almost always useful and can help a surprising amount in combat if used imaginatively; yet can also be subtle when needed.

DISGUISE

1) Shimmer

Range: 10'   *Duration: 1 min/lvl*

Target appears to shimmer in a confusing manner that causes all attacks against them to take a -2 to-hit penalty.

2) Silhouette

Range: 10'   *Duration: 10 mins/lvl*

Target (with clothes and equipment) darkens to appear like a silhouette. Target gets +10 to Stealth checks in the dark.

3) Disguise (Visual Only)

Range: 10'   *Duration: 1 hr/lvl*

Target looks like any humanoid species within +/-20% of target's own size. This is a visual illusion only, and the target does not physically change. The target cannot be disguised as a specific individual with this spell.

4) Sign Language

Range: 20'   *Duration: C*

Target perceives caster's sign language and gestures (limited to simple words and concepts) as the caster speaking fluently in the target's language. The caster must make a Penetration check against the target to make this spell work, but gets a +10 bonus to their roll.

5) Offset Image (10%)

Range: 10'   *Duration: 1 min/lvl*

Target appears to be displaced slightly from their actual location. Attack rolls against the target have a 10% chance of simply missing. Each time a particular enemy misses the caster, the chance for that foe to miss again goes down by 5%.

6) Disguise (Two Aspects)

Range: 10'   *Duration: 1 hr/lvl*

Target looks like any humanoid species within +/-20% of target's own size. Additionally, the target appears like the same species to another sense (either smell, touch or hearing). This is an illusion only, and the target does not physically change. The target cannot be disguised as a specific individual with this spell.

7) True Disguise (Visual Only)

Range: 10'   *Duration: 1 hr/lvl*

Target looks like any humanoid species within +/-20% of caster's own size. This is a visual illusion only, and the target does not physically change. The target can be disguised as a specific individual with this spell.

8) True Disguise (Sound Only)

Range: 10'   *Duration: 1 hr/lvl*

Target sounds like any humanoid species within +/-20% of caster's own size. This is a visual illusion only, and the target does not physically change. The target can be disguised as a specific individual with this spell, although it does not grant language ability.

9) Disguise (Three Aspects)

Range: 10'   *Duration: 1 hr/lvl*

Target looks like any humanoid species within +/-20% of target's own size. Additionally, the target appears like the same species to another two senses (from smell, touch or hearing). This is an illusion only, and the target does not physically change. The target cannot be disguised as a specific individual with this spell.

10) Offset Image (20%)

Range: 10'   *Duration: 1 min/lvl*

Target appears to be displaced slightly from their actual location. Attack rolls against the target have a 20% chance of simply missing. Each time a particular enemy misses the caster, the chance for that foe to miss again goes down by 5%.

11) Projected Image (1 Image)

Range: 100'   *Duration: 1 min/lvl*

Creates an illusionary double of the caster (visual only), that the caster can control by concentrating. When the caster is not concentrating, the illusionary double copies the caster's movements.

13) Mass Shimmer

Range: 10'   *Duration: 1 min/lvl*

One target per caster level appears to shimmer in a confusing manner that causes all attacks against them to take a -2 to-hit penalty.

14) Disguise (Four Aspects)

Range: 10'   *Duration: 1 hr/lvl*

Target looks, sounds, smells and feels like any humanoid species within +/-20% of target's own size. This is an illusion only, and the target does not physically change. The target cannot be disguised as a specific individual with this spell.

15) Offset Image (30%)

Range: 10'   *Duration: 1 min/lvl*

Target appears to be displaced slightly from their actual location. Attack rolls against the target have a 30% chance of simply missing. Each time a particular enemy misses the caster, the chance for that foe to miss again goes down by 5%.

20) Offset Image (40%)

Range: 10'   *Duration: 1 min/lvl*

Target appears to be displaced slightly from their actual location. Attack rolls against the target have a 40% chance of simply missing. Each time a particular enemy misses the caster, the chance for that foe to miss again goes down by 5%.

GREATER CONJURING

1) Conjuration (2 aspect)
Range: 100'   *Duration: 1 min/lvl*
Creates an immobile scene in a 10' radius that consists of two conjured aspects.

2) Illusion (1 aspect)   **W(S)**
Range: 100'   *Duration: 1 min/lvl*
Creates an illusionary object or creature that fits in a 10' radius and consists of one conjured aspect.

3) Conjuration (3 aspect)
Range: 100'   *Duration: 1 min/lvl*
Creates an immobile scene in a 10' radius that consists of three conjured aspects.

4) Delayed Conjure (2 aspect)
Range: 100'   *Duration: 1 min/lvl*
Creates an immobile scene in a 10' radius that consists of two conjured aspects. The scene may be delayed for up to 24 hours.

5) Illusion (2 aspect)   **W(S)**
Range: 100'   *Duration: 1 min/lvl*
Creates an illusionary object or creature that fits in a 10' radius and consists of two conjured aspects.

6) Conjuration (5 aspect)
Range: 100'   *Duration: 1 min/lvl*
Creates an immobile scene in a 10' radius that consists of five conjured aspects.

7) Delayed Illusion (1 aspect)   **W(S)**
Range: 100'   *Duration: 1 min/lvl*
Creates an illusionary object or creature that fits in a 10' radius and consists of one conjured aspect. The appearance may be delayed for up to 24 hours.

8) Delayed Conjure (3 aspect)
Range: 100'   *Duration: 1 min/lvl*
Creates an immobile scene in a 10' radius that consists of three conjured aspects. The scene may be delayed for up to 24 hours.

9) Illusion (3 aspect)   **W(S)**
Range: 100'   *Duration: 1 min/lvl*
Creates an illusionary object or creature that fits in a 10' radius and consists of three conjured aspects.

10) Conjuration (7 aspect)
Range: 100'   *Duration: 1 min/lvl*
Creates an immobile scene in a 10' radius that consists of seven conjured aspects.

11) Delayed Illusion (3 aspect)   **W(S)**
Range: 100'   *Duration: 1 min/lvl*
Creates an illusionary object or creature that fits in a 10' radius and consists of three conjured aspects. The appearance may be delayed for up to 24 hours.

12) Illusion (4 aspect)   **W(S)**
Range: 100'   *Duration: 1 min/lvl*
Creates an illusionary object or creature that fits in a 10' radius and consists of four conjured aspects.

15) Conjuration (10 aspect)
Range: 100'   *Duration: 1 min/lvl*
Creates an immobile scene in a 10' radius that consists of ten conjured aspects.

20) Illusion (10 aspect)   **W(S)**
Range: 100'   *Duration: 1 min/lvl*
Creates an illusionary object or creature that fits in a 10' radius and consists of ten conjured aspects.

LIGHT CONJURING

1) Conjure Light

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile visual scene in a 10' radius.

2) Palm of Light

Range: Self   *Duration: 10 mins/lvl*

Creates a beam of light like that of a hooded lantern from the caster's palm. Light is effective at up to 50'.

3) Varied Light (10' radius)

Range: 10'   *Duration: C*

The light level within a 10' radius of the caster can be varied from dark to brightly lit. The light level can be varied through the area.

5) Flash

Range: 100'   *Duration: Instant*

Creates a 10' radius bright flash of light at the target point within range. Each target within the area is Dazed for 1 round per two excess points of success on the Penetration check rolled against them.

6) Magic Missile   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a spark-like missile at a target within range. The attack is resolved on the Magic Missile attack table.

9) Blinding Globe

Range: 100'   *Duration: See below*

Creates a globe of darkness around the target's head, which moves with the creature and lasts for 1 round per two excess points of success on the Penetration check rolled against them.

10) Varied Light (50' radius)

Range: 50'   *Duration: C*

The light level within a 50' radius of the caster can be varied from dark to brightly lit. The light level can be varied through the area.

11) Sunlight (100' radius)

Range: Touch   *Duration: 1 min/lvl*

Touched object or point in space gives off light with all the properties of sunlight and which is effective within a 100' radius. If cast on an object, the light moves with the object.

13) Signal

Range: Self   *Duration: C*

Creates a beam of light up to 1 mile long of any colour that springs from caster's palm.

14) Pitch Blackness (100' radius)

Range: Touch   *Duration: 1 min/lvl*

Touched object or point in space gives off an aura of pitch blackness that suppresses even magical light and which is effective within a 100' radius. If cast on an object, the darkness moves with the object.

15) Varied Light (100' radius)

Range: 100'   *Duration: C*

The light level within a 100' radius of the caster can be varied from dark to brightly lit. The light level can be varied through the area.

20) Lightning Bolt   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a bolt of lightning at a target within range. The attack is resolved on the Lightning Bolt attack table.

PHYSICAL CONJURING

1) Conjure Smell

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile set of smells in a 10' radius.

2) Force Bolt (100')   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a bolt of force at a target within range. The attack is resolved on the Martial Arts (Hard Forms) attack table, with a small size.

3) Conjure Taste

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile set of tastes in a 10' radius.

4) Stinking Cloud (10' radius)

Range: 100'   *Duration: 1 rnd/lvl*

Creates a 10' radius cloud of pungent acrid scent at the target point within range. Each target within the area is Dazed for 1 round per two excess points of success on the Penetration check rolled against them. The Penetration check is re-rolled each round that a target remains in the area and the effects are cumulative. The scent will drift with wind.

5) Conjure Touch

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile set of tactile sensations in a 10' radius. These can range from making objects feel different to their nature to solid structures that can be touched and will support weight. As with the touch aspects that are applied to conjurations and illusions, these structures and sensations disappear when given a hard impact.

7) Force Bolt (300')   **W(S)**

Range: 300'   *Duration: Instant*

Shoots a bolt of force at a target within range. The attack is resolved on the Martial Arts (Hard Forms) attack table, with a small size.

9) Stinking Cloud (20' radius)

Range: 100'   *Duration: 1 rnd/lvl*

Creates a 20' radius cloud of pungent acrid scent at the target point within range. Each target within the area is Dazed for 1 round per two excess points of success on the Penetration check rolled against them. The Penetration check is re-rolled each round that a target remains in the area and the effects are cumulative. The scent will drift with wind.

10) Conjure Touch (2 touch aspects)

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile set of tactile sensations in a 10' radius. These can range from making objects feel different to their nature to solid structures that can be touched and will support weight. As with the touch aspects that are applied to conjurations and illusions, these structures and sensations disappear when given a hard impact, although each one has two touch aspects and therefore only disappears after the second such impact.

11) Force Bolt (500')   **W(S)**

Range: 500'   *Duration: Instant*

Shoots a bolt of force at a target within range. The attack is resolved on the Martial Arts (Hard Forms) attack table, with a small size.

13) Conjure Complex Smells/Tastes

Range: 10'   *Duration: 1 min/lvl*

Up to 1 object per caster level can have its taste and smell altered for the duration. These tastes and smells will stay with the objects if they are moved out of the area.

14) Stinking Cloud (50' radius)

Range: 100'   *Duration: 1 rnd/lvl*

Creates a 50' radius cloud of pungent acrid scent at the target point within range. Each target within the area is Dazed for 1 round per two excess points of success on the Penetration check rolled against them. The Penetration check is re-rolled each round that a target remains in the area and the effects are cumulative. The scent will drift with wind.

15) Conjure Touch (3 touch aspects)

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile set of tactile sensations in a 10' radius. These can range from making objects feel different to their nature to solid structures that can be touched and will support weight. As with the touch aspects that are applied to conjurations and illusions, these structures and sensations disappear when given a hard impact, although each one has three touch aspects and therefore only disappears after the third such impact.

20) Conjure Touch (5 touch aspects)

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile set of tactile sensations in a 10' radius. These can range from making objects feel different to their nature to solid structures that can be touched and will support weight. As with the touch aspects that are applied to conjurations and illusions, these structures and sensations disappear when given a hard impact, although each one has five touch aspects and therefore only disappears after the fifth such impact.

SOUND CONJURING

(EXCLUSIVE CONJURER PATH)

1) Conjure Sound

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile set of repeating or constant sounds in a 10' radius.

2) Silence (5' radius)

Range: 100'   *Duration: 1 min/lvl*

Creates an intangible barrier 5' around the target object or creature through which sound cannot pass. The barrier moves with the creature.

3) Varied Sound (10' radius)

Range: 10'   *Duration: C*

The sound level within a 10' radius of the caster can be varied from silent to that of a loud shout. The sound level can be varied through the area.

4) Screamer

Range: 100'   *Duration: Instant*

Creates a sudden burst of sound at the ears of a target within range. The target is Dazed for 1 round per excess point of success on the Penetration check rolled against them.

5) Silence (10' radius)

Range: 100'   *Duration: 1 min/lvl*

Creates an intangible barrier 10' around the target object or creature through which sound cannot pass. The barrier moves with the creature.

6) Varied Sound (50' radius)

Range: 50'   *Duration: C*

The sound level within a 50' radius of the caster can be varied from silent to that of a loud shout. The sound level can be varied through the area.

7) Deafening Globe

Range: 100'   *Duration: See below*

Creates an intangible barrier 6" around the target's head through which sound cannot pass. The barrier moves with the creature and lasts for 1 hour per excess point of success on the Penetration check rolled against them.

8) Silence (50' radius)

Range: 100'   *Duration: 1 min/lvl*

Creates an intangible barrier 50' around the target object or creature through which sound cannot pass. The barrier moves with the creature.

9) Dog Whistle

Range: 50'   *Duration: C (1 rnd/lvl)*

Creates a loud sound too high pitched for human hearing. All creatures within range (e.g. bats, dogs) that can hear such sounds are Dazed for 1 round per two excess points of success on the Penetration check rolled against them. The Penetration check is re-rolled each round that a target remains in the area and the effects are cumulative. Natural animals that can hear the sound will flee the area.

10) Varied Sound (100' radius)

Range: 50'   *Duration: C*

The sound level within a 100' radius of the caster can be varied from silent to that of a loud shout. The sound level can be varied through the area.

11) Screamer (20' radius)

Range: 100'   *Duration: Instant*

Creates a sudden burst of sound at the ears of a all targets within the radius. The targets are Dazed for 1 round per excess point of success on the Penetration check rolled against them.

12) Silence (100' radius)

Range: 100'   *Duration: 1 min/lvl*

Creates an intangible barrier 100' around the target object or creature through which sound cannot pass. The barrier moves with the creature.

14) Deafening Globe (10' radius)

Range: 100'   *Duration: See below*

Creates an intangible barrier 6" around the head of each target's in a 10' radius through which sound cannot pass. The barriers move with each creature and last for 1 hour per excess point of success on the Penetration check rolled against that creature.

15) Varied Sound (10' radius per level)

Range: 50'   *Duration: C*

The sound level within a 10' per level radius of the caster can be varied from silent to that of a loud shout. The sound level can be varied through the area.

20) Mass Deafening Globe

Range: 100'   *Duration: See below*

Creates an intangible barrier 6" around the head of one target per caster level through which sound cannot pass. The barriers move with each creature and last for 1 hour per excess point of success on the Penetration check rolled against that creature.

TRICKS OF THE MIND

1) Illusionsight

Range: Self   *Duration: C (1 min/lvl)*

Caster can see a glow around any illusion or conjuration or any item containing an illusion or conjuration. The glow may shine through thin objects such as containers.

2) Detect Invisible

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any active invisibility effect. The caster may attack the invisible creature while concentrating on this spell, but at a -5 penalty.

3) Mask Species

Range: 10'   *Duration: 10 mins/lvl*

Target appears to be a species of caster's choice to all magical detections (including symbols or delayed spells that are activated by a particular species or species).

4) Mask Level (1 level)

Range: 10'   *Duration: 10 mins/lvl*

Target's apparent level is modified by caster's choice of up to +/-1 level to all magical detections (including symbols or delayed spells that are activated by a particular level character).

5) Conjure Mind

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile fake sapient mind (with a class, level and species of the caster's choice) that will show up on all magical detections (including symbols or delayed spells that are activated by a particular class, level or species).

6) Mask Class

Range: 10'   *Duration: 10 mins/lvl*

Target appears to be a class of caster's choice to all magical detections (including symbols or delayed spells that are activated by a particular class).

7) Mask Level (3 levels)

Range: 10'   *Duration: 10 mins/lvl*

Target's apparent level is modified by caster's choice of up to +/-3 levels to all magical detections (including symbols or delayed spells that are activated by a particular level character).

10) Mask Magical Aura

Range: 10'   *Duration: 10 mins/lvl*

Target enchanted object or active spell is masked and fails to show up on magical detections (including symbols or delayed spells that are activated by a the presence of a particular object). The caster can only mask the magical aura of an active spell that they can see.

11) Ignore Illusion

Range: 100'   *Duration: Instant*

One illusion or conjuration within range ceases to exist for the caster. Caster can no longer see, hear or smell the illusion and cannot interact with any "touch" aspects that it might have.

13) Mask Level (10 levels)

Range: 10'   *Duration: 10 mins/lvl*

Target's apparent level is modified by caster's choice of up to +/-10 levels to all magical detections (including symbols or delayed spells that are activated by a particular level character).

14) Mass Ignore Illusion

Range: 100'   *Duration: Instant*

All illusions and conjurations within range cease to exist for the caster. Caster can no longer see, hear or smell the illusions and cannot interact with any "touch" aspects that they might have.

15) Mask All

Range: 10'   *Duration: 10 mins/lvl*

Target appears to be a species, class and level of caster's choice to all magical detections (including symbols or delayed spells that are activated by a particular varieties of such things).

20) Mind Blank

Range: 10'   *Duration: 10 mins/lvl*

Target appears to have no sapience (or species or level or class) at all to all magical detections (including symbols or delayed spells that are activated by such things).

ELEMENTALIST

Elementalist Class Information	
Magic	
Caster Type	Full
Sphere	Arcane
Exclusive Spell Paths	Air Mastery Earth Mastery Fire Mastery Frost Mastery Light Mastery Water Mastery
Skills	
Armour (Leather)	None (9)
Armour (Cuir Bouilli)	None (9)
Armour (Maille)	None (10)
Armour (Plate)	None (11)
Climb	None (6)
Disable Device	None (7)
Dodge	None (20)
Focus Ki[1]	None (6)
Language[1]	None (2++)
Mana Transfer	None (7)
Pick Lock	None (8)
Read Magic	Medium (1+4)
Ride[1]	None (3)
Sneak Attack	None (9)
Spell Path Research[1]	None (1++)
Spell Penetration	Poor (-)[2]
Spot	None (3)
Stealth	None (5)
Swim	None (3)
Toughness	None (8)
Use Magical Device	Medium (1+4)
Weapon (1st Group)[1]	None (9)
Weapon (2nd Group)[1]	None (20)
Weapon (3rd Group)[1]	None (20)
Weapon (4th Group)[1]	None (20)
Weapon (5th Group)[1]	None (20)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (9)
Weapon (Spell)[1]	Good (2+5)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

Elementalists are pure arcane casters who deal with the elements. Their spells are rarely subtle, and often violent.

Becoming an Elementalist: Both the College of Sorcery and the University of Arcane Arts teach elementalists. It is the least subtle of any arcane magic, but can also be the most powerful in its own way. There is no real criterion for channeling students into this type of magic. The elements themselves are varied and students of all temperaments can find themselves excelling as elementalists by specialising in different elements.

Social Status: Within the magical schools, elementalists are seen as the backbone that holds the schools together. Outside those schools they are treated with respect. However, the fact that their magic often has little use outside of violence makes the common folk a little bit more wary of them than of other arcane casters.

Role in an Adventuring Party: With fireballs and lightning bolts, elementalists are always hugely popular with adventurers. They are the best type of caster to have around in a fight, and their magic does have its uses at other times.

AIR MASTERY

1) Breeze

Range: 10'/lvl   *Duration: C*

Creates a cooling breeze in a radius around the caster.

2) Wall of Air

Range: 100'   *Duration: C*

Creates a wall of turbulent air up to 10'x10'x3'. Movement through the wall is halved, and attacks through it take a -10 penalty.

4) Miniature Storm (5' radius)

Range: 10'   *Duration: 6 rnds*

Creates a miniature storm cloud with a 5' radius. The storm inflicts a lightning critical strike on each creature within it each round, with a severity that decreases as the storm fades: C, C, B, B, A, A. The caster must make a Penetration check each round against each target in order to inflict that round's critical strike.

5) Still Air (10' radius)

Range: 100'   *Duration: C*

Slows all air movement and wind within a 10' radius of the target point by 30 miles per hour.

6) Miniature Storm (10' radius)

Range: 20'   *Duration: 6 rnds*

Creates a miniature storm cloud with a 10' radius. The storm inflicts a lightning critical strike on each creature within it each round, with a severity that decreases as the storm fades: C, C, B, B, A, A. The caster must make a Penetration check each round against each target in order to inflict that round's critical strike.

7) Destroy Air (5' radius)

Range: 100'   *Duration: Instant*

Destroys most air in a 5' radius. Anyone in the area takes a "B" severity Blunt critical strike as more air rushes in to fill the partial vacuum.

8) Still Air (20' radius)

Range: 100'   *Duration: C*

Slows all air movement and wind within a 20' radius of the target point by 30 miles per hour.

10) Miniature Storm (20' radius)

Range: 40'   *Duration: 6 rnds*

Creates a miniature storm cloud with a 20' radius. The storm inflicts a lightning critical strike on each creature within it each round, with a severity that decreases as the storm fades: C, C, B, B, A, A. The caster must make a Penetration check each round against each target in order to inflict that round's critical strike.

11) Miniature Tempest (5' radius)

Range: 10'   *Duration: 10 rnds*

Creates a miniature storm cloud with a 5' radius. The storm inflicts a lightning critical strike on each creature within it each round, with a severity that decreases as the storm fades: E, E, D, D, C, C, B, B, A, A. The caster must make a Penetration check each round against each target in order to inflict that round's critical strike.

12) Destroy Air (10' radius)

Range: 100'   *Duration: Instant*

Destroys most air in a 10' radius. Anyone in the area takes a "B" severity Blunt critical strike as more air rushes in to fill the partial vacuum.

13) Still Air (50' radius)

Range: 100'   *Duration: C*

Slows all air movement and wind within a 50' radius of the target point by 30 miles per hour.

14) Cyclone

Range: 100'   *Duration: C*

Creates a cyclone with a 10' radius. Movement through the cyclone is halved, and attacks through it take a -10 penalty. Additionally, all within take an "A" severity blunt critical strike each round. The caster must make a Penetration check each round against each target in order to inflict that round's critical strike.

15) Miniature Tempest (10' radius)

Range: 20'   *Duration: 10 rnds*

Creates a miniature storm cloud with a 5' radius. The storm inflicts a lightning critical strike on each creature within it each round, with a severity that decreases as the storm fades: E, E, D, D, C, C, B, B, A, A. The caster must make a Penetration check each round against each target in order to inflict that round's critical strike.

17) Destroy Air (20' radius)

Range: 100'   *Duration: Instant*

Destroys most air in a 20' radius. Anyone in the area takes a "B" severity Blunt critical strike as more air rushes in to fill the partial vacuum.

18) Greater Destroy Air (5' radius)

Range: 100'   *Duration: Instant*

Destroys all air in a 5' radius. Anyone in the area takes a "D" severity Blunt critical strike as more air rushes in to fill the vacuum.

20) Mobile Miniature Storm (20' radius)

Range: 100'   *Duration: 6 rnds*

Creates a miniature storm cloud with a 20' radius. The storm inflicts a lightning critical strike on each creature within it each round, with a severity that decreases as the storm fades: C, C, B, B, A, A. The caster must make a Penetration check each round against each target in order to inflict that round's critical strike. The caster may move the storm at a speed of 10' per round by concentrating.

EARTH MASTERY

1) Rope Trick

Range: Touch   *Duration: C*

One rope of up to 10' per level in length slowly moves under the caster's control. The caster must remain holding one end of the rope, and the rope can tie itself around things but is too slow to restrain a resisting target.

2) Plough Soil

Range: 100'   *Duration: Instant*

Loosens up to 100 cubic feet of hard or packed soil as if it had been ploughed.

4) Wall of Earth

Range: 100'   *Duration: 1 min/lvl*

Creates a wall of densely packed earth up to 10'x20'x3'. It takes 10 rounds to hack through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

5) Expand Cracks

Range: 100'   *Duration: Instant*

All existing cracks in 10'x10'x10' of non-living solid material expand greatly, causing the material to break into chunks. If the material has no existing cracks, this spell has no effect.

7) Wall of Stone

Range: 100'   *Duration: 1 min/lvl*

Creates a wall of solid stone up to 10'x20'x1'. It takes 200 rounds to hack through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

9) Rock To Earth

Range: 100'   *Duration: Instant*

Turns up to 100 cubic feet of stone into densely packed clay and soil.

10) Lasting Wall of Earth

Range: 100'   *Duration: Instant*

Creates a wall of densely packed earth up to 10'x20'x3'. It takes 10 rounds to hack through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

11) Earth To Mud

Range: 100'   *Duration: Instant*

Turns up to 100 cubic feet of densely packed clay and soil into a slurry of mud.

12) Earth To Rock

Range: 100'   *Duration: Instant*

Turns up to 100 cubic feet of densely packed clay and soil into solid rock or up to 100 cubic feet of loose soil into gravel.

13) Lasting Wall of Stone

Range: 100'   *Duration: Instant*

Creates a wall of solid stone up to 10'x20'x1'. It takes 200 rounds to hack through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

14) Rock To Soil

Range: 100'   *Duration: Instant*

Crumbles and loosens up to 100 cubic feet of stone into ploughed soil.

15) Powder Earth

Range: 100'   *Duration: Instant*

Up to 100 cubic feet of earth, mud, clay or soil within range is reduced to an equal quantity of fine dry powder.

16) Fuse Walls

Range: 100'   *Duration: Instant*

Fuses two magically created stone walls together into a seamless whole, or fuses the stone blocks making a manually built stone wall together into a seamless whole.

17) Rock To Mud

Range: 100'   *Duration: Instant*

Turns up to 100 cubic feet of stone into a slurry of mud.

18) Curved Wall of Stone

Range: 10'   *Duration: Instant*

Creates a wall of solid stone up to 10'x20'x1' that can be curved in up to a semicircle. It takes 200 rounds to hack through. The wall must be supported on a surface but cannot be toppled.

20) Powder Stone

Range: 100'   *Duration: Instant*

Up to 100 cubic feet of stone within range is reduced to an equal quantity of fine dry powder.

FIRE MASTERY

1) Boil
Range: 10'   *Duration: C*
Caster causes up to 6 gallons (approximately 1 cubic foot) of water per caster level to heat up to boiling point. When the caster stops concentrating the water cools naturally.

2) Solid Warmth
Range: 10'   *Duration: 24 hrs*
Caster warms 1 cubic foot of any non-living solid material per level (other than metal) to a temperature up to 50 degrees centigrade above the ambient temperature.

3) Ignite Wood
Range: 1'   *Duration: Instant*
One unattended wooden or paper object within range bursts into flame.

4) Wall of Fire
Range 50'   *Duration: 1 rnd/lvl*
Creates a wall of fire up to 10'x10'x6". The wall must be supported on a surface. The wall cannot be seen through, and anyone who pushes through the wall takes an "A" severity fire critical (no Penetration check required).

5) Solid Heat
Range: 10'   *Duration: 24 hrs*
Caster warms 1 cubic foot of any non-living solid material per level (other than metal) to a temperature up to 250 degrees centigrade above the ambient temperature. The temperature of the object rises at 50 degrees per round.

6) Fire Bolt (100')   **W(S)**
Range: 100'   *Duration: Instant*
Shoots a bolt of fire at a target within range. The attack is resolved on the Fire Bolt attack table.

7) Cube of Fire (10'x10'x10')
Range 50'   *Duration: 1 rnd/lvl*
Creates a cube of fire up to 10'x10'x10'. The wall must be supported on a surface. The cube cannot be seen through, and anyone who pushes through or remains in the cube takes an "A" severity fire critical (no Penetration check required) each round, beginning the round after the cube forms.

8) Fireball   **W(U)**
Range: 100'   *Duration: Instant*
Shoots a 1' radius ball of fire at a target point within range. When it reaches the target point, it bursts into a 10' radius ball of flame that inflicts an attack on all within the radius using the Fireball table.

10) Ring of Fire
Range: Self   *Duration: 1 rnd/lvl*
Creates a circular wall of fire up to 10'x6" in a 10' radius around the caster. The wall must be supported on a surface. The wall cannot be seen through, and anyone who pushes through the wall takes an "A" severity fire critical (no Penetration check required).

11) Fire Bolt (300')   **W(S)**
Range: 300'   *Duration: Instant*
Shoots a bolt of fire at a target within range. The attack is resolved on the Fire Bolt attack table.

12) Cube of Fire (20'x20'x20')
Range 50'   *Duration: 1 rnd/lvl*
Creates a cube of fire up to 20'x20'x20'. The wall must be supported on a surface. The cube cannot be seen through, and anyone who pushes through or remains in the cube takes an "A" severity fire critical (no Penetration check required) each round, beginning the round after the cube forms.

13) Delayed Cube of Fire (10'x10'x10')
Range 50'   *Duration: 1 rnd/lvl*
Creates a cube of fire up to 10'x10'x10'. The wall must be supported on a surface. The cube cannot be seen through, and anyone who pushes through or remains in the cube takes an "A" severity fire critical (no Penetration check required) each round, beginning the round after the cube forms. The formation of the cube can be delayed for up to 24 hours or until triggered.

14) Rain Of Fire
Range: 50'   *Duration: 1 rnd/lvl*
A rain of fire falls in a 10' radius inflicting a "B" severity fire critical strike to all in the area. The caster must make a Penetration check each round against each target in order to inflict that round's critical strike.

15) Ignite Metal
Range: 1'   *Duration: 1 rnd/lvl*
One unattended metal object within range bursts into flame, which will consume the object for the duration as if it were made of wood.

16) Fire Bolt (100', 3 bolts)   **W(S)**
Range: 100'   *Duration: Instant*
Shoots three bolts of fire at targets within range (may be the same target). Each attack is resolved on the Fire Bolt attack table, but the caster only adds their attack bonus to one of the three attacks.

18) Fire Bolt (500')   **W(S)**
Range: 500'   *Duration: Instant*
Shoots a bolt of fire at a target within range. The attack is resolved on the Fire Bolt attack table.

20) Delayed Rain Of Fire
Range: 50'   *Duration: 1 rnd/lvl*
A rain of fire falls in a 10' radius inflicting a "B" severity fire critical strike to all in the area. The caster must make a Penetration check each round against each target in order to inflict that round's critical strike. The rain can be delayed for up to 24 hours or until triggered.

FROST MASTERY

1) Freeze

Range: 1'   *Duration: C*

Caster causes up to 6 gallons (approximately 1 cubic foot) of water per caster level to cool down to freezing point. When the caster stops concentrating the water thaws naturally.

2) Solid Cool

Range: 10'   *Duration: 24 hrs*

Caster cools 1 cubic foot of any non-living solid material per level (including metal) to a temperature up to 50 degrees centigrade below the ambient temperature.

3) Wall of Frost

Range 50'   *Duration: 1 rnd/lvl*

Creates a wall of chilling vapour up to 10'x10'x6". The wall must be supported on a surface. The wall cannot be seen through, and anyone who pushes through the wall takes an "A" severity frost critical (no Penetration check required).

5) Solid Chill

Range: 10'   *Duration: 24 hrs*

Caster cools 1 cubic foot of any non-living solid material per level (including metal) to a temperature up to 250 degrees centigrade below the ambient temperature. The temperature of the object lowers at 50 degrees per round.

6) Ice Bolt (100')   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a bolt of ice at a target within range. The attack is resolved on the Ice Bolt attack table.

7) Frostball (10' radius)   **W(U)**

Range: 100'   *Duration: Instant*

Shoots a 1' radius ball of chilling vapour at a target point within range. When it reaches the target point, it bursts into a 10' radius ball of cold that inflicts an attack on all within the radius using the Frostball table.

8) Wall of Ice

Range 100'   *Duration: Instant*

Creates a wall of ice up to 10'x20'x2'. It takes 50 rounds to hack through, or 100 hit points of fire damage to burn a hole through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

9) Cube of Frost (10'x10'x10')

Range 50'   *Duration: 1 rnd/lvl*

Creates a cube of chilling vapour up to 10'x10'x10'. The wall must be supported on a surface. The cube cannot be seen through, and anyone who pushes through or remains in the cube takes an "A" severity frost critical (no Penetration check required) each round, beginning the round after the cube forms.

10) Ring of Frost

Range: Self   *Duration: 1 rnd/lvl*

Creates a circular wall of chilling vapour up to 10'x6" in a 10' radius around the caster. The wall must be supported on a surface. The wall cannot be seen through, and anyone who pushes through the wall takes an "A" severity frost critical (no Penetration check required).

11) Ice Bolt (300')   **W(S)**

Range: 300'   *Duration: Instant*

Shoots a bolt of ice at a target within range. The attack is resolved on the Ice Bolt attack table.

12) Flash Freeze

Range: 1'   *Duration: Instant*

Caster causes up to 60 gallons (approximately 1 cubic foot) of water per caster level to cool down to freezing point.

14) Cube of Frost (20'x20'x20')

Range 50'   *Duration: 1 rnd/lvl*

Creates a cube of chilling vapour up to 20'x20'x20'. The wall must be supported on a surface. The cube cannot be seen through, and anyone who pushes through or remains in the cube takes an "A" severity frost critical (no Penetration check required) each round, beginning the round after the cube forms.

15) Ice Bolt (500')   **W(S)**

Range: 500'   *Duration: Instant*

Shoots a bolt of ice at a target within range. The attack is resolved on the Ice Bolt attack table.

16) Ice Bolt (100', 3 bolts)   **W(S)**

Range: 100'   *Duration: Instant*

Shoots three bolts of ice at targets within range (may be the same target). Each attack is resolved on the Ice Bolt attack table, but the caster only adds their attack bonus to one of the three attacks.

18) Cube of Frost (50'x50'x50')

Range 100'   *Duration: 1 rnd/lvl*

Creates a cube of chilling vapour up to 50'x50'x50'. The wall must be supported on a surface. The cube cannot be seen through, and anyone who pushes through or remains in the cube takes an "A" severity frost critical (no Penetration check required) each round, beginning the round after the cube forms.

20) Frostball (20' radius)   **W(U)**

Range: 100'   *Duration: Instant*

Shoots a 1' radius ball of chilling vapour at a target point within range. When it reaches the target point, it bursts into a 20' radius ball of cold that inflicts an attack on all within the radius using the Frostball table.

LIGHT MASTERY

1) Palm of Light

Range: Self   *Duration: 10 mins/lvl*

Creates a beam of light like that of a hooded lantern from the caster's palm. Light is effective at up to 50'.

2) Magic Missile (100')   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a spark-like missile at a target within range. The attack is resolved on the Magic Missile attack table.

3) Light (10' radius)

Range: Touch   *Duration: 10 mins/lvl*

Touched object or point in space gives off normal light which is effective within a 10' radius. If cast on an object, the light moves with the object.

4) Enhance Shadows

Range: 100'   *Duration: 10 mins/lvl*

All shadows within range are darkened further, giving a +5 bonus to Stealth checks in the area.

5) Flash

Range: 100'   *Duration: Instant*

Creates a 10' radius bright flash of light at the target point within range. Each target within the area is Dazed for 1 round per excess point of success on the Penetration check rolled against them.

6) Darkness (10' radius)

Range: Touch   *Duration: 10 mins/lvl*

Touched object or point in space gives off an aura of magical darkness which is effective within a 10' radius. If cast on an object, the darkness moves with the object.

7) Light (up to 50' radius)

Range: Touch   *Duration: 10 mins/lvl*

Touched object or point in space gives off normal light which is effective within up to a 50' radius. The caster can vary the radius by concentrating. If cast on an object, the light moves with the object.

8) Magic Missile (300')   **W(S)**

Range: 300'   *Duration: Instant*

Shoots a spark-like missile at a target within range. The attack is resolved on the Magic Missile attack table.

9) Darkness (up to 50' radius)

Range: Touch   *Duration: 10 mins/lvl*

Touched object or point in space gives off an aura of magical darkness which is effective within up to a 50' radius. The caster can vary the radius by concentrating. If cast on an object, the darkness moves with the object.

10) Lightning Bolt (100')   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a bolt of lightning at a target within range. The attack is resolved on the Lightning Bolt attack table.

11) Delayed Light (10' radius)

Range: Touch   *Duration: 10 mins/lvl*

Touched object or point in space gives off normal light which is effective within a 10' radius. If cast on an object, the light moves with the object. The light can be delayed for up to 24 hours or until triggered.

12) Magic Missile (500')   **W(S)**

Range: 500'   *Duration: Instant*

Shoots a spark-like missile at a target within range. The attack is resolved on the Magic Missile attack table.

13) Signal (5 miles)

Range: Self   *Duration: C*

Creates a beam of light up to 5 miles long of any colour that springs from caster's palm.

15) Lightning Bolt (300')   **W(S)**

Range: 300'   *Duration: Instant*

Shoots a bolt of lightning at a target within range. The attack is resolved on the Lightning Bolt attack table.

16) Sunlight (100' radius)

Range: Touch   *Duration: 10 mins/lvl*

Touched object or point in space gives off light with all the properties of sunlight and which is effective within a 100' radius.

17) Pitch Blackness (100' radius)

Range: Touch   *Duration: 10 mins/lvl*

Touched object or point in space gives off an aura of pitch blackness that suppresses even magical light and which is effective within a 100' radius.

18) Signal (10 miles)

Range: Self   *Duration: C*

Creates a beam of light up to 10 miles long of any colour that springs from caster's palm.

20) Lightning Bolt (500')   **W(S)**

Range: 500'   *Duration: Instant*

Shoots a bolt of lightning at a target within range. The attack is resolved on the Lightning Bolt attack table.

WATER MASTERY

1) Condense

Range: Touch   *Duration: Instant*

Caster extracts a 1'x1'x1' volume of water by condensing it from the surrounding air into a suitable receptacle.

2) Fog Cloud (10' radius/level)

Range: 100'   *Duration: 1 min/lvl*

Creates a 10' per caster level radius cloud of dense fog that reduces visibility down to 1' in the area.

3) Wall of Water

Range: 100'   *Duration: C*

Creates a wall of turbulent water up to 10'x10'x1'. Movement through the wall is halved, and attacks through it take a -10 penalty.

4) Water Bolt (100')   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a bolt of water at a target within range. The attack is resolved on the Water Bolt attack table.

5) Clear Fog (10' radius/level)

Range: 100'   *Duration: 1 min/lvl*

Clears all fog (both natural and magical) in a 10' radius per caster level.

8) Becalm (100'r)

Range: Self   *Duration: C*

All water within a 100' radius of the caster is calmed. Waves up to 20' high are stopped and waves higher than that are reduced by that amount.

10) Lasting Wall of Water

Range: 10'   *Duration: 1 min/lvl*

Creates a wall of turbulent water up to 10'x10'x1'. Movement through the wall is halved, and attacks through it take a -10 penalty. The water is not created, and must be drawn from a source within 50' of the caster.

11) Water Bolt (300')   **W(S)**

Range: 300'   *Duration: Instant*

Shoots a bolt of water at a target within range. The attack is resolved on the Water Bolt attack table.

13) Create Rain

Range: Self   *Duration: 1 min/lvl*

Causes heavy rain (or snow if the temperature is low enough) to fall around the caster in a 100' radius per caster level. All Spot checks and missile attacks directed into the area from outside it take a -5 penalty.

15) Water Bolt (500')   **W(S)**

Range: 500'   *Duration: Instant*

Shoots a bolt of water at a target within range. The attack is resolved on the Water Bolt attack table.

16) Water Bolt (100', 3 bolts)   **W(S)**

Range: 100'   *Duration: Instant*

Shoots three bolts of water at targets within range (may be the same target). Each attack is resolved on the Ice Bolt attack table, but the caster only adds their attack bonus to one of the three attacks.

18) Becalm (100'/lvl)

Range: Self   *Duration: C*

All water within a 100' radius of the caster per level is calmed. Waves up to 50' high are stopped and waves higher than that are reduced by that amount.

20) Maelstrom

Range: 300'   *Duration: C*

Creates a 20'x20' whirlpool in a body of water that will draw in any objects and creatures within 200' at a speed of 20'/round.

EMPATH

Empath Class Information	
Magic	
Caster Type	Full
Sphere	Psychic
Exclusive Spell Paths	Artificial Limbs Mend Blood Mend Bone Mend Flesh Mend Muscle Mend Nerves And Organs
Skills	
Armour (Leather)	None (2++)
Armour (Cuir Bouilli)	None (3++)
Armour (Maille)	None (4++)
Armour (Plate)	None (5++)
Climb	None (4)
Disable Device	None (8)
Dodge	None (15)
Focus Ki[1]	None (3)
Language[1]	None (2++)
Mana Transfer	None (8)
Pick Lock	None (8)
Read Magic	Poor (2+6)
Ride[1]	None (3)
Sneak Attack	None (9)
Spell Path Research[1]	None (1++)
Spell Penetration	Poor (-)[2]
Spot	Poor (3)
Stealth	None (6)
Swim	None (3)
Toughness	Medium (6)
Use Magical Device	Poor (2+6)
Weapon (1st Group)[1]	None (8)
Weapon (2nd Group)[1]	None (8)
Weapon (3rd Group)[1]	None (15)
Weapon (4th Group)[1]	None (20)
Weapon (5th Group)[1]	None (20)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (3)
Weapon (Spell)[1]	Poor (2+7)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

Empaths are full psychic casters who have the talent to heal others. They are almost always members of the Psychics' Guild

Becoming an Empath: Like most psychic casters, empaths are taught over a number of years by a mentor. Only those with great compassion are able to develop the talents needed for this profession.

Social Status: Empaths are well liked by the public. Because their spells are almost entirely beneficent, they are trusted more than any other psychic caster. Even those empaths outside the guild are generally trusted and liked.

Role in an Adventuring Party: Everyone likes a healer, and one that can also cast other useful psychic spells is bound to be popular. Empaths can almost always find an adventuring party that wants to take them, and an adventuring life gives them plenty of opportunities to do good and to heal people.

ARTIFICIAL LIMBS   (EXCLUSIVE EMPATH PATH)

1) Measuring

Range: Touch   *Duration: Instant*

Caster assesses and mentally measures the stump of a lost limb. This spell is required before an artificial limb can be made for the patient.

2) Craft Wooden Limb   **C**

Range: Self   *Duration: 8 hrs*

Caster acquires the skills needed to make an articulated wooden limb (to fit a previous assessment) over the course of a day. The limb will can be externally flexed (for example to grip something) and will be usable enough to walk/run or wield a weapon in combat but not for fine motor control.

3) Attach Wooden Limb

Range: Touch   *Duration: Instant*

Grafts a wooden limb to the stump that it was assessed for. The artificial limb becomes part of the patient and can not be removed except by physically severing it.

4) Control Limb (8 hours)

Range: Touch   *Duration: 8 hrs*

Grants the target complete control over an artificial limb that has been grafted onto them. The limb has as much fine motor control as a normal limb.

5) Craft Glass Limb   **C**

Range: Self   *Duration: 8 hrs*

Caster acquires the skills needed to make an articulated glass limb (to fit a previous assessment) over the course of a day. The limb will can be externally flexed (for example to grip something) and will be usable enough to walk/run or wield a weapon in combat but not for fine motor control.

6) Attach Glass Limb

Range: Touch   *Duration: Instant*

Grafts a glass limb to the stump that it was assessed for. The artificial limb becomes part of the patient and can not be removed except by physically severing it.

7) Control Limb (24 hours)

Range: Touch   *Duration: 24 hrs*

Grants the target complete control over an artificial limb that has been grafted onto them. The limb has as much fine motor control as a normal limb.

8) Craft Metal Limb   **C**

Range: Self   *Duration: 8 hrs*

Caster acquires the skills needed to make an articulated bronze, brass or iron limb (to fit a previous assessment) over the course of a day. The limb will can be externally flexed (for example to grip something) and will be usable enough to walk/run or wield a weapon in combat but not for fine motor control.

9) Attach Metal Limb

Range: Touch   *Duration: Instant*

Grafts a bronze, brass or iron limb to the stump that it was assessed for. The artificial limb becomes part of the patient and can not be removed except by physically severing it.

10) Grow Skin

Range: Touch   *Duration: Instant*

Target's skin grows over an artificial limb that they have grafted onto them, covering it and making it outwardly indistinguishable from a natural limb.

11) Control Limb (1 week)

Range: Touch   *Duration: 1 wk*

Grants the target complete control over an artificial limb that has been grafted onto them. The limb has as much fine motor control as a normal limb.

12) Craft Titanium Limb   **C**

Range: Self   *Duration: 8 hrs*

Caster acquires the skills needed to make an articulated titanium or obsidian limb (to fit a previous assessment) over the course of a day. The limb will can be externally flexed (for example to grip something) and will be usable enough to walk/run or wield a weapon in combat but not for fine motor control.

13) Attach Titanium Limb

Range: Touch   *Duration: Instant*

Grafts a titanium or obsidian limb to the stump that it was assessed for. The artificial limb becomes part of the patient and can not be removed except by physically severing it.

15) Control Limb (1 month)

Range: Touch   *Duration: 1 mnth*

Grants the target complete control over an artificial limb that has been grafted onto them. The limb has as much fine motor control as a normal limb.

20) Control Limb (Permanent)

Range: Touch   *Duration: Permanent*

Grants the target complete control over an artificial limb that has been grafted onto them. The limb has as much fine motor control as a normal limb.

MEND BLOOD

1) Staunch Bleeding (3 hits/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 3 hit point per round. If target moves, bleeding will resume. The bleeding does not have to be all from the same wound.

2) Seal Wounds (1 hit/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 1 hit point per round. If target moves faster than a walk within an hour, bleeding will resume.

3) Cure Bleeding (1 hit/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 1 hit point per round.

4) Seal Wounds (3 hits/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 3 hit point per round. If target moves faster than a walk within an hour, bleeding will resume. The bleeding does not have to be all from the same wound.

6) Cure Bleeding (3 hits/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 3 hit point per round. The bleeding does not necessarily have to be all from the same wound.

8) Repair Artery

Range: Touch   *Duration: Instant*

Stops all bleeding from a single one of target's injuries.

9) Reattach Limb

Range: Touch   *Duration: Instant*

Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Mend Bone, Mend Muscle and Mend Nerves And Organs paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the target may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

10) Staunch Bleeding (All)

Range: Touch   *Duration: Instant*

Stops all target's bleeding. If target moves, bleeding will resume.

11) State Of Grace

Range: Touch   *Duration: 1 hr/lvl*

Target's Grace Period is extended for the duration of this spell. The target must be already in their grace period when this spell is cast.

12) Seal Wounds (All)

Range: Touch   *Duration: Instant*

Stops all target's bleeding. If target moves faster than a walk within an hour, bleeding will resume. The bleeding does not have to be all from the same wound.

13) Remove Blood Clot

Range: Touch   *Duration: Instant*

Removes any single blood clot from the target.

15) Cure Bleeding (All)

Range: Touch   *Duration: Instant*

Stops all target's bleeding. The bleeding does not necessarily have to be all from the same wound.

20) Reattach Limb Instantly

Range: Touch   *Duration: Instant*

Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb Instantly spells on the Mend Bone, Mend Muscle and Mend Nerves And Organs paths. If the body part has decayed, the target may acquire penalties. The limb may be used immediately. See *Chapter 9 - Injury and Healing* for further details.

MEND BONE

2) Set Bone (Light)

Range: Touch *Duration: Instant*

One of target's fractured or broken (but not shattered) bones resulting from a Light injury is healed over the course of 24 hours. This spell will not heal a fractured skull.

3) Heal Cartilage

Range: Touch *Duration: Instant*

One of target's areas of cartilage damage is healed over the course of 24 hours.

4) Set Bone (Any)

Range: Touch *Duration: Instant*

One of target's fractured or broken (but not shattered) bones resulting from a any severity injury is healed over the course of 24 hours. This spell will not heal a fractured skull.

5) Preserve Limb

Range: Touch *Duration: 1 day/lvl*

Stops a severed limb or other body part from decaying. This spell must be cast in conjunction with the other Preserve Limb spells on the Mend Muscle and Mend Nerves And Organs paths.

6) Heal Broken Skull

Range: Touch *Duration: Instant*

Target's fractured or broken (but not shattered) skull is healed over the course of 24 hours.

7) Set Joint

Range: Touch *Duration: Instant*

Target's damaged or broken (but not shattered) joint is healed over the course of 24 hours.

8) Set Bone Instantly (Light)

Range: Touch *Duration: Instant*

One of target's fractured or broken (but not shattered) bones resulting from a Light injury is healed. This spell will not heal a fractured skull.

9) Reattach Limb

Range: Touch *Duration: Instant*

Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Mend Blood, Mend Muscle and Mend Nerves And Organs paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the target may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

10) Heal Cartilage Instantly

Range: Touch *Duration: Instant*

One of target's areas of cartilage damage is healed.

11) Set Bone Instantly (Any)

Range: Touch *Duration: Instant*

One of target's fractured or broken (but not shattered) bones resulting from a any severity injury is healed. This spell will not heal a fractured skull.

12) Heal Broken Skull Instantly

Range: Touch *Duration: Instant*

Target's fractured or broken (but not shattered) skull is healed.

13) Transplant Bone

Range: Touch *Duration: Instant*

Caster replaces one of target's bones with one taken from another member of the same (or at the Game Master's discretion, very similar) species.

14) Heal Shatter

Range: Touch *Duration: Instant*

One of target's shattered bones resulting from a any severity injury is healed over the course of 24 hours.

15) Set Joint Instantly

Range: Touch *Duration: Instant*

Target's damaged or broken (but not shattered) joint is healed.

20) Reattach Limb Instantly

Range: Touch *Duration: Instant*

Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb Instantly spells on the Mend Blood, Mend Muscle and Mend Nerves And Organs paths. If the body part has decayed, the target may acquire penalties. The limb may be used immediately. See *Chapter 9 - Injury and Healing* for further details.

MEND FLESH

1) Cure Wounds (1-10)
Range: Touch   *Duration: Instant*
Target is healed 1d10 hit points.

2) Unstun (1 Round)   **S,A**
Range: Touch   *Duration: Instant*
One round's worth of stun-like effects is removed from the target.

3) Heal Light Burns/Frostbite
Range: Touch   *Duration: Instant*
Target is healed of one area of Light burns or frostbite.

4) Regeneration (1/rnd)
Range: Touch   *Duration: C*
Target is healed 1 hit point per round.

5) Wake
Range: Touch   *Duration: Instant*
Target is fully awoken from any sleeping (including magical sleep) or Out condition.

6) Heal Serious Burns/Frostbite
Range: Touch   *Duration: Instant*
Target is healed of one area of Serious burns or frostbite; or two areas of Light burns or frostbite.

7) Cure Wounds (5-50)
Range: Touch   *Duration: Instant*
Target is healed 5d10 hit points.

8) Unstun (3 Rounds)   **S,A**
Range: Touch   *Duration: Instant*
Three rounds' worth of stun-like effects are removed from the target.

9) Heal Critical Burns/Frostbite
Range: Touch   *Duration: Instant*
Target is healed of one area of Critical burns or frostbite; or one area of Serious burns or frostbite and one area of Light burns or frostbite; or three areas of Light burns or frostbite.

10) Regeneration (2/rnd)
Range: Touch   *Duration: C*
Target is healed 2 hit point per round.

11) Cure Wounds (10-100)
Range: Touch   *Duration: Instant*
Target is healed 10d10 hit points.

12) Heal Multiple Burns/Frostbite
Range: Touch   *Duration: Instant*
Target is healed of one area of Critical burns or frostbite and one area of Light burns or frostbite; two areas of Serious burns or frostbite; one area of Serious burns or frostbite and two areas of Light burns or frostbite; or four areas of Light burns or frostbite.

13) Unstun (5 Rounds)   **S,A**
Range: Touch   *Duration: Instant*
Five rounds' worth of stun-like effects are removed from the target.

14) Ranged Unstun (1 Round)   **S,A**
Range: 100'   *Duration: Instant*
One round's worth of stun-like effects is removed from the target.

15) Regeneration (3/rnd)
Range: Touch   *Duration: C*
Target is healed 3 hit point per round.

20) Cure Wounds (20-200)
Range: Touch   *Duration: Instant*
Target is healed 20d10 hit points.

MEND MUSCLE

1) Heal Tendon (Light)

Range: Touch   *Duration: Instant*

One of target's damaged tendons resulting from a Light injury is healed over the course of an hour.

3) Heal Muscle (1 Muscle)

Range: Touch   *Duration: Instant*

One of target's damaged (but not completely destroyed) muscles is healed over the course of an hour.

4) Heal Tendon (1 Tendon)

Range: Touch   *Duration: Instant*

One of target's damaged tendons is healed over the course of an hour.

5) Preserve Limb

Range: Touch   *Duration: 1 day/lvl*

Stops a severed limb or other body part from decaying. This spell must be cast in conjunction with the other Preserve Limb spells on the Mend Bone and Mend Nerves And Organs paths.

6) Heal Muscle (3 Muscles)

Range: Touch   *Duration: Instant*

Three of target's damaged (but not completely destroyed) muscles are healed over the course of an hour.

7) Heal Tendon (3 Tendons)

Range: Touch   *Duration: Instant*

Three of target's damaged tendons are healed over the course of an hour.

8) Heal Muscle Instantly (1 Muscle)

Range: Touch   *Duration: Instant*

One of target's damaged (but not completely destroyed) muscles is healed.

9) Reattach Limb

Range: Touch   *Duration: Instant*

Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Mend Blood, Mend Bone and Mend Nerves And Organs paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the target may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

10) Heal Tendon Instantly (1 Tendon)

Range: Touch   *Duration: Instant*

One of target's damaged tendons is healed.

11) Heal Muscle And Tendon (All)

Range: Touch   *Duration: Instant*

All of target's damaged (but not completely destroyed) muscles and tendons are healed over the course of an hour.

12) Transplant Muscle

Range: Touch   *Duration: Instant*

Caster replaces one of target's muscles with one taken from another member of the same (or at the Game Master's discretion, very similar) species.

14) Regrow Muscle

Range: Touch   *Duration: Instant*

One of target's missing or destroyed muscle is re-grown over the course of 24 hours.

15) Regrow Tendon

Range: Touch   *Duration: Instant*

One of target's missing or destroyed tendons is re-grown over the course of 24 hours.

20) Reattach Limb Instantly

Range: Touch   *Duration: Instant*

Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb Instantly spells on the Mend Blood, Mend Bone and Mend Nerves And Organs paths. If the body part has decayed, the target may acquire penalties. The limb may be used immediately. See *Chapter 9 - Injury and Healing* for further details.

MEND NERVES AND ORGANS

2) Heal Nose

Range: Touch   *Duration: Instant*

Heals all damage to target's nose short of complete loss.

3) Heal Nerve Damage

Range: Touch   *Duration: Instant*

One area of target's nerve damage (but not paralysis or brain damage) is healed over the course of 24 hours.

4) Heal Ear (External)

Range: Touch   *Duration: Instant*

Heals all damage to the target's external ear, including complete loss. This spell does not cure deafness associated with inner ear damage.

5) Preserve Limb

Range: Touch   *Duration: 1 day/lvl*

Stops a severed limb or other body part from decaying. This spell must be cast in conjunction with the other Preserve Limb spells on the Mend Bone and Mend Muscle paths.

6) Heal Eye (Light)

Range: Touch   *Duration: Instant*

Heals all damage to the target's eyes resulting from a Light injury.

7) Paralysis Relief

Range: Touch   *Duration: 1 min/lvl*

Paralysed target is temporarily able to move. This does nothing to heal the damage that caused the paralysis, but neither does it aggravate the condition.

8) Heal Ear

Range: Touch   *Duration: Instant*

Heals all damage to the target's external and inner ear, including complete loss. This spell also cures deafness associated with inner ear damage.

9) Reattach Limb

Range: Touch   *Duration: Instant*

Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Mend Blood, Mend Bone and Mend Muscle paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the target may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

10) Heal Eye (Critical)

Range: Touch   *Duration: Instant*

Heals all damage to the target's eyes short of complete loss. This spell also cures blindness associated with eye damage (but not loss).

11) State Of Grace

Range: Touch   *Duration: 1 hr/lvl*

Target's Grace Period is extended for the duration of this spell. The target must be already in their grace period when this spell is cast.

12) Heal Nerve Damage Instantly

Range: Touch   *Duration: Instant*

One area of target's nerve damage (but not paralysis or brain damage) is healed over the course of 24 hours.

13) Transplant Organ

Range: Touch   *Duration: Instant*

Caster replaces one of target's organs (except the brain) with one taken from another member of the same (or at the Game Master's discretion, very similar) species.

14) Heal Organ

Range: Touch   *Duration: Instant*

Heals one area of target's organ or lung damage over the course of one hour. Although the spell takes an hour to repair the organ, it will stabilise the target immediately and prevent death from the organ damage that it is healing. If the organ damage would have killed the target, the target instead remains unconscious until the organ is fully healed.

15) Heal Brain Damage

Range: Touch   *Duration: Instant*

One area of target's brain damage is healed over the course of 24 hours. This will awaken the target from a coma (at the end of the 24 hour period).

16) Regrow Nose

Range: Touch   *Duration: Instant*

Target's missing or destroyed nose is re-grown over the course of 24 hours.

17) Heal Organ Immediately

Range: Touch   *Duration: Instant*

Heals one area of target's organ damage.

18) Regrow Eyes

Range: Touch   *Duration: Instant*

Target's missing or destroyed eyes are re-grown over the course of 24 hours. This spell cures the blindness associated with eye loss at the end of the 24 hour period.

20) Reattach Limb Instantly

Range: Touch   *Duration: Instant*

Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb Instantly spells on the Mend Blood, Mend Bone and Mend Nerves And Organs paths. If the body part has decayed, the target may acquire penalties. The limb may be used immediately. See *Chapter 9 - Injury and Healing* for further details.

GUIDE

Guide Class Information	
Magic	
Caster Type	Partial
Sphere	Divine
Exclusive Spell Paths	Camouflage Exploring Protection Survival Tracking
Skills	
Armour (Leather)	None (1++)
Armour (Cuir Bouilli)	None (2++)
Armour (Maille)	None (3++)
Armour (Plate)	None (4++)
Climb	Good (3+9)
Disable Device	Poor (4)
Dodge	None (20)
Focus Ki[1]	None (2+7)
Language[1]	None (3++)
Mana Transfer	None (3)
Pick Lock	Poor (4)
Read Magic	None (5)
Ride[1]	Good (2+6)
Sneak Attack	None (3)
Spell Path Research[1]	None (4++)
Spell Penetration	None (-)[2]
Spot	Poor (2+7)
Stealth	Poor (1+5)
Swim	Good (2+6)
Toughness	None (2+7)
Use Magical Device	None (6)
Weapon (1st Group)[1]	Poor (3+7)
Weapon (2nd Group)[1]	Poor (4)
Weapon (3rd Group)[1]	Poor (6)
Weapon (4th Group)[1]	Poor (6)
Weapon (5th Group)[1]	Poor (6)
Weapon (6th Group)[1]	Poor (9)
Weapon (Martial Arts)[1]	Poor (4)
Weapon (Spell)[1]	None (15)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

Guides are followers of the old pagan faith. They are partial divine spell casters who back up their nature oriented spells with good fighting ability. As explorers, survivalists, and protectors of the wild they are without equal, although they are somewhat of a fish out of water in an urban environment.

Canny guides are able to adapt their talents to life in the city, but they always feel more at home in the wilds.

Becoming a Guide: Most guides come from smaller villages and towns where the Church has less influence and paganism has more sway. Guides are initiated by witches, and will normally have a more experienced guide as a mentor while they are still learning the ropes. This is not a formal apprenticeship, however, being more of a friendship amongst equals.

Social Status: The Church generally frowns upon paganism, seeing it as a threat to its hegemony. City folk and people influenced by the Church tend therefore to view guides as country bumpkins who don't know any better. Those who live in the wilds, however, know how useful guides can be and don't underestimate them in this manner.

Role in an Adventuring Party: Guides are particularly useful for any adventuring party that will be exploring or travelling through the wilds. Adventurers tend to be less judgemental about the guides' pagan beliefs than regular city folk, so guides get on with them well - especially when they have a common goal of making the place safe for farmers and settlers.

CAMOUFLAGE

1) Change Colour

Range: Self   *Duration: 1 min/lvl*

Caster changes colour to match any one organic object they touch. This can give up to a +2 bonus to Stealth checks depending on the colour of the object.

2) Enhance Shadows

Range: 100'   *Duration: 10 mins/lvl*

All shadows within range are darkened further, giving a +5 bonus to Stealth checks in the area.

4) Silence (1' radius)

Range: Self   *Duration: 1 min/lvl*

Creates an intangible barrier 1' around the caster through which sound cannot pass. The barrier moves with the caster.

5) Camouflage

Range: Self   *Duration: C*

Caster blends into the background whenever they stop moving gaining a +15 bonus to Stealth checks while stationary.

6) Light

Range: Touch   *Duration: 10 mins/lvl*

Touched object or point in space gives off normal light which is effective within a 10' radius. If cast on an object, the light moves with the object.

7) Darkness

Range: Touch   *Duration: 10 mins/lvl*

Touched object or point in space gives off an aura of magical darkness which is effective within a 10' radius. If cast on an object, the darkness moves with the object.

8) Silhouette

Range: Self   *Duration: 10 mins/lvl*

Caster (with clothes and equipment) darkens to appear like a silhouette. Caster gets +10 to Stealth checks in the dark.

10) Plant Disguise

Range: Self   *Duration: 1 min/lvl*

Caster appears to be any plant of approximately their size. This is purely a visual illusion and the caster does not physically change.

11) Mind Blank

Range: Self   *Duration: 10 mins/lvl*

Caster appears to have no sapience (or species or level or class) at all to all magical detections (including symbols or delayed spells that are activated by such things), providing they remain stationary.

13) Animal Disguise

Range: Self   *Duration: 1 min/lvl*

Caster appears to be any animal of approximately their size. This is purely a visual illusion and the caster does not physically change.

15) Animal Mind

Range: Self   *Duration: 10 mins/lvl*

Caster appears to be any animal of their choice to all magical detections (including symbols or delayed spells that are activated by such things), providing they remain stationary.

20) Plant Shape

Range: Self   *Duration: 1 min/lvl*

Caster's form changes to that of any plant of approximately their size. Caster can still see and hear, can look in different directions, and can cast spells on themselves; but can perform no other actions while in plant form.

EXPLORING

1) Path Knowledge

Range: 10'   *Duration: Instant*

Caster immediately becomes aware of the destinations (at either end) of a single path within range.

2) Night Vision

Range: Self   *Duration: 10 mins/lvl*

Caster can see in shadowy light such as night-time in a forest as if it were day.

3) Track Quarry

Range: Self   *Duration: C*

Caster gains a +10 bonus to all Spot checks made to find and follow a creature's tracks.

4) Path's Echoes

Range: Self   *Duration: Instant*

Caster sees a vision of all who have travelled through their current location in the last hour per caster level.

5) Find The Path (1 mile)

Range: 1 mile   *Duration: Instant*

Caster gains knowledge of the direction and distance to the nearest point (within range) that is on any path or well-travelled route. The caster gains no knowledge of where the path leads.

6) Track's Echoes (touch)

Range: Touch   *Duration: Instant*

Caster touches a set of tracks and sees a vision of the creature that made them. This also gives the caster a +5 bonus to Spot checks made to track the creature that left the tracks.

7) Ambush Warning (50' radius)

Range: Self   *Duration: 10 mins/lvl*

Caster gets a tingling feeling when within 50' of any sapient being that actively intends them harm.

8) Object's Echoes

Range: Touch   *Duration: Instant*

Caster sees a vision (with sound) of all who have passed within 50' of the touched object in the last hour per caster level.

9) Find The Path (5 miles)

Range: 5 miles   *Duration: Instant*

Caster gains knowledge of the direction and distance to the nearest point (within range) that is on any path or well-travelled route. The caster gains no knowledge of where the path leads.

10) Speak With Animal

Range: Self   *Duration: 1 min/lvl*

Caster can speak and understand the "language" of any one type of animal. The level of conversation possible will depend on the intelligence and sapience of the animal type chosen. Generally carnivores are smarter than herbivores and pack animals have more complex languages than solitary ones.

11) Track's Echoes (50' radius)

Range: 50'   *Duration: Instant*

Caster sees a vision of the creatures that made all tracks withing range. This also gives the caster a +5 bonus to Spot checks made to track the creatures that left the tracks.

12) Speak With Plant

Range: Self   *Duration: 1 min/lvl*

Caster can speak and understand the "language" of any one type of plant. The level of conversation possible will depend on the intelligence and sapience of the plant type chosen. Generally, most non-magical plants have no sapience or language at all.

13) Find The Path (20 miles)

Range: 20 miles   *Duration: Instant*

Caster gains knowledge of the direction and distance to the nearest point (within range) that is on any path or well-travelled route. The caster gains no knowledge of where the path leads.

14) Ambush Warning (100' radius)

Range: Self   *Duration: 10 mins/lvl*

Caster gets a tingling feeling when within 100' of any sapient being that actively intends them harm.

15) Speak With Rock

Range: Self   *Duration: 1 min/lvl*

Caster can speak and understand the "language" of any one type of rock or stone. The level of conversation possible will depend on the intelligence and sapience of the rock type chosen. Generally, most non-magical rocks have no sapience or language at all.

20) Ambush Warning (10' radius per level)

Range: Self   *Duration: 10 mins/lvl*

Caster gets a tingling feeling when within 10' per level of any sapient being that actively intends them harm.

PROTECTION

1) Fire Resistance (+4)   **S**

Range: Self   *Duration: C*

Caster is immune to natural fire and heat, and gains a +4 bonus to save DCs and dodge bonuses against fire/heat based attacks.

2) Cold Resistance (+4)   **S**

Range: Self   *Duration: C*

Caster is immune to natural cold, and gains a +4 bonus to save DCs and dodge bonuses against cold/ice based attacks.

3) Resist Magic (+1)

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +1 bonus to Arcane, Divine and Psychic save DCs, and a +1 dodge bonus against weapon-like spells.

4) Blessing (+1)

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +1 bonus to all skill checks (but not to passive skills that are used without explicit checks, such as Dodge, Weapon Skills, Transfer Mana, Toughness, Sneak Attack, or Spell Path Research).

5) Protection (+1)

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +1 bonus to fear, disease and poison save DCs.

7) Purification

Range: Touch   *Duration: Instant*

Removes all disease and poison from a non-living object (usually a quantity of food or drink) of up to 1 cubic foot per level.

8) Resist Magic (+2)

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +2 bonus to Arcane, Divine and Psychic save DCs, and a +2 dodge bonus against weapon-like spells.

9) Blessing (+2)

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +2 bonus to all skill checks (but not to passive skills that are used without explicit checks, such as Dodge, Weapon Skills, Transfer Mana, Toughness, Sneak Attack, or Spell Path Research).

10) Protection (+2)

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +2 bonus to fear, disease and poison save DCs.

11) Elemental Resistance (+4)

Range: Self   *Duration: 1 min/lvl*

Caster is immune to natural cold, fire and heat, and gains a +4 bonus to save DCs and dodge bonuses against cold/fire/heat based attacks.

13) Resist Magic (+3)

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +3 bonus to Arcane, Divine and Psychic save DCs, and a +3 dodge bonus against weapon-like spells.

14) Blessing (+3)

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +3 bonus to all skill checks (but not to passive skills that are used without explicit checks, such as Dodge, Weapon Skills, Transfer Mana, Toughness, Sneak Attack, or Spell Path Research).

15) Protection (+3)

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +3 bonus to fear, disease and poison save DCs.

20) Cure Poison

Range: Touch   *Duration: Instant*

Target is cured of a single poison.

1) Detect Outdoor Traps

Range: 100'   *Duration: C (1 min/lvl)*

Caster can see a glow around any outdoor trap or snare. Each trap in the area has a 75% chance of being detected by this spell.

2) Find Water (1 mile)

Range: 1 mile   *Duration: Instant*

Caster becomes aware of the location and details of the nearest natural fresh water source within range.

3) Conjure Flame

Range: 1'   *Duration: Instant*

One piece of flammable material within range catches fire. Once started, the fire is non-magical and will use fuel and go out as normal. If the material is being held or worn, a Penetration check is required to light it.

4) Predict Rain (1 day)

Range: Self   *Duration: Instant*

Caster can tell when natural rain or storms will occur in their current location over the next 24 hours, with an accuracy of +/-15 minutes.

5) Find Food (1 mile)

Range: 1 mile   *Duration: Instant*

Caster becomes aware of the location and details of the nearest source of at least 1lb of food. This includes edible plant material such as fruit and roots, and freshly dead (but not living) animals.

6) Purify Water

Range: Touch   *Duration: Instant*

Causes all material that is dissolved or in suspension in up to 6 gallons (approximately 1 cubic foot) of water per caster level to be destroyed, leaving the water clear.

7) Find Shelter (1 mile)

Range: 1 mile   *Duration: Instant*

Caster becomes aware of the location and details of the nearest place of shelter such as a cave or overhang.

8) Instant Trap ("B" severity)

Range: Touch   *Duration: Instant*

Caster creates (during the round of spell casting) a quickly improvised trap such as a snare or pit up to 10' in diameter which can inflict a "B" severity critical strike (blunt, slashing, piercing, grappling or knockdown at the caster's discretion) to the creature that triggers it.

9) Predict Weather (1 day)

Range: Self   *Duration: Instant*

Caster can tell what natural weather will occur in their current location over the course of the next 24 hours, with an accuracy of +/-15 minutes.

10) Detect Movement (100' radius)

Range: Self   *Duration: C*

Caster is aware of all movement within 100', but cannot move without ceasing to concentrate. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals.

11) Find Water (10 miles)

Range: 10 miles   *Duration: Instant*

Caster becomes aware of the location and details of the nearest natural fresh water source within range.

12) Alarm

Range: 10'   *Duration: 1 hr/lvl*

Caster is alerted if any movement bigger than the scurrying of a mouse occurs within range. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals. This will wake the caster if they are sleeping.

13) Find Food (10 miles)

Range: 10 miles   *Duration: Instant*

Caster becomes aware of the location and details of the nearest source of at least 1lb of food. This includes edible plant material such as fruit and roots, and freshly dead (but not living) animals.

14) Instant Trap ("E" severity)

Range: Touch   *Duration: Instant*

Caster creates (during the round of spell casting) a quickly improvised trap such as a snare or pit up to 10' in diameter which can inflict a "E" severity critical strike (blunt, slashing, piercing, grappling or knockdown at the caster's discretion) to the creature that triggers it.

15) Find Shelter (10 miles)

Range: 10 miles   *Duration: Instant*

Caster becomes aware of the location and details of the nearest place of shelter such as a cave or overhang.

20) Detect Movement (500' radius)

Range: Self   *Duration: C*

Caster is aware of all movement within 500', but cannot move without ceasing to concentrate. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals.

TRACKING

1) Run On Stones

Range: Self   *Duration: 1 min/lvl*

Caster can walk, run, fight or perform any other manoeuvre on gravel, shingle and rubble with no penalty and no chance of falling.

2) Walk On Branches

Range: Self   *Duration: 1 min/lvl*

Caster can walk and fight on narrow branches, ledges or beams at no penalty and with no chance of falling off.

3) Swim (2x)

Range: 100'   *Duration: 1 min/lvl*

Target can swim at 2x normal speed without tiring. If the target stops before the duration is up, the spell ends prematurely.

4) Walk On Water

Range: Self   *Duration: 1 min/lvl*

Caster can walk and fight on reasonably calm water at no penalty and with no chance of falling in.

5) Run On Snow

Range: Self   *Duration: 1 min/lvl*

Caster can walk, run, fight or perform any other manoeuvre on snow or loose sand with no penalty and no chance of falling.

6) Run On Branches

Range: Self   *Duration: 1 min/lvl*

Caster can walk, run, fight or perform any other manoeuvre on narrow branches, ledges or beams as if on the ground and at no penalty and with no chance of falling off.

7) Pass Without Trace (self)

Range: Self   *Duration: C*

Caster can move at a walking speed without leaving any tracks, scent trails, or other traces of their movement.

8) Pass Without Trace (1 target)

Range: 50'   *Duration: C*

One target within range can move at a walking speed without leaving any tracks, scent trails, or other traces of their movement while the caster concentrates.

9) Run On Water

Range: Self   *Duration: 1 min/lvl*

Caster can walk, run, fight or perform any other manoeuvre on reasonably calm water at no penalty and with no chance of falling in.

10) Pass Without Trace (2 targets)

Range: 50'   *Duration: C*

Two targets within range (one of which may be the caster) can move at a walking speed without leaving any tracks, scent trails, or other traces of their movement while the caster concentrates.

11) Swim (4x)

Range: 100'   *Duration: 1 min/lvl*

Target can swim at 4x normal speed without tiring. If the target stops before the duration is up, the spell ends prematurely.

12) Pass Without Trace (5 targets)

Range: 50'   *Duration: C*

Five targets within range (one of which may be the caster) can move at a walking speed without leaving any tracks, scent trails, or other traces of their movement while the caster concentrates.

14) Run On All

Range: Self   *Duration: 1 min/lvl*

Caster can walk, run, fight or perform any other manoeuvre on gravel, shingle, rubble, narrow branches, ledges, beams, snow, loose sand, or reasonably calm water at no penalty and with no chance of falling in.

15) Pass Without Trace (10 targets)

Range: 50'   *Duration: C*

Ten targets within range (one of which may be the caster) can move at a walking speed without leaving any tracks, scent trails, or other traces of their movement while the caster concentrates.

20) Spy From Tree

Range: Self   *Duration: 1 min/lvl*

Caster can step inside a tree and hide for the duration. Caster can see out of the tree, and can move around to look out in different directions but perform no other actions while hidden.

MARTIAL ARTIST

Martial Artist Class Information	
Magic	
Caster Type	None
Sphere	Any
Exclusive Spell Paths	None
Skills	
Armour (Leather)	None (9)
Armour (Cuir Bouilli)	None (9)
Armour (Maille)	None (10)
Armour (Plate)	None (10)
Climb	Medium (3+7)
Disable Device	None (3+9)
Dodge	None (3+7)
Focus Ki[1]	None (1+3)
Language[1]	None (3++)
Mana Transfer	None (19)
Pick Lock	None (3+9)
Read Magic	None (6)
Ride[1]	Medium (2+7)
Sneak Attack	None (3+9)
Spell Path Research[1]	None (10)
Spell Penetration	None (-)[2]
Spot	Poor (2+5)
Stealth	None (2+4)
Swim	Medium (1+5)
Toughness	Medium (2+7)
Use Magical Device	None (9)
Weapon (1st Group)[1]	Medium (4)
Weapon (2nd Group)[1]	Medium (6)
Weapon (3rd Group)[1]	Medium (8)
Weapon (4th Group)[1]	Medium (8)
Weapon (5th Group)[1]	Medium (8)
Weapon (6th Group)[1]	Medium (15)
Weapon (Martial Arts)[1]	Medium (1+3)
Weapon (Spell)[1]	None (20)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

The study of Martial Arts is time consuming and is something that needs focus and devotion. While anyone can learn a bit for self defence, it takes years of practise to get to the stage where the martial artist can hold their own in a fight with armed and armoured opponents or even monsters.

Becoming a Martial Artist: Martial Artists are taught in dojos in major cities. Generally anyone who can pay the dojo fees can join, but many dojos will also take in orphans and beggars for free; teaching them their philosophy as a way of improving them and helping them to get a better place in life and inner peace. There are a number of different schools of martial arts, and there is often a fierce rivalry between them.

Social Status: The general public tend to think of martial artists as a bit weird. The Ki based philosophy behind martial artists is foreign to (but not wholly incompatible with) the teachings of the Church, and the quiet contemplative nature of most martial artists often makes them be seen as outsiders.

However, the fact that martial artists can often kill an opponent with their bare hands gives people pause for thought before teasing them for their outsider status.

Role in an Adventuring Party: In an adventuring party, martial artists make excellent front line fighters, as combat able as any armoured warrior. Their ability to fight without weapons or armour can make them useful for infiltration too.

MARTYR

Martyr Class Information	
Magic	
Caster Type	Full
Sphere	Divine
Exclusive Spell Paths	Blood Repair Bone Repair Lay On Hands Muscle Repair Nerve And Organ Repair Skin Repair
Skills	
Armour (Leather)	None (2++)
Armour (Cuir Bouilli)	None (3++)
Armour (Maille)	None (10)
Armour (Plate)	None (11)
Climb	None (6)
Disable Device	None (8)
Dodge	None (20)
Focus Ki[1]	None (5)
Language[1]	None (2++)
Mana Transfer	None (2+5)
Pick Lock	None (8)
Read Magic	None (2+6)
Ride[1]	None (3)
Sneak Attack	None (9)
Spell Path Research[1]	None (1++)
Spell Penetration	Poor (-)[2]
Spot	Poor (3)
Stealth	None (6)
Swim	None (3)
Toughness	Good (1+3)
Use Magical Device	None (3+7)
Weapon (1st Group)[1]	None (9)
Weapon (2nd Group)[1]	None (20)
Weapon (3rd Group)[1]	None (20)
Weapon (4th Group)[1]	None (20)
Weapon (5th Group)[1]	None (20)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (6)
Weapon (Spell)[1]	Poor (3)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

Most divine spell casters are able to heal others. Some take this one step further. They selflessly take the wounds of others onto themselves, and then heal themselves over time. This self sacrifice for the sake of others has naturally led to them being called martyrs. Martyrs are full divine spell casters whose spells are dedicated to healing themselves and taking the wounds of others.

Becoming a Martyr: Martyrs belong to the Church, and gain their abilities after much meditation, prayer, and theological learning. The Church does not actually train martyrs any differently than other priests. All go through the same initiation and teaching, and whether they come out as a martyr or a priest depends on their personality (and possibly divine whim).

Social Status: Everyone loves and respects martyrs, and they often get free lodging and other favours wherever they go. Given the ubiquity of the Church, martyrs are known and revered even in the smallest backwater, even by nominally pagan folks. Within the Church, they are generally given free reign to travel wherever they feel guided to travel and stand outside the Church's hierarchy. That's not to say they're treated as outsiders - their opinions and advice are well respected and they talk to everyone from the lowest lay member to the highest Church elder as equals.

Role in an Adventuring Party: As would be expected, the ability of a martyr to get a combatant back onto their feet almost instantly is a great boon to those who are exploring and adventuring. Martyrs almost always find themselves at the centre of a party with everyone striving to protect them.

BLOOD REPAIR

<div style="text-align: right">(EXCLUSIVE MARTYR PATH)</div>

1) Seal Wounds (1 hit/rnd)   **A**
Range: Self   *Duration: Instant*
Stops or slows caster's bleeding by 1 hit point per round. If caster moves faster than a walk within an hour, bleeding will resume.

2) Cure Bleeding (1 hit/rnd)   **A**
Range: Self   *Duration: Instant*
Stops or slows caster's bleeding by 1 hit point per round.

4) Seal Wounds (5 hits/rnd)   **A**
Range: Self   *Duration: Instant*
Stops or slows caster's bleeding by 5 hit point per round. If caster moves faster than a walk within an hour, bleeding will resume. The bleeding does not have to be all from the same wound.

5) Cure Bleeding (3 hits/rnd)   **A**
Range: Self   *Duration: Instant*
Stops or slows caster's bleeding by 3 hit point per round. The bleeding does not necessarily have to be all from the same wound.

6) Repair Artery   **A**
Range: Self   *Duration: Instant*
Stops all bleeding from a single one of caster's injuries.

7) Reattach Limb   **A**
Range: Self   *Duration: Instant*
Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Bone Repair, Muscle Repair and Nerve And Organ Repair paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the caster may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

9) Staunch Bleeding (All)   **A**
Range: Self   *Duration: Instant*
Stops all caster's bleeding. If caster moves, bleeding will resume.

10) Seal Wounds (All)   **A**
Range: Self   *Duration: Instant*
Stops all caster's bleeding. If caster moves faster than a walk within an hour, bleeding will resume. The bleeding does not have to be all from the same wound.

11) Remove Blood Clot   **A**
Range: Self   *Duration: Instant*
Removes any single blood clot from the caster.

13) Cure Bleeding (All)   **A**
Range: Self   *Duration: Instant*
Stops all caster's bleeding. The bleeding does not necessarily have to be all from the same wound.

15) Reattach Limb Instantly   **A**
Range: Self   *Duration: Instant*
Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb Instantly spells on the Bone Repair, Muscle Repair and Nerve And Organ Repair paths. If the body part has decayed, the caster may acquire penalties. The limb may be used immediately. See *Chapter 9 - Injury and Healing* for further details.

20) Cleanse Blood   **A**
Range: Self   *Duration: Instant*
All poisons and diseases are removed from cater's system.

BONE REPAIR

1) Set Bone (Light)   **A**
Range: Self   *Duration: Instant*
One of caster's fractured or broken (but not shattered) bones resulting from a Light injury is healed over the course of 24 hours. This spell will not heal a fractured skull.

2) Heal Cartilage   **A**
Range: Self   *Duration: Instant*
One of caster's areas of cartilage damage is healed over the course of 24 hours.

3) Set Bone (Any)   **A**
Range: Self   *Duration: Instant*
One of caster's fractured or broken (but not shattered) bones resulting from a any severity injury is healed over the course of 24 hours. This spell will not heal a fractured skull.

4) Heal Broken Skull   **A**
Range: Self   *Duration: Instant*
Caster's fractured or broken (but not shattered) skull is healed over the course of 24 hours.

5) Set Joint   **A**
Range: Self   *Duration: Instant*
Caster's damaged or broken (but not shattered) joint is healed over the course of 24 hours.

6) Set Bone Instantly (Light)   **A**
Range: Self   *Duration: Instant*
One of caster's fractured or broken (but not shattered) bones resulting from a Light injury is healed. This spell will not heal a fractured skull.

7) Reattach Limb   **A**
Range: Self   *Duration: Instant*
Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Blood Repair, Muscle Repair and Nerve And Organ Repair paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the caster may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

8) Heal Cartilage Instantly   **A**
Range: Self   *Duration: Instant*
One of caster's areas of cartilage damage is healed.

9) Set Bone Instantly (Any)   **A**
Range: Self   *Duration: Instant*
One of caster's fractured or broken (but not shattered) bones resulting from a any severity injury is healed. This spell will not heal a fractured skull.

10) Heal Broken Skull Instantly   **A**
Range: Self   *Duration: Instant*
Caster's fractured or broken (but not shattered) skull is healed.

11) Set Joint Instantly   **A**
Range: Self   *Duration: Instant*
Caster's damaged or broken (but not shattered) joint is healed.

12) Heal Shatter   **A**
Range: Self   *Duration: Instant*
One of caster's shattered bones resulting from a any severity injury is healed over the course of 24 hours.

13) Regenerate Cartilage   **A**
Range: Self   *Duration: Instant*
One of caster's missing areas of cartilage re-grows over the course of 24 hours.

14) Regenerate Bone   **A**
Range: Self   *Duration: Instant*
One of caster's missing bones re-grows over the course of 24 hours.

15) Reattach Limb Instantly   **A**
Range: Self   *Duration: Instant*
Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb Instantly spells on the Blood Repair, Muscle Repair and Nerve And Organ Repair paths. If the body part has decayed, the caster may acquire penalties. The limb may be used immediately. See *Chapter 9 - Injury and Healing* for further details.

20) Heal Shatter Instantly   **A**
Range: Self   *Duration: Instant*
One of caster's shattered bones resulting from a any severity injury is healed.

LAY ON HANDS   (EXCLUSIVE MARTYR PATH)

1) Lay On Hands (1st level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using first level spells.

2) Lay On Hands (2nd level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using second level or lower spells.

3) Lay On Hands (3rd level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using third level or lower spells.

4) Lay On Hands (4th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using fourth level or lower spells.

5) Lay On Hands (5th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using fifth level or lower spells.

6) Lay On Hands (6th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using sixth level or lower spells.

7) Lay On Hands (7th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using seventh level or lower spells.

8) Lay On Hands (8th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using eigth level or lower spells.

9) Lay On Hands (9th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using ninth level or lower spells.

10) Lay On Hands (10th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using tenth level or lower spells.

11) Lay On Hands (11th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using eleventh level or lower spells.

12) Lay On Hands (12th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using twelvth level or lower spells.

13) Lay On Hands (13th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using thirteenth level or lower spells.

14) Lay On Hands (14th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using fourteenth level or lower spells.

15) Lay On Hands (15th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using fifteenth level or lower spells.

20) Lay On Hands (20th level)

Range: Touch   *Duration: Instant*

One impairment (injury, poison, disease, or hit point loss) is transferred from target to caster. The impairment must be one that can be the caster can cure using twentieth level or lower spells.

MUSCLE REPAIR

1) Heal Tendon (Light)   **A**
Range: Self   *Duration: Instant*
One of caster's damaged tendons resulting from a Light injury is healed over the course of an hour.

2) Heal Muscle (1 Muscle)   **A**
Range: Self   *Duration: Instant*
One of caster's damaged (but not completely destroyed) muscles is healed over the course of an hour.

3) Heal Tendon (1 Tendon)   **A**
Range: Self   *Duration: Instant*
One of caster's damaged tendons is healed over the course of an hour.

4) Heal Muscle (3 Muscles)   **A**
Range: Self   *Duration: Instant*
Three of caster's damaged (but not completely destroyed) muscles are healed over the course of an hour.

5) Heal Tendon (3 Tendons)   **A**
Range: Self   *Duration: Instant*
Three of caster's damaged tendons are healed over the course of an hour.

7) Reattach Limb   **A**
Range: Self   *Duration: Instant*
Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Blood Repair, Bone Repair and Nerve And Organ Repair paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the caster may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

8) Heal Muscle Instantly (1 Muscle)   **A**
Range: Self   *Duration: Instant*
One of caster's damaged (but not completely destroyed) muscles is healed.

9) Heal Tendon Instantly (1 Tendon)   **A**
Range: Self   *Duration: Instant*
One of caster's damaged tendons is healed.

11) Heal Muscle And Tendon (All)   **A**
Range: Self   *Duration: Instant*
All of caster's damaged (but not completely destroyed) muscles and tendons are healed over the course of an hour.

12) Regrow Muscle   **A**
Range: Self   *Duration: Instant*
One of caster's missing or destroyed muscle is re-grown over the course of 24 hours.

13) Regrow Tendon   **A**
Range: Self   *Duration: Instant*
One of caster's missing or destroyed tendons is re-grown over the course of 24 hours.

15) Reattach Limb Instantly   **A**
Range: Self   *Duration: Instant*
Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb Instantly spells on the Blood Repair, Bone Repair and Nerve And Organ Repair paths. If the body part has decayed, the caster may acquire penalties. The limb may be used immediately. See *Chapter 9 - Injury and Healing* for further details.

20) Instant Regrowth   **A**
Range: Self   *Duration: Instant*
One of caster's missing or destroyed muscles or tendons is re-grown instantly.

NERVE AND ORGAN REPAIR

1) Heal Nose — **A**
Range: Self   *Duration: Instant*
Heals all damage to caster's nose short of complete loss.

2) Heal Nerve Damage — **A**
Range: Self   *Duration: Instant*
One area of caster's nerve damage (but not paralysis or brain damage) is healed over the course of 24 hours.

3) Heal Ear (External) — **A**
Range: Self   *Duration: Instant*
Heals all damage to the caster's external ear, including complete loss. This spell does not cure deafness associated with inner ear damage.

4) Heal Eye (Light) — **A**
Range: Self   *Duration: Instant*
Heals all damage to the caster's eyes resulting from a Light injury.

5) Paralysis Relief — **A**
Range: Self   *Duration: 1 min/lvl*
Paralysed caster is temporarily able to move. This does nothing to heal the damage that caused the paralysis, but neither does it aggravate the condition.

6) Heal Ear — **A**
Range: Self   *Duration: Instant*
Heals all damage to the caster's external and inner ear, including complete loss. This spell also cures deafness associated with inner ear damage.

7) Reattach Limb — **A**
Range: Self   *Duration: Instant*
Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Blood Repair, Bone Repair and Muscle Repair paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the caster may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

8) Heal Eye (Critical) — **A**
Range: Self   *Duration: Instant*
Heals all damage to the caster's eyes short of complete loss. This spell also cures blindness associated with eye damage (but not loss).

9) Heal Nerve Damage Instantly — **A**
Range: Self   *Duration: Instant*
One area of caster's nerve damage (but not paralysis or brain damage) is healed over the course of 24 hours.

10) Heal Organ — **A**
Range: Self   *Duration: Instant*
Heals one area of caster's organ or lung damage over the course of one hour. Although the spell takes an hour to repair the organ, it will stabilise the caster immediately and prevent death from the organ damage that it is healing. If the organ damage would have killed the caster, the caster instead remains unconscious until the organ is fully healed.

11) Heal Paralysis — **A**
Range: Self   *Duration: Instant*
Cures any paralysis due to nerve damage that the caster has.

12) Facial Regeneration — **A**
Range: Self   *Duration: Instant*
Caster's missing or destroyed nose and/or eyes are regrown over the course of 24 hours. This spell cures the blindness associated with eye loss at the end of the 24 hour period.

13) Heal All Nerve Damage Immediately — **A**
Range: Self   *Duration: Instant*
All areas of caster's nerve damage (except for paralysis or brain damage) are healed.

14) Heal Organ Immediately — **A**
Range: Self   *Duration: Instant*
Heals one area of caster's organ damage.

15) Reattach Limb Instantly — **A**
Range: Self   *Duration: Instant*
Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb Instantly spells on the Blood Repair, Bone Repair and Muscle Repair paths. If the body part has decayed, the caster may acquire penalties. The limb may be used immediately. See *Chapter 9 - Injury and Healing* for further details.

20) Heal Brain Damage — **A**
Range: Self   *Duration: Instant*
One area of caster's brain damage is healed over the course of 24 hours. This will awaken the caster from a coma (at the end of the 24 hour period).

SKIN REPAIR

1) Cure Wounds (1-10)   **A**
Range: Self   *Duration: Instant*
Caster is healed 1d10 hit points.

2) Heal Light Burns/Frostbite   **A**
Range: Self   *Duration: Instant*
Caster is healed of one area of Light burns or frostbite.

3) Unstun (1 Round)   **S,A**
Range: Self   *Duration: Instant*
One round's worth of stun-like effects is removed from the caster.

4) Regeneration (1/rnd)   **A**
Range: Self   *Duration: C*
Caster is healed 1 hit point per round.

5) Heal Serious Burns/Frostbite   **A**
Range: Self   *Duration: Instant*
Caster is healed of one area of Serious burns or frostbite; or two areas of Light burns or frostbite.

6) Wake   **A**
Range: Self   *Duration: Instant*
Caster is fully awoken from any sleeping (including magical sleep) or Out condition.

7) Cure Wounds (5-50)   **A**
Range: Self   *Duration: Instant*
Caster is healed 5d10 hit points.

8) Heal Critical Burns/Frostbite   **A**
Range: Self   *Duration: Instant*
Caster is healed of one area of Critical burns or frostbite; or one area of Serious burns or frostbite and one area of Light burns or frostbite; or three areas of Light burns or frostbite.

9) Unstun (3 Rounds)   **S,A**
Range: Self   *Duration: Instant*
Three rounds' worth of stun-like effects are removed from the caster.

10) Regeneration (2/rnd)   **A**
Range: Self   *Duration: C*
Caster is healed 2 hit point per round.

11) Heal Multiple Burns/Frostbite   **A**
Range: Self   *Duration: Instant*
Caster is healed of one area of Critical burns or frostbite and one area of Light burns or frostbite; two areas of Serious burns or frostbite; one area of Serious burns or frostbite and two areas of Light burns or frostbite; or four areas of Light burns or frostbite.

12) Cure Wounds (10-100)   **A**
Range: Self   *Duration: Instant*
Caster is healed 10d10 hit points.

13) Unstun (5 Rounds)   **S,A**
Range: Self   *Duration: Instant*
Five rounds' worth of stun-like effects are removed from the caster.

15) Regeneration (3/rnd)   **A**
Range: Self   *Duration: C*
Caster is healed 3 hit point per round.

20) Cure Wounds (20-200)   **A**
Range: Self   *Duration: Instant*
Caster is healed 20d10 hit points.

NECROMANCER

Necromancer Class Information	
Magic	
Caster Type	Full
Sphere	Arcane & Divine
Exclusive Spell Paths	Darkness Decay Undead Communication Undead Control Undead Creation Undead Summons
Skills	
Armour (Leather)	None (9)
Armour (Cuir Bouilli)	None (9)
Armour (Maille)	None (10)
Armour (Plate)	None (11)
Climb	None (7)
Disable Device	None (7)
Dodge	None (15)
Focus Ki[1]	None (5)
Language[1]	None (1++)
Mana Transfer	None (1+5)
Pick Lock	None (7)
Read Magic	Medium (2+6)
Ride[1]	None (3)
Sneak Attack	None (9)
Spell Path Research[1]	None (1++)
Spell Penetration	Poor (-)[2]
Spot	Medium (2)
Stealth	None (6)
Swim	None (3)
Toughness	None (6)
Use Magical Device	Medium (2+6)
Weapon (1st Group)[1]	None (9)
Weapon (2nd Group)[1]	None (20)
Weapon (3rd Group)[1]	None (20)
Weapon (4th Group)[1]	None (20)
Weapon (5th Group)[1]	None (20)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (6)
Weapon (Spell)[1]	Poor (2+7)

[1] Skill contains sub-skills which must be bought independently
[2] Skill ranks in Spell Penetration cannot be bought

Necromancers are full spell casters of both the arcane and divine spheres. Their magic deals with the dead and the undead, as well as darkness and decay. This less than wholesome approach to magic got the inventors of necromancy kicked out of the College of Sorcery, and they founded their own rival magical college - the School of Necromancy. The school is founded on a blend of the ancestor worship philosophies espoused by martial artists and arcane magic.

Becoming a Necromancer: The School of Necromancy enrols and teaches students in its arts in formal classes just like the other magical colleges. Its teachings tend to have a more philosophical bent than those of the other colleges, as it also acts as a temple for their worship. It is known to be more liberal in its entry criteria than the other colleges, accepting those that the other colleges might reject as being unsuitable for learning the magical arts. Whether this is because of an anti-elitist bias inherent in the school or simply because it is less popular and therefore needs all the students it can get depends upon whom you ask.

Social Status: The general public mostly dislike necromancers. They are seen as creepy and their magic is though of as unhealthy. However, when someone wants to be able to talk to or spend time with a deceased loved one, the necromancers are the people who can enable that.

Neither the Church nor the pagan religion approves of necromancy, although a Church tribunal recently declared it to be a legally valid alternate religion rather than a heresy, meaning that it is officially outside the remit of the Church's scourges. This doesn't stop the more firebrand of the Church's scourges and priests from watching necromancers like hawks for any sign of blasphemy or illegality.

Role in an Adventuring Party: Necromancers find themselves more accepted by adventuring types than by the common folk. This is partly because their magic can prove very useful for information gathering and also because they can provide an almost endless supply of archery fodder in the form of husks or even skeletons.

DARKNESS

1) Silhouette
Range: 10'   *Duration: 10 mins/lvl*
Target (with clothes and equipment) darkens to appear like a silhouette. Target gets +10 to Stealth checks in the dark.

2) Darkness (1 Area)
Range: Touch   *Duration: 10 mins/lvl*
Touched object or point in space gives off an aura of magical darkness which is effective within a 10' radius. If cast on an object, the darkness moves with the object.

3) Bolt Of Darkness (100')   **W(S)**
Range: 100'   *Duration: Instant*
Shoots a bolt of darkness at a target within range. The attack is resolved on the Magic Missile attack table, but doing frost critical strikes.

4) Dark Vision
Range: 10'   *Duration: 10 mins/lvl*
Target can see in complete darkness as if it were day.

5) Flash Of Darkness
Range: 100'   *Duration: Instant*
Creates a sudden flash of darkness and cold at the target point within range. Each target within the area is Dazed for 1 round per two excess points of success on the Penetration check rolled against them.

6) Varied Light (10' radius)
Range: 10'   *Duration: C*
The light level within a 10' radius of the caster can be varied from dark to brightly lit. The light level can be varied through the area.

7) Darkness (5 Areas)
Range: 50'   *Duration: 10 mins/lvl*
Five points in space within range each give off an aura of magical darkness which is effective within a 10' radius; or these can be combined into a smaller number of correspondingly larger areas (e.g. one 20' radius and one 30' radius).

8) Black Smoke (10' radius)
Range: 20'   *Duration: 1 rnd/lvl*
Creates an opaque black cloud with a 10' radius. The cloud inflicts an 'A' frost critical strike on each creature within it each round. The caster must make a Penetration check each round against each target in order to inflict that round's critical strike.

9) Bolt Of Darkness (200')   **W(S)**
Range: 200'   *Duration: Instant*
Shoots a bolt of darkness at a target within range. The attack is resolved on the Magic Missile attack table, but doing frost critical strikes.

10) Ring of Smoke
Range: Self   *Duration: 1 rnd/lvl*
Creates a circular wall of opaque black smoke up to 10'x6" in a 10' radius around the caster. The wall must be supported on a surface. The wall cannot be seen through, and anyone who pushes through the wall takes an "A" severity fire critical (no Penetration check required).

11) Delayed Darkness (1 Area)
Range: Touch   *Duration: 10 mins/lvl*
Touched object or point in space gives off an aura of magical darkness which is effective within a 10' radius. The light can be delayed for up to 24 hours.

12) Black Lightning (100')   **W(S)**
Range: 100'   *Duration: Instant*
Shoots a bolt of black lightning at a target within range. The attack is resolved on the Lightning Bolt attack table, but doing frost critical strikes.

13) Bolt Of Darkness (300')   **W(S)**
Range: 200'   *Duration: Instant*
Shoots a bolt of darkness at a target within range. The attack is resolved on the Magic Missile attack table, but doing frost critical strikes.

15) Wall of Obsidian
Range: 50'   *Duration: 1 min/lvl*
Creates a wall of solid obsidian up to 10'x20'x1'. It takes 200 rounds to hack through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

16) Black Lightning (200')   **W(S)**
Range: 200'   *Duration: Instant*
Shoots a bolt of black lightning at a target within range. The attack is resolved on the Lightning Bolt attack table, but doing frost critical strikes.

18) Pitch Blackness (10 Areas)
Range: 50'   *Duration: 10 mins/lvl*
Ten points in space within range each give off an aura of pitch blackness that suppresses even magical light and which is effective within a 10' radius; or these can be combined into a smaller number of correspondingly larger areas (e.g. one 40' radius and two 30' radius).

20) Black Lightning (300')   **W(S)**
Range: 300'   *Duration: Instant*
Shoots a bolt of black lightning at a target within range. The attack is resolved on the Lightning Bolt attack table, but doing frost critical strikes.

DECAY

1) Thaw Ice (10 cubic feet)

Range: 100'   *Duration: Instant*

Up to 10 cubic feet of ice instantly melts.

2) Powder Earth (10 cubic feet)

Range: 100'   *Duration: Instant*

Up to 10 cubic feet of earth, mud, clay or soil within range is reduced to an equal quantity of fine dry powder.

2) Plough Soil

Range: 100'   *Duration: Instant*

Loosens up to 100 cubic feet of hard or packed soil as if it had been ploughed.

3) Expand Cracks

Range: 100'   *Duration: Instant*

All existing cracks in 10'x10'x10' of non-living solid material expand greatly, causing the material to break into chunks. If the material has no existing cracks, this spell has no effect.

4) Powder Stone (10 cubic feet)

Range: 100'   *Duration: Instant*

Up to 10 cubic feet of stone within range is reduced to an equal quantity of fine dry powder.

5) Thaw Ice (1,000 cubic feet)

Range: 100'   *Duration: Instant*

Up to 1,000 cubic feet of ice instantly melts.

6) Powder Anything (1 cubic foot)

Range: 100'   *Duration: Instant*

Up to 1 cubic foot of inorganic material of any kind within range (must be a single object)is reduced to an equal quantity of fine dry powder.

7) Powder Earth (100 cubic feet)

Range: 100'   *Duration: Instant*

Up to 100 cubic feet of earth, mud, clay or soil within range is reduced to an equal quantity of fine dry powder.

8) Shatter Object

Range: 100'   *Duration: Instant*

One non-living inorganic object of up to 1 cubic foot in size shatters into shrapnel. Anyone holding the object takes a "C" severity piercing critical strike and anyone within 5' takes an "A" severity piercing critical strike. If the object is being held or worn then a Penetration check is needed.

9) Powder Stone (100 cubic feet)

Range: 100'   *Duration: Instant*

Up to 100 cubic feet of stone within range is reduced to an equal quantity of fine dry powder.

10) Thaw Ice (1,000 cubic feet per level)

Range: 300'   *Duration: Instant*

Up to 1,000 cubic feet of ice per caster level instantly melts.

11) Powder Anything (10 cubic feet)

Range: 100'   *Duration: Instant*

Up to 10 cubic feet of inorganic material of any kind within range (must be a single object) is reduced to an equal quantity of fine dry powder.

12) Powder Earth (1,000 cubic feet)

Range: 300'   *Duration: Instant*

Up to 1,000 cubic feet of earth, mud, clay or soil within range is reduced to an equal quantity of fine dry powder.

13) Cracks

Range: 100'   *Duration: Instant*

Causes large cracks to form in up to 100 cubic feet of inorganic material (not metal).

14) Powder Stone (1,000 cubic feet)

Range: 300'   *Duration: Instant*

Up to 1,000 cubic feet of stone within range is reduced to an equal quantity of fine dry powder.

15) Disintegrate

Range: 100'   *Duration: Instant*

Up to 1 cubic foot of any inorganic material ceases to exist leaving no trace or residue.

20) Powder Earth (100 cubic feet per level)

Range: 300'   *Duration: Instant*

Up to 100 cubic feet of earth, mud, clay or soil within range per caster level is reduced to an equal quantity of fine dry powder.

UNDEAD COMMUNICATION

1) Undead Tongue (1 min)
Range: Self   *Duration: 1 min*
Caster can understand and be understood by all sapient undead.

2) Spirit Lore (1st level)
Range: 10'   *Duration: Instant*
Forces a first level sapient undead to analyse an item and tell the caster about it. The undead has a 5% chance to identify each magical power or bonus of an item. Each undead can only analyse a given item once.

3) Speak With Dead (1st level)
Range: 10'   *Duration: Instant*
Forces a first level sapient undead to answer a single question that can be answered in a few short words. The target must answer it truthfully in the same language that it was asked in if their language skill permits. If the Penetration check (which should be rolled secretly for this reason) fails, the target may lie.

4) Stalker (1st Level)
Range: 10'   *Duration: 24 hrs*
Forces a first level sapient undead to seek out a person, place or object and either report its location back to the caster or physically retrieve it (caster's choice).

5) Undead Tongue (6 mins)
Range: Self   *Duration: 6 mins*
Caster can understand and be understood by all sapient undead.

6) Spirit Lore (5th level)
Range: 10'   *Duration: Instant*
Forces a sapient undead of up to fifth level to analyse an item and tell the caster about it. The undead has a 5% chance per level to identify each magical power or bonus of an item. Each undead can only analyse a given item once.

8) Speak With Dead (5th level)
Range: 10'   *Duration: Instant*
Forces a sapient undead of up to fifth level to answer a single question that can be answered in a few short words. The target must answer it truthfully in the same language that it was asked in if their language skill permits. If the Penetration check (which should be rolled secretly for this reason) fails, the target may lie.

9) Undead Tongue (12 mins)
Range: Self   *Duration: 12 mins*
Caster can understand and be understood by all sapient undead.

10) Stalker (5th Level)
Range: 10'   *Duration: 24 hrs*
Forces a sapient undead of up to fifth level to seek out a person, place or object and either report its location back to the caster or physically retrieve it (caster's choice).

11) Spirit Lore (7th level)
Range: 10'   *Duration: Instant*
Forces a sapient undead of up to seventh level to analyse an item and tell the caster about it. The undead has a 5% chance per level to identify each magical power or bonus of an item. Each undead can only analyse a given item once.

13) Speak With Dead (7th level)
Range: 10'   *Duration: Instant*
Forces a sapient undead of up to seventh level to answer a single question that can be answered in a few short words. The target must answer it truthfully in the same language that it was asked in if their language skill permits. If the Penetration check (which should be rolled secretly for this reason) fails, the target may lie.

14) Stalker (7th Level)
Range: 10'   *Duration: 24 hrs*
Forces a sapient undead of up to seventh level to seek out a person, place or object and either report its location back to the caster or physically retrieve it (caster's choice).

15) Undead Tongue (concentration)
Range: Self   *Duration: C*
Caster can understand and be understood by all sapient undead.

16) Spirit Lore (10th level)
Range: 10'   *Duration: Instant*
Forces a sapient undead of up to tenth level to analyse an item and tell the caster about it. The undead has a 5% chance per level to identify each magical power or bonus of an item. Each undead can only analyse a given item once.

18) Speak With Dead (10th level)
Range: 10'   *Duration: Instant*
Forces a sapient undead of up to tenth level to answer a single question that can be answered in a few short words. The target must answer it truthfully in the same language that it was asked in if their language skill permits. If the Penetration check (which should be rolled secretly for this reason) fails, the target may lie.

20) Stalker (10th Level)
Range: 10'   *Duration: 24 hrs*
Forces a sapient undead of up to tenth level to seek out a person, place or object and either report its location back to the caster or physically retrieve it (caster's choice).

UNDEAD CREATION

1) Animate Dead (1st level)

Range: 100'   *Duration: 1 min/lvl*

Animates a single corpse (no larger than an ogre), creating a first level husk. The husk will remain inactive unless the caster concentrates to control its actions.

2) Create Skeleton (1st level)   **S**

Range: 10'   *Duration: Instant*

Binds one first level shade within range into a corpse that it is touching (no larger than an ogre), creating a first level skeleton. The skeleton has free will and is not under the control of the caster.

3) Animate Dead (2nd level)

Range: 100'   *Duration: 1 min/lvl*

Animates a single corpse (no larger than an ogre), creating a second level husk. The husk will remain inactive unless the caster concentrates to control its actions.

4) Create Skeleton (2nd level)   **S**

Range: 10'   *Duration: Instant*

Binds one shade of up to second level within range into a corpse that it is touching (no larger than an ogre), creating a skeleton of equal level to the shade. The skeleton has free will and is not under the control of the caster.

5) Animate Dead (3rd level)

Range: 100'   *Duration: 1 min/lvl*

Animates a single corpse (no larger than an ogre), creating a third level husk. The husk will remain inactive unless the caster concentrates to control its actions.

6) Create Skeleton (3rd level)   **S**

Range: 10'   *Duration: Instant*

Binds one shade of up to third level within range into a corpse that it is touching (no larger than an ogre), creating a skeleton of equal level to the shade. The skeleton has free will and is not under the control of the caster.

7) Animate Dead (4th level)

Range: 100'   *Duration: 1 min/lvl*

Animates a single corpse (no larger than an ogre), creating a fourth level husk. The husk will remain inactive unless the caster concentrates to control its actions.

8) Create Skeleton (4th level)   **S**

Range: 10'   *Duration: Instant*

Binds one shade of up to fourth level within range into a corpse that it is touching (no larger than an ogre), creating a skeleton of equal level to the shade. The skeleton has free will and is not under the control of the caster.

9) Animate Dead (5th level)

Range: 100'   *Duration: 1 min/lvl*

Animates a single corpse (no larger than an ogre), creating a fifth level husk. The husk will remain inactive unless the caster concentrates to control its actions.

10) Create Skeleton (5th level)   **S**

Range: 10'   *Duration: Instant*

Binds one shade of up to fifth level within range into a corpse that it is touching (no larger than an ogre), creating a skeleton of equal level to the shade. The skeleton has free will and is not under the control of the caster.

11) Animate Dead (6th level)

Range: 100'   *Duration: 1 min/lvl*

Animates a single corpse (no larger than an ogre), creating a sixth level husk. The husk will remain inactive unless the caster concentrates to control its actions.

12) Create Skeleton (6th level)   **S**

Range: 10'   *Duration: Instant*

Binds one shade of up to sixth level within range into a corpse that it is touching (no larger than an ogre), creating a skeleton of equal level to the shade. The skeleton has free will and is not under the control of the caster.

13) Animate Dead (7th level)

Range: 100'   *Duration: 1 min/lvl*

Animates a single corpse (no larger than an ogre), creating a seventh level husk. The husk will remain inactive unless the caster concentrates to control its actions.

14) Create Skeleton (7th level)   **S**

Range: 10'   *Duration: Instant*

Binds one shade of up to seventh level within range into a corpse that it is touching (no larger than an ogre), creating a skeleton of equal level to the shade. The skeleton has free will and is not under the control of the caster.

15) Animate Dead (8th level)

Range: 100'   *Duration: 1 min/lvl*

Animates a single corpse (no larger than an ogre), creating an eighth level husk. The husk will remain inactive unless the caster concentrates to control its actions.

16) Create Skeleton (8th level)   **S**

Range: 10'   *Duration: Instant*

Binds one shade of up to eighth level within range into a corpse that it is touching (no larger than an ogre), creating a skeleton of equal level to the shade. The skeleton has free will and is not under the control of the caster.

18) Animate Dead (10th level)

Range: 100'   *Duration: 1 min/lvl*

Animates a single corpse (no larger than an ogre), creating a tenth level husk. The husk will remain inactive unless the caster concentrates to control its actions.

20) Create Skeleton (10th level)   **S**

Range: 10'   *Duration: Instant*

Binds one shade of up to tenth level within range into a corpse that it is touching (no larger than an ogre), creating a skeleton of equal level to the shade. The skeleton has free will and is not under the control of the caster.

UNDEAD CONTROL

1) Undead Control (1st level)   **S**
Range: 100'   *Duration: C*
Caster mentally controls the actions of any one first level corporeal undead target.

2) Undead Minion (1st level)   **S**
Range: 10'/lvl   *Duration: Permanent*
Target first level sapient undead becomes the caster's minion. Caster may only have one undead minion per level.

3) Undead Control (2nd level)   **S**
Range: 100'   *Duration: C*
Caster mentally controls the actions of any one corporeal undead target of up to second level.

4) Undead Minion (2nd level)   **S**
Range: 10'/lvl   *Duration: Permanent*
Target sapient undead of up to second level becomes the caster's minion. Caster may only have one undead minion per level.

5) Undead Control (3rd level)   **S**
Range: 100'   *Duration: C*
Caster mentally controls the actions of any one corporeal undead target of up to third level.

6) Undead Minion (3rd level)   **S**
Range: 10'/lvl   *Duration: Permanent*
Target sapient undead of up to third level becomes the caster's minion. Caster may only have one undead minion per level.

7) Undead Control (4th level)   **S**
Range: 100'   *Duration: C*
Caster mentally controls the actions of any one corporeal undead target of up to fourth level.

8) Undead Minion (4th level)   **S**
Range: 10'/lvl   *Duration: Permanent*
Target sapient undead of up to fourth level becomes the caster's minion. Caster may only have one undead minion per level.

9) Undead Control (5th level)   **S**
Range: 100'   *Duration: C*
Caster mentally controls the actions of any one corporeal undead target of up to fifth level.

10) Undead Minion (5th level)   **S**
Range: 10'/lvl   *Duration: Permanent*
Target sapient undead of up to fifth level becomes the caster's minion. Caster may only have one undead minion per level.

11) Undead Control (6th level)   **S**
Range: 100'   *Duration: C*
Caster mentally controls the actions of any one corporeal undead target of up to sixth level.

12) Undead Minion (6th level)   **S**
Range: 10'/lvl   *Duration: Permanent*
Target sapient undead of up to sixth level becomes the caster's minion. Caster may only have one undead minion per level.

13) Undead Control (7th level)   **S**
Range: 100'   *Duration: C*
Caster mentally controls the actions of any one corporeal undead target of up to seventh level.

14) Undead Minion (7th level)   **S**
Range: 10'/lvl   *Duration: Permanent*
Target sapient undead of up to seventh level becomes the caster's minion. Caster may only have one minion per level.

15) Undead Control (8th level)   **S**
Range: 100'   *Duration: C*
Caster mentally controls the actions of any one corporeal undead target of up to eighth level.

16) Undead Minion (8th level)   **S**
Range: 10'/lvl   *Duration: Permanent*
Target sapient undead of up to eighth level becomes the caster's minion. Caster may only have one undead minion per level.

17) Undead Control (9th level)   **S**
Range: 100'   *Duration: C*
Caster mentally controls the actions of any one corporeal undead target of up to ninth level.

18) Undead Minion (9th level)   **S**
Range: 10'/lvl   *Duration: Permanent*
Target sapient undead of up to ninth level becomes the caster's minion. Caster may only have one undead minion per level.

19) Undead Control (10th level)   **S**
Range: 100'   *Duration: C*
Caster mentally controls the actions of any one corporeal undead target of up to tenth level.

20) Undead Minion (10th level)   **S**
Range: 10'/lvl   *Duration: Permanent*
Target sapient undead of up to tenth level becomes the caster's minion. Caster may only have one undead minion per level.

UNDEAD SUMMONS

1) Undead Familiar

Range: Touch   *Duration: Permanent*

When this spell is cast on the corpse of a small non-magical animal (no bigger than a house cat) every day for a week, the animal is raised as a skeleton and becomes the caster's familiar. The caster and familiar magically understand each others speech, although the familiar retains its animal intelligence. Whenever the familiar is within 50' per caster level, either may share the senses of the other by concentrating. A caster may only have one familiar at a time. If either dies, the other takes a -5 penalty to all actions for two weeks.

2) Summon Shade (1st level)

Range: 10'   *Duration: 1 rnd/lvl*

Summons the shade of a first level sapient creature. The corpse (or the largest part of the corpse still remaining) must be present. The shade will not act during the first round of the spell, and then has free will for the remaining duration.

3) Control Shade (1st level)   **S**

Range: 10'   *Duration: C*

Caster mentally controls the actions of any one first level shade or other incorporeal undead.

4) Command Shade (1st level)   **S**

Range: 10'   *Duration: 10 mins/lvl*

Target first level shade or other incorporeal undead must obey caster's spoken commands (if it can understand them).

5) Summon Shade (3rd level)

Range: 10'   *Duration: 1 rnd/lvl*

Summons the shade of a sapient creature of up to third level. The corpse (or the largest part of the corpse still remaining) must be present. The shade will not act during the first round of the spell, and then has free will for the remaining duration.

6) Control Shade (3rd level)   **S**

Range: 10'   *Duration: C*

Caster mentally controls the actions of any one shade or other incorporeal undead of up to third level.

7) Command Shade (3rd level)   **S**

Range: 10'   *Duration: 10 mins/lvl*

Target shade or other incorporeal undead of up to third level must obey caster's spoken commands (if it can understand them).

8) Summon Shade (5th level)

Range: 10'   *Duration: 1 rnd/lvl*

Summons the shade of a sapient creature of up to fifth level. The corpse (or the largest part of the corpse still remaining) must be present. The shade will not act during the first round of the spell, and then has free will for the remaining duration.

9) Control Shade (5th level)   **S**

Range: 10'   *Duration: C*

Caster mentally controls the actions of any one shade or other incorporeal undead of up to fifth level.

10) Command Shade (5th level)   **S**

Range: 10'   *Duration: 10 mins/lvl*

Target shade or other incorporeal undead of up to fifth level must obey caster's spoken commands (if it can understand them).

11) Summon Shade (7th level)

Range: 10'   *Duration: 1 rnd/lvl*

Summons the shade of a sapient creature of up to seventh level. The corpse (or the largest part of the corpse still remaining) must be present. The shade will not act during the first round of the spell, and then has free will for the remaining duration.

12) Control Shade (7th level)   **S**

Range: 10'   *Duration: C*

Caster mentally controls the actions of any one shade or other incorporeal undead of up to seventh level.

13) Command Shade (7th level)   **S**

Range: 10'   *Duration: 10 mins/lvl*

Target shade or other incorporeal undead of up to seventh level must obey caster's spoken commands (if it can understand them).

14) Summon Shade (10th level)

Range: 10'   *Duration: 1 rnd/lvl*

Summons the shade of a sapient creature of up to seventh level. The corpse (or the largest part of the corpse still remaining) must be present. The shade will not act during the first round of the spell, and then has free will for the remaining duration.

15) Control Shade (10th level)   **S**

Range: 10'   *Duration: C*

Caster mentally controls the actions of any one shade or other incorporeal undead of up to tenth level.

16) Command Shade (10th level)   **S**

Range: 10'   *Duration: 10 mins/lvl*

Target shade or other incorporeal undead of up to tenth level must obey caster's spoken commands (if it can understand them).

18) Control Shade (15th level)   **S**

Range: 10'   *Duration: C*

Caster mentally controls the actions of any one shade or other incorporeal undead of up to fifteenth level.

20) Control Shade (20th level)   **S**

Range: 10'   *Duration: C*

Caster mentally controls the actions of any one shade or other incorporeal undead of up to twentieth level.

PRIEST

Priest Class Information	
Magic	
Caster Type	Full
Sphere	Divine
Exclusive Spell Paths	Artificial Life Detect Life Protect Life Raise Dead Summon Life Turn Undead
Skills	
Armour (Leather)	None (1++)
Armour (Cuir Bouilli)	None (2++)
Armour (Maille)	None (10)
Armour (Plate)	None (11)
Climb	Poor (5)
Disable Device	None (7)
Dodge	None (20)
Focus Ki[1]	None (5)
Language[1]	None (2++)
Mana Transfer	None (1+4)
Pick Lock	None (8)
Read Magic	Poor (2+5)
Ride[1]	Poor (3)
Sneak Attack	None (9)
Spell Path Research[1]	None (1++)
Spell Penetration	Poor (-)[2]
Spot	Poor (3)
Stealth	None (5)
Swim	Poor (3)
Toughness	None (6)
Use Magical Device	Poor (2+5)
Weapon (1st Group)[1]	Poor (6)
Weapon (2nd Group)[1]	Poor (7)
Weapon (3rd Group)[1]	Poor (9)
Weapon (4th Group)[1]	Poor (9)
Weapon (5th Group)[1]	Poor (9)
Weapon (6th Group)[1]	Poor (20)
Weapon (Martial Arts)[1]	Poor (6)
Weapon (Spell)[1]	Poor (3)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

Priests are full divine spell casters who form the backbone of the Church. Their spells deal with life in all its aspects, and they back this up with a small amount of martial ability.

Becoming a Priest: The Church accepts believers who wish to become priests and takes them through a period as an initiate which lasts for three years. During this time, the initiates learn theology and spend much time in meditation and prayer. While a few drop out, and some go on to become martyrs or scourges, the majority of those who go through initiation become priests.

Social Status: In the cities, priests are the pillars of the community, and its moral guardians. They range from wishy washy do-gooders to firebrand preachers, but all are respected. Out in the countryside where paganism holds more sway, priests have it a bit harder. While they are still respected, they often feel as if they are being merely tolerated and condescended to and their attempts at moral guidance tend to be ignored. Still, as they are the only people who can raise the dead reliably they are still in demand even if people often only pay lip service to their teachings.

Role in an Adventuring Party: Priests tend to form the moral backbone of an adventuring party. Their divine magic is useful in many situations, not least in the raising of the dead; and this makes them popular adventuring companions.

APPENDIX III – CHARACTER CLASSES

ARTIFICIAL LIFE (EXCLUSIVE PRIEST PATH)

1) Find Familiar

Range: Touch   *Duration: Permanent*

As the "Find Familiar" spell on the "Arcane Summoning" Esoteric Arcane Path. See that spell for details.

2) Detect Artificial Life

Range: 10'/level   *Duration: Instant*

Caster detects the number and location (but not specific details) of all artificial life forms within range.

3) Create Homunculus

Range: Touch   *Duration: Instant*

Caster's familiar becomes a homunculus, and becomes as intelligent as the caster although it retains personality traits from its original form. The change is permanent, and the homunculus continues to serve as the caster's familiar after the change.

4) Craft Minor Clockwork Automaton   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create a minor clockwork automaton. The automaton can be given a single instruction by its creator at the end of its creation process.

5) Create Elemental Wisp

Range: 10'/lvl   *Duration: 1 min/lvl*

Creates an elemental wisp of any type out of a quantity of the relevant element. The wisp can be given a single instruction by its creator as it is being formed.

6) New Instruction (rank A)   **S**

Range: 10'/lvl   *Duration: Instant*

Gives a new instruction to an artificial life form of rank A, overriding any previous instruction. If the Penetration check fails, it attacks the caster. If the target was created by the caster, no Penetration check is required.

7) Craft Flesh Golem   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create a flesh golem. The golem can be given a single instruction by its creator at the end of its creation process.

9) New Instruction (rank B)   **S**

Range: 10'/lvl   *Duration: Instant*

Gives a new instruction to an artificial life form of rank B, overriding any previous instruction. If the Penetration check fails, it attacks the caster. If the target was created by the caster, no Penetration check is required.

10) Craft Lesser Clockwork Automaton   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create a lesser clockwork automaton. The automaton can be given a single instruction by its creator at the end of its creation process.

11) Create Lesser Elemental

Range: 10'/lvl   *Duration: 1 rnd/lvl*

Creates a lesser elemental of any type out of a quantity of the relevant element. The elemental can be given a single instruction by its creator as it is being formed.

12) Craft Lesser Golem   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create a clay, bronze or stone golem. The golem can be given a single instruction by its creator at the end of its creation process.

13) New Instruction (rank C)   **S**

Range: 10'/lvl   *Duration: Instant*

Gives a new instruction to an artificial life form of rank C, overriding any previous instruction. If the Penetration check fails, it attacks the caster. If the target was created by the caster, no Penetration check is required.

14) Craft Greater Clockwork Automaton   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create a greater clockwork automaton. The automaton can be given a single instruction by its creator at the end of its creation process.

15) Craft Iron Golem   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create an iron golem. The golem can be given a single instruction by its creator at the end of its creation process.

16) New Instruction (rank D)   **S**

Range: 10'/lvl   *Duration: Instant*

Gives a new instruction to an artificial life form of rank D, overriding any previous instruction. If the Penetration check fails, it attacks the caster. If the target was created by the caster, no Penetration check is required.

18) Create Greater Elemental

Range: 10'/lvl   *Duration: 1 rnd/lvl*

Creates a greater elemental of any type out of a quantity of the relevant element. The elemental can be given a single instruction by its creator as it is being formed.

19) New Instruction (rank E)   **S**

Range: 10'/lvl   *Duration: Instant*

Gives a new instruction to an artificial life form of rank E, overriding any previous instruction. If the Penetration check fails, it attacks the caster. If the target was created by the caster, no Penetration check is required.

20) Craft Greater Golem   **C**

Range: Self   *Duration: 8 hrs*

Allows caster to create a titanium or obsidian golem. The golem can be given a single instruction by its creator at the end of its creation process.

DETECT LIFE

2) Mindsense   **S, F**

Range: 10'/lvl   *Duration: C*

Caster detects the number and location (but not specific details) of all sapient beings within range.

3) Lifesense   **S**

Range: 10'/lvl   *Duration: C*

Caster detects the number and location (but not specific details) of all living beings within range that are larger than a mouse.

5) Study Life   **S**

Range: 10'/lvl   *Duration: Instant*

Caster studies a target creature within range for use with other spells on this list.

6) Find Studied (100' per level)

Range: 100'/lvl   *Duration: C*

Caster is aware of the distance and direction to a single target that they have previously studied, providing the target is within range.

8) Find Studied (500' per level)

Range: 500'/lvl   *Duration: C*

Caster is aware of the distance and direction to a single target that they have previously studied, providing the target is within range.

9) Analyse Person   **S**

Range: 10'/lvl   *Duration: C (1 min/lvl)*

Caster can tell the species, class and level of a person they look at within 10' per caster level.

10) Find Studied (1 mile per level)

Range: 1 mile/lvl   *Duration: C*

Caster is aware of the distance and direction to a single target that they have previously studied, providing the target is within range.

12) Find Studied (5 miles per level)

Range: 5 mile/lvl   *Duration: C*

Caster is aware of the distance and direction to a single target that they have previously studied, providing the target is within range.

13) Sense Activity

Range: 10'/lvl   *Duration: C*

Caster detects the number and location (but not specific details) of all sapient beings within range, and is aware of the activity each is performing in vague terms (e.g. "fighting", "casting a spell", "eating", "hiding").

15) Find Studied (20 miles per level)

Range: 20 mile/lvl   *Duration: C*

Caster is aware of the distance and direction to a single target that they have previously studied, providing the target is within range.

17) Find Studied (100 miles per level)

Range: 100 mile/lvl   *Duration: C*

Caster is aware of the distance and direction to a single target that they have previously studied, providing the target is within range.

20) Find Studied (10,000 miles)

Range: 10,000 miles   *Duration: C*

Caster is aware of the distance and direction to a single target that they have previously studied, providing the target is within range.

PROTECT LIFE   (EXCLUSIVE PRIEST PATH)

1) Protection (+1)
Range: 100'   *Duration: C*
Gives the target a +1 bonus to fear, disease and poison save DCs.

2) Blessing (+1)
Range: 100'   *Duration: C*
Gives the target a +1 bonus to all skill checks (but not to passive skills that are used without explicit checks, such as Dodge, Weapon Skills, Transfer Mana, Toughness, Sneak Attack, or Spell Path Research).

3) Resist Magic (+1)
Range: 100'   *Duration: C*
Gives the target a +1 bonus to Arcane, Divine and Psychic save DCs, and a +1 dodge bonus against weapon-like spells.

4) Fire Resistance (+4)   **S**
Range: 100'   *Duration: C*
Target is immune to natural fire and heat, and gains a +4 bonus to save DCs and dodge bonuses against fire/heat based attacks.

5) Cold Resistance (+4)   **S**
Range: 100'   *Duration: C*
Target is immune to natural cold, and gains a +4 bonus to save DCs and dodge bonuses against cold/ice based attacks.

6) Sphere Of Coolness (10' radius)
Range: 10'   *Duration: C*
All within range are immune to natural fire and heat, and gains a +4 bonus to save DCs and dodge bonuses against fire/heat based attacks.

7) Sphere Of Warmth (10' radius)
Range: 10'   *Duration: C*
All within range are immune to natural cold, and gains a +4 bonus to save DCs and dodge bonuses against cold/ice based attacks.

8) Protection (+1, 10' radius)
Range: 10'   *Duration: C*
Gives each target within range a +1 bonus to fear, disease and poison save DCs.

9) Blessing (+1, 10' radius)
Range: 10'   *Duration: C*
Gives each target within range a +1 bonus to all skill checks (but not to passive skills that are used without explicit checks, such as Dodge, Weapon Skills, Transfer Mana, Toughness, Sneak Attack, or Spell Path Research).

10) Resist Magic (+1, 10' radius)
Range: 10'   *Duration: C*
Gives each target within range a +1 bonus to Arcane, Divine and Psychic save DCs, and a +1 dodge bonus against weapon-like spells.

11) Protection (+3)
Range: 100'   *Duration: C*
Gives the target a +3 bonus to fear, disease and poison save DCs.

12) Blessing (+3)
Range: 100'   *Duration: C*
Gives the target a +3 bonus to all skill checks (but not to passive skills that are used without explicit checks, such as Dodge, Weapon Skills, Transfer Mana, Toughness, Sneak Attack, or Spell Path Research).

13) Resist Magic (+3)
Range: 100'   *Duration: C*
Gives the target a +3 bonus to Arcane, Divine and Psychic save DCs, and a +3 dodge bonus against weapon-like spells.

14) Sphere Of Coolness (20' radius)
Range: 20'   *Duration: C*
All within range are immune to natural fire and heat, and gains a +4 bonus to save DCs and dodge bonuses against fire/heat based attacks.

15) Sphere Of Warmth (20' radius)
Range: 20'   *Duration: C*
All within range are immune to natural cold, and gains a +4 bonus to save DCs and dodge bonuses against cold/ice based attacks.

16) Protection (+3, 10' radius)
Range: 10'   *Duration: C*
Gives each target within range a +3 bonus to fear, disease and poison save DCs.

17) Blessing (+3, 10' radius)
Range: 10'   *Duration: C*
Gives each target within range a +3 bonus to all skill checks (but not to passive skills that are used without explicit checks, such as Dodge, Weapon Skills, Transfer Mana, Toughness, Sneak Attack, or Spell Path Research).

18) Resist Magic (+3, 10' radius)
Range: 10'   *Duration: C*
Gives each target within range a +3 bonus to Arcane, Divine and Psychic save DCs, and a +3 dodge bonus against weapon-like spells.

19) Protection (+5)
Range: 100'   *Duration: C*
Gives the target a +5 bonus to fear, disease and poison save DCs.

20) Blessing (+5)
Range: 100'   *Duration: C*
Gives the target a +5 bonus to all skill checks (but not to passive skills that are used without explicit checks, such as Dodge, Weapon Skills, Transfer Mana, Toughness, Sneak Attack, or Spell Path Research).

RAISE DEAD

1) Preserve Limb (1 day)

Range: 10'   *Duration: 1 day*

Target limb (not a whole corpse) is preserved from decay.

5) State Of Grace (1 minute per level)

Range: Touch   *Duration: 1 min/lvl*

Target's Grace Period is extended for the duration of this spell. The target must be already in their grace period when this spell is cast.

3) Preserve Corpse (1 day)

Range: 10'   *Duration: 1 day*

Target corpse (or part of corpse) is preserved from decay.

5) State Of Grace (1 hour per level)

Range: Touch   *Duration: 1 hr/lvl*

Target's Grace Period is extended for the duration of this spell. The target must be already in their grace period when this spell is cast.

7) Preserve Corpse (1 day per level)

Range: 10'   *Duration: 1 day/lvl*

Target corpse (or part of corpse) is preserved from decay.

10) Preserve Corpse (1 week per level)

Range: 10'   *Duration: 1 wk/lvl*

Target corpse (or part of corpse) is preserved from decay.

11) State Of Grace (1 day per level)

Range: Touch   *Duration: 1 day/lvl*

Target's Grace Period is extended for the duration of this spell. The target must be already in their grace period when this spell is cast.

12) Lesser Raise Dead

Range: Touch   *Duration: Instant*

Target corpse is brought back to life. If the target still has fatal injuries or has died of old age, they will immediately re-enter their Grace Period; otherwise they will be fully alive. The target must make a Constitution Check with a DC of 20 + twice the number of days that they have been dead (time spent in an extended Grace Period does not count towards this). If this check fails, the target cannot be raised by this spell.

15) Raise Dead

Range: Touch   *Duration: Instant*

Target corpse is brought back to life. If the target still has fatal injuries or has died of old age, they will immediately re-enter their Grace Period; otherwise they will be fully alive. The target must make a Constitution Check with a DC of 20 + the number of days that they have been dead (time spent in an extended Grace Period does not count towards this). If this check fails, the target cannot be raised by this spell.

16) State Of Grace (1 week per level)

Range: Touch   *Duration: 1 wk/lvl*

Target's Grace Period is extended for the duration of this spell. The target must be already in their grace period when this spell is cast.

17) Greater Raise Dead

Range: Touch   *Duration: Instant*

Target corpse is brought back to life. If the target still has fatal injuries or has died of old age, they will immediately re-enter their Grace Period; otherwise they will be fully alive. The target must make a Constitution Check with a DC of 20 + twice the number of weeks that they have been dead (time spent in an extended Grace Period does not count towards this). If this check fails, the target cannot be raised by this spell.

20) Resurrection

Range: Touch   *Duration: Instant*

Target corpse is brought back to life. If the target still has fatal injuries or has died of old age, they will immediately re-enter their Grace Period; otherwise they will be fully alive. The target must make a Constitution Check with a DC of 20 + the number of months that they have been dead (time spent in an extended Grace Period does not count towards this). If this check fails, the target cannot be raised by this spell.

SUMMON LIFE   (EXCLUSIVE PRIEST PATH)

1) Monster Summoning (1 minute or level)

Range: 100'   *Duration: C (1 min)*

Summons a non-sapient first level creature which obeys the caster's mental commands. The caster may choose the rough type of creature but not the exact species or individual.

3) Monster Summoning (3 minutes or levels)

Range: 100'   *Duration: C (See below)*

Summons one or more non-sapient creatures which obey the caster's mental commands. The caster may choose the rough type of creature (all must be the same type) but not the exact species or individual. A total of three levels of creatures can be summoned for up to one minute; or a first level creature for three minutes.

5) Monster Summoning (5 minutes or levels)

Range: 100'   *Duration: C (See below)*

Summons one or more non-sapient creatures which obey the caster's mental commands. The caster may choose the rough type of creature (all must be the same type) but not the exact species or individual. A total of five levels of creatures can be summoned for up to one minute; two levels of creatures for two minutes; or a first level creature for five minutes.

7) Monster Summoning (7 minutes or levels)

Range: 100'   *Duration: C (See below)*

Summons one or more non-sapient creatures which obey the caster's mental commands. The caster may choose the rough type of creature (all must be the same type) but not the exact species or individual. A total of seven levels of creatures can be summoned for up to one minute; three levels of creatures for two minutes; two levels of creatures for three minutes; or a first level creature for seven minutes.

9) Monster Summoning (9 minutes or levels)

Range: 100'   *Duration: C (See below)*

Summons one or more non-sapient creatures which obey the caster's mental commands. The caster may choose the rough type of creature (all must be the same type) but not the exact species or individual. A total of nine levels of creatures can be summoned for up to one minute; four levels of creatures for two minutes; three levels of creatures for three minutes; two levels of creatures for four minutes; or a first level creature for nine minutes.

10) Summon Demon (type A)

Range: 10'/lvl   *Duration: C*

Summons a rank A demon which appears over the course of two rounds. The demon reluctantly obeys the caster's mental commands. When the caster stops concentrating the demon takes two rounds to disappear again, and may try to cause harm or mischief during this time.

11) Monster Summoning (15 minutes or levels)

Range: 100'   *Duration: C (See below)*

Summons one or more non-sapient creatures which obey the caster's mental commands. The caster may choose the rough type of creature (all must be the same type) but not the exact species or individual. A total of fifteen levels of creatures can be summoned for up to one minute; seven levels of creatures for two minutes; five levels of creatures for three minutes; three levels of creatures for four minutes; two levels of creatures for seven minutes; or a first level creature for fifteen minutes.

13) Monster Summoning (20 minutes or levels)

Range: 100'   *Duration: C (See below)*

Summons one or more non-sapient creatures which obey the caster's mental commands. The caster may choose the rough type of creature (all must be the same type) but not the exact species or individual. A total of twenty levels of creatures can be summoned for up to one minute; ten levels of creatures for two minutes; six levels of creatures for three minutes; five levels of creatures for four minutes; four levels of creatures for five minutes; three levels of creatures for six minutes; two levels of creatures for ten minutes; or a first level creature for twenty minutes.

15) Summon Demon (type B)

Range: 10'/lvl   *Duration: C*

Summons a rank B demon which appears over the course of two rounds. The demon reluctantly obeys the caster's mental commands. When the caster stops concentrating the demon takes two rounds to disappear again, and may try to cause harm or mischief during this time.

17) Delayed Monster Summoning

Range: 100'   *Duration: See below*

Summons one or more non-sapient creatures which obey the caster's mental commands. The caster may choose the rough type of creature (all must be the same type) but not the exact species or individual. A total of ten levels of creatures can be summoned for up to one minute; five levels of creatures for two minutes; three levels of creatures for three minutes; two levels of creatures for five minutes; or a first level creature for ten minutes. The summoning may be delayed for up to 1 day per caster level, and the caster may leave an instruction for the summoned creatures to obey when they arrive (in the same manner as the instruction given to golems and automata).

20) Summon Demon (type C)

Range: 10'/lvl   *Duration: C*

Summons a rank C demon which appears over the course of two rounds. The demon reluctantly obeys the caster's mental commands. When the caster stops concentrating the demon takes two rounds to disappear again, and may try to cause harm or mischief during this time.

TURN UNDEAD

1) Turn Undead (5 targets)

Range: 100' *Duration: 1 min/lvl*

Up to five undead within range flee the caster for the duration. If cornered and unable to flee further they will cower defencelessly. If the caster's Penetration check against any of the targets succeeds by 10 points or more, that target disintegrates. Undead that are more powerful than type A count as extra targets (type B = 2 targets, type C = 3 targets, etc.) If cast at fewer than five targets, the caster gains a +1 bonus to one of their Penetration checks for each fewer target (e.g. If cast at three targets, the caster could gain +2 against one of them or +1 against each of two of them).

4) Curse Relief (1 minute per level)

Range: Touch *Duration: 1 min/lvl*

One curse that is affecting the target temporarily stops affecting them for the duration (no Penetration check required). The Game Master must determine what counts as a 'curse' in their setting for purposes of this spell.

6) Turn Undead (9 targets)

Range: 100' *Duration: 1 min/lvl*

Up to nine undead within range flee the caster for the duration. If cornered and unable to flee further they will cower defencelessly. If the caster's Penetration check against any of the targets succeeds by 10 points or more, that target disintegrates. Undead that are more powerful than type A count as extra targets (type B = 2 targets, type C = 3 targets, etc.) If cast at fewer than nine targets, the caster gains a +1 bonus to one of their Penetration checks for each fewer target (e.g. If cast at seven targets, the caster could gain +2 against one of them or +1 against each of two of them).

7) Remove Curse

Range: Touch *Duration: Instant*

One curse that is affecting the target is removed if the caster can succeed in a Penetration check against it. The Game Master must determine what counts as a 'curse' in their setting for purposes of this spell. If the Penetration check fails then the caster may not try again on the same curse/target combination until they have increased in level.

9) Curse Relief (1 hour per level)

Range: Touch *Duration: 1 hr/lvl*

One curse that is affecting the target temporarily stops affecting them for the duration (no Penetration check required). The Game Master must determine what counts as a 'curse' in their setting for purposes of this spell.

11) Turn Undead (12 targets)

Range: 100' *Duration: 1 min/lvl*

Up to twelve undead within range flee the caster for the duration. If cornered and unable to flee further they will cower defencelessly. If the caster's Penetration check against any of the targets succeeds by 10 points or more, that target disintegrates. Undead that are more powerful than type A count as extra targets (type B = 2 targets, type C = 3 targets, etc.) If cast at fewer than twelve targets, the caster gains a +1 bonus to one of their Penetration checks for each fewer target (e.g. If cast at ten targets, the caster could gain +2 against one of them or +1 against each of two of them).

15) Turn Undead (15 targets)

Range: 100' *Duration: 1 min/lvl*

Up to fifteen undead within range flee the caster for the duration. If cornered and unable to flee further they will cower defencelessly. If the caster's Penetration check against any of the targets succeeds by 10 points or more, that target disintegrates. Undead that are more powerful than type A count as extra targets (type B = 2 targets, type C = 3 targets, etc.) If cast at fewer than fifteen targets, the caster gains a +1 bonus to one of their Penetration checks for each fewer target (e.g. If cast at thirteen targets, the caster could gain +2 against one of them or +1 against each of two of them).

18) Turn Undead (20 targets)

Range: 100' *Duration: 1 min/lvl*

Up to twenty undead within range flee the caster for the duration. If cornered and unable to flee further they will cower defencelessly. If the caster's Penetration check against any of the targets succeeds by 10 points or more, that target disintegrates. Undead that are more powerful than type A count as extra targets (type B = 2 targets, type C = 3 targets, etc.) If cast at fewer than twenty targets, the caster gains a +1 bonus to one of their Penetration checks for each fewer target (e.g. If cast at eighteen targets, the caster could gain +2 against one of them or +1 against each of two of them).

20) Destroy Undead

Range: 100' *Duration: 1 min/lvl*

A single undead target within range of type E or lower is destroyed (no Penetration check required), or a single undead within range of type F flees the caster for the duration (no Penetration check required). If cornered and unable to flee further the type F undead may only cower defencelessly.

SCOURGE

Scourge Class Information	
Magic	
Caster Type	Full
Sphere	Divine & Psychic
Exclusive Spell Paths	Destroy Bodies Destroy Gasses Destroy Liquids Destroy Minds Destroy Solids Destroy Souls
Skills	
Armour (Leather)	None (4++)
Armour (Cuir Bouilli)	None (5++)
Armour (Maille)	None (10)
Armour (Plate)	None (11)
Climb	None (7)
Disable Device	None (7)
Dodge	None (20)
Focus Ki[1]	None (5)
Language[1]	None (2++)
Mana Transfer	None (2+5)
Pick Lock	None (7)
Read Magic	Medium (2+5)
Ride[1]	None (3)
Sneak Attack	None (9)
Spell Path Research[1]	None (1++)
Spell Penetration	Medium (-)[2]
Spot	None (3)
Stealth	None (6)
Swim	None (3)
Toughness	None (8)
Use Magical Device	Medium (3+7)
Weapon (1st Group)[1]	None (9)
Weapon (2nd Group)[1]	None (20)
Weapon (3rd Group)[1]	None (20)
Weapon (4th Group)[1]	None (20)
Weapon (5th Group)[1]	None (20)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (9)
Weapon (Spell)[1]	Medium (2+5)
[1] Skill contains sub-skills which must be bought independently	
[2] Skill ranks in Spell Penetration cannot be bought	

Scourges are instruments of divine justice. They work for the Church (and on behalf of the secular authorities) hunting down and punishing wrongdoers. Their remit is carefully controlled, in that they are allowed to punish heretics who pervert Church teachings but have no jurisdiction over those who follow other religions. Scourges are full spell casters of both the divine and psychic spheres.

Becoming a Scourge: New scourges are initiated and trained alongside priests and martyrs by the Church. Those whose divine calling shows that they are developing along the path to becoming a scourge rather than another type of divine caster receive extra tuition from visiting members of the Psychics' Guild who train them in the psychic magic needed for their profession.

Social Status: Scourges are generally unpopular with the public, although opinion varies as to whether they are a necessary protection or an oppressive imposition. As with many authority figures, people simply don't feel comfortable around them.

In areas where other religions are in the majority, the opinion of scourges is even worse. There they are seen as interfering in affairs that are not their own.

However, when scourges catch and punish criminals or demon worshippers, most people will grudgingly admit that they're useful to have around regardless of religion. They just wish they'd be around somewhere else.

Role in an Adventuring Party: Scourges make good adventurers, with their powerful and destructive magical abilities proving useful in a variety of situations. They tend to get on with adventurers better than with the public, but that may simply be because only the most pragmatic scourges are likely to be interested in exploration and adventure and the more hard-line ones stay at home.

DESTROY BODIES

1) Sprain Limb

Range: 100' *Duration: Instant*

Target takes light muscle damage to a random limb, giving them a -4 penalty to all actions.

2) Numb Limb

Range: 100' *Duration: See below*

Target's random limb goes numb and becomes useless for one round per point of excess Penetration check.

3) Rend Flesh (touch)

Range: Touch *Duration: Instant*

Target's flesh is ripped as if by sharp claws. Target takes a "A" severity slashing critical strike. For every two points of excess Penetration check after the first two, the severity of the critical strike is increased by one level; to a maximum of "E".

4) Limb Spasm

Range: 100' *Duration: See below*

Target's random limb goes spasms and goes rigid for one round per point of excess Penetration check. Target immediately falls (if a leg) or drops what they are carrying (if an arm) and the limb is then useless for the rest of the duration.

5) Limb Break

Range: 100' *Duration: Instant*

Target's random limb has a serious severity break in its bone. Target immediately falls (if a leg) or drops what they are carrying (if an arm) and target is then at a -15 penalty to all actions.

6) Rend Flesh (20')

Range: 20' *Duration: Instant*

Target's flesh is ripped as if by sharp claws. Target takes a "A" severity slashing critical strike. For every two points of excess Penetration check after the first two, the severity of the critical strike is increased by one level; to a maximum of "E".

7) Skin Flake

Range: 100' *Duration: Permanent*

Target's skin constantly flakes and peels giving them a hideous appearance.

8) Rend Flesh (50')

Range: 50' *Duration: Instant*

Target's flesh is ripped as if by sharp claws. Target takes a "A" severity slashing critical strike. For every two points of excess Penetration check after the first two, the severity of the critical strike is increased by one level; to a maximum of "E".

9) Burst Eardrum

Range: 100' *Duration: Instant*

Target's eardrum bursts, losing their hearing in one ear, and giving them a -10 penalty to sound-based spot checks. If both eardrums are burst, the target is completely deaf.

10) Putrefy Limb

Range: 100' *Duration: Permanent*

Target's random limb decays as if it has been removed from their body. When it has decayed beyond repair it will fall off. See *Chapter 9 - Injury And Healing* for the effects of decay.

11) Milky Eye

Range: 100' *Duration: Instant*

Target's eye goes milky and loses all sight, giving them a -10 penalty to visual-based spot checks. If both eyes go milky, the target is completely blind.

12) Muscle Tear

Range: 100' *Duration: Instant*

One of target's major body muscles (not the heart) tears, counting as serious muscle damage and giving them a -12 penalty to all actions.

13) Lung Collapse

Range: 100' *Duration: Instant*

Target's lungs partially collapse, counting as serious organ damage and giving them a -8 penalty to all actions.

14) Shatter Bone

Range: 100' *Duration: Instant*

One of target's major bones (not the skull or spine) shatters, counting as critical bone damage and giving them a -15 penalty to all actions.

15) Brain Shake

Range: 100' *Duration: Instant*

Target's brain is violently shaken, giving them serious brain damage and sending them into a coma for a day.

20) Flesh To Stone

Range: 100' *Duration: See below*

Target turns to stone for one week per point of excess Penetration check.

DESTROY GASSES

1) Clear Fog (10' radius per level)

Range: 100'   *Duration: 1 min/lvl*

Clears all fog (both natural and magical) in a 10' radius per caster level.

2) Still Air (10' radius)

Range: Self   *Duration: C*

Slows all air movement and wind within a 10' radius of the caster by 30 miles per hour.

3) Destroy Air (5' radius)

Range: 100'   *Duration: Instant*

Destroys most air in a 5' radius. Anyone in the area takes a "B" severity Blunt critical strike as more air rushes in to fill the partial vacuum.

4) Dead Air (10' radius, -1 per 5 rounds)

Range: 100'   *Duration: C*

Slows all air movement and wind within a 10' radius of the target point by 30 miles per hour. Additionally, the air in the target area is slowly drained of oxygen, with all creatures taking a -1 penalty to all actions each five rounds of concentration. This penalty goes unnoticed until it reaches -10. When the penalty reaches -20, all creatures in the area suffocate.

5) Still Air (20' radius)

Range: Self   *Duration: C*

Slows all air movement and wind within a 20' radius of the caster by 30 miles per hour.

6) Destroy Air (10' radius)

Range: 100'   *Duration: Instant*

Destroys most air in a 10' radius. Anyone in the area takes a "B" severity Blunt critical strike as more air rushes in to fill the partial vacuum.

7) Dead Air (20' radius, -1 per 5 rounds)

Range: 100'   *Duration: C*

Slows all air movement and wind within a 20' radius of the target point by 30 miles per hour. Additionally, the air in the target area is slowly drained of oxygen, with all creatures taking a -1 penalty to all actions each five rounds of concentration. This penalty goes unnoticed until it reaches -10. When the penalty reaches -20, all creatures in the area suffocate.

8) Gas To Air

Range: 100'   *Duration: Instant*

Turns any gas to clear air. 1 cubic foot is changed per round that the caster concentrates, but the change itself is instant (the gas does not revert back and the change cannot be later dispelled).

9) Still Air (100' radius)

Range: Self   *Duration: C*

Slows all air movement and wind within a 100' radius of the caster by 30 miles per hour.

10) Destroy Air (20' radius)

Range: 100'   *Duration: Instant*

Destroys most air in a 20' radius. Anyone in the area takes a "B" severity Blunt critical strike as more air rushes in to fill the partial vacuum.

11) Greater Destroy Air (5' radius)

Range: 100'   *Duration: Instant*

Destroys all air in a 5' radius. Anyone in the area takes a "D" severity Blunt critical strike as more air rushes in to fill the vacuum.

12) Dead Air (10' radius, -1 per round)

Range: 100'   *Duration: C*

Slows all air movement and wind within a 10' radius of the target point by 30 miles per hour. Additionally, the air in the target area is slowly drained of oxygen, with all creatures taking a -1 penalty to all actions each round of concentration. This penalty goes unnoticed until it reaches -10. When the penalty reaches -20, all creatures in the area suffocate.

13) Dead Air (50' radius, -1 per 5 rounds)

Range: 100'   *Duration: C*

Slows all air movement and wind within a 50' radius of the target point by 30 miles per hour. Additionally, the air in the target area is slowly drained of oxygen, with all creatures taking a -1 penalty to all actions each five rounds of concentration. This penalty goes unnoticed until it reaches -10. When the penalty reaches -20, all creatures in the area suffocate.

14) Greater Destroy Air (10' radius)

Range: 100'   *Duration: Instant*

Destroys all air in a 10' radius. Anyone in the area takes a "D" severity Blunt critical strike as more air rushes in to fill the vacuum.

15) Dead Air (20' radius, -1 per round)

Range: 100'   *Duration: C*

Slows all air movement and wind within a 20' radius of the target point by 30 miles per hour. Additionally, the air in the target area is slowly drained of oxygen, with all creatures taking a -1 penalty to all actions each round of concentration. This penalty goes unnoticed until it reaches -10. When the penalty reaches -20, all creatures in the area suffocate.

20) Implosion (5' radius)

Range: 100'   *Duration: Instant*

Violently destroys all air in a 5' radius. Anyone in the area takes a "E" severity Blunt critical strike as more air rushes in to fill the vacuum.

DESTROY LIQUIDS

1) Vaporise

Range: 100'   *Duration: Instant*

Up to 10 cubic feet of liquid per level of the caster is instantly vaporised. The vapour is not heated and will settle and condense naturally.

2) Freeze

Range: 100'   *Duration: Instant*

Up to 10 cubic feet of liquid per level of the caster is instantly frozen. The ice will thaw naturally.

3) Slow Drying (1,000 cubic feet)

Range: 100'   *Duration: Instant*

Up to 1,000 cubic feet of water or similar liquid disappears slowly over the course of an hour leaving no vapour.

4) Destroy Liquid (100 cubic feet)

Range: 100'   *Duration: Instant*

Instantly destroys up to 100 cubic feet of liquid.

5) Becalm (100'r)

Range: Self   *Duration: C*

All water within a 100' radius of the caster is calmed. Waves up to 20' high are stopped and waves higher than that are reduced by that amount.

6) Water Bolt (100')   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a bolt of water at a target within range. The attack is resolved on the Water Bolt attack table.

7) Drought (100' radius, 1 day)

Range: 100'   *Duration: 1 day*

No rain or snow will fall in a 100' radius of the caster for the duration of the spell.

8) Dry Object (1 cubic foot)

Range: 100'   *Duration: Instant*

Target non-living object of up to 1 cubic foot in size is instantly and completely dried (both of surface and absorbed moisture).

9) Slow Drying (10,000 cubic feet)

Range: 100'   *Duration: Instant*

Up to 10,000 cubic feet of water or similar liquid disappears slowly over the course of an hour leaving no vapour.

10) Destroy Liquid (1,000 cubic feet)

Range: 100'   *Duration: Instant*

Instantly destroys up to 1,000 cubic feet of liquid.

11) Drought (500' radius, 1 day per level)

Range: 100'   *Duration: 1 day*

No rain or snow will fall in a 500' radius of the caster for the duration of the spell.

12) Dry Object (10 cubic feet)

Range: 100'   *Duration: Instant*

Target non-living object of up to 10 cubic feet in size is instantly and completely dried (both of surface and absorbed moisture).

13) Slow Drying (100,000 cubic feet)

Range: 100'   *Duration: Instant*

Up to 100,000 cubic feet of water or similar liquid disappears slowly over the course of an hour leaving no vapour.

14) Destroy Liquid (10,000 cubic feet)

Range: 100'   *Duration: Instant*

Instantly destroys up to 10,000 cubic feet of liquid.

15) Becalm (100'/lvl)

Range: Self   *Duration: C*

All water within a 100' radius of the caster per level is calmed. Waves up to 50' high are stopped and waves higher than that are reduced by that amount.

13) Slow Drying (1,000,000 cubic feet)

Range: 100'   *Duration: Instant*

Up to 1,000,000 cubic feet of water or similar liquid disappears slowly over the course of an hour leaving no vapour.

DESTROY MINDS

1) Pain (25%)

Range: 100'   *Duration: See below*

Target loses 25% of their current (not total) hit points. The spell lasts for 10 minutes per excess point of Penetration check, and as there is no physical wound the "damage" cannot be healed until the spell has ended.

2) Daze (1 round per two failure)

Range: 100'   *Duration: See below*

Target is Dazed for one round per two excess points of Penetration check.

3) Slow Wits

Range: 100'   *Duration: See below*

Target's gains a -5 penalty on initiative rolls for one day per excess point of Penetration check.

4) Off Kilter

Range: 100'   *Duration: See below*

Target's gains a -5 penalty on skill checks involving grace or balance for one day per excess point of Penetration check.

5) Klutz

Range: 100'   *Duration: See below*

Target's gains a -5 penalty on attack rolls for one day per excess point of Penetration check.

6) Daze (3 rounds per two failure)

Range: 100'   *Duration: See below*

Target is Dazed for three round per two excess points of Penetration check.

7) Pain (50%)

Range: 100'   *Duration: See below*

Target loses 50% of their current (not total) hit points. The spell lasts for 10 minutes per excess point of Penetration check, and as there is no physical wound the "damage" cannot be healed until the spell has ended.

8) Erase Memories

Range: 10'   *Duration: Permanent*

Target forgets a period of time of up to 1 minute per caster level. The period to be forgotten must be known to the caster.

9) Power Word: Pain   **S**

Range: 100'   *Duration: Instant*

Target loses 50% of their current (not total) hit points.

10) Mind Blast

Range: 100'   *Duration: See below*

Target gains a -5 penalty on attack rolls, skill checks involving grace or balance, and initiative rolls for one day per excess point of Penetration check.

11) Blackouts

Range: 50'   *Duration: Permanent*

Each day at a random time, the target will suddenly fall unconscious for 10 minutes.

12) Daze (5 rounds per two failure)

Range: 100'   *Duration: See below*

Target is Dazed for five round per two excess points of Penetration check.

13) Knockout

Range: 100'   *Duration: See below*

Target falls unconscious for 1 round per excess point of Penetration check. The round after the unconsciousness ends, the target is Dazed.

14) Mass Hesitancy

Range: 100'   *Duration: See below*

One target per caster level becomes extremely hesitant for one hour per excess point of Penetration check and must make a Wisdom check each round to be able to perform any action. Targets will still instinctively defend themselves but not actively attack.

15) Feeblemind

Range: 100'   *Duration: See below*

Target loses all will and can perform no action for one day per two points of excess Penetration check. Target can be led around and fed, but if left will not fend for themselves.

20) Mass Pain (25%)

Range: 300'   *Duration: See below*

All targets within range loses 25% of their current (not total) hit points. The spell lasts for 10 minutes per excess point of Penetration check, and as there is no physical wound the "damage" cannot be healed until the spell has ended.

DESTROY SOLIDS

1) Thaw Ice

Range: 100'   *Duration: Instant*

Up to 10 cubic feet of ice per level of the caster instantly melts.

2) Plough Soil

Range: 100'   *Duration: Instant*

Loosens up to 100 cubic feet of hard or packed soil as if it had been ploughed.

3) Age Structure

Range: 100'   *Duration: Permanent*

One non-living structure (whether manufactured or artificial) of up to 100 cubic feet per caster level erodes and deteriorates at 1,000 times its normal speed.

4) Expand Cracks

Range: 100'   *Duration: Instant*

All existing cracks in 10'x10'x10' of non-living solid material expand greatly, causing the material to break into chunks. If the material has no existing cracks, this spell has no effect.

5) Shatter Portal (10'x10'x1')

Range: 10'   *Duration: Instant*

The target portal (door, window or gate), which may be no more than 10'x10'x1' in size and must be made from non-magical material, shatters into splinters.

6) Rock To Earth

Range: 100'   *Duration: Instant*

Turns up to 100 cubic feet of stone into densely packed clay and soil.

8) Earth To Mud

Range: 100'   *Duration: Instant*

Turns up to 100 cubic feet of densely packed clay and soil into a slurry of mud.

10) Stone Passage

Range: Touch   *Duration: Instant*

Caster creates a 3'x6' passage through stone up to 1' per caster level thick.

11) Shatter Object

Range: 100'   *Duration: Instant*

One non-living inorganic object of up to 1 cubic foot in size shatters into shrapnel. Anyone holding the object takes a "C" severity piercing critical strike and anyone within 5' takes an "A" severity piercing critical strike. If the object is being held or worn then a Penetration check is needed.

12) Powder Earth

Range: 100'   *Duration: Instant*

Up to 100 cubic feet of earth, mud, clay or soil within range is reduced to an equal quantity of fine dry powder.

13) Powder Stone

Range: 100'   *Duration: Instant*

Up to 100 cubic feet of stone within range is reduced to an equal quantity of fine dry powder.

14) Shatter Portal

Range: 10'   *Duration: Instant*

The target portal (door, window or gate), which may be of any size but must be made from non-magical material, shatters into splinters.

15) Powder Metal

Range: 100'   *Duration: Instant*

Up to 1 cubic foot of non-magical metal within range is reduced to an equal quantity of fine dry powder.

20) Powder Anything

Range: 100'   *Duration: Instant*

Up to 1 cubic foot of inorganic material of any kind within range is reduced to an equal quantity of fine dry powder.

DESTROY SOULS

1) Truth

Range: 100'   *Duration: Instant*

Caster asks target a single question that can be answered in a few short words. The target must answer it truthfully in the same language that it was asked in if their language skill permits. If the Penetration check (which should be rolled secretly for this reason) fails, the target may lie.

2) Possession (type A)

Range: 100'   *Duration: See below*

Target is possessed by a type A demon. The demon's behaviour cannot be predicted (it is no more likely to help the caster than to hinder them) but will always be petty and malicious. The caster must repeat the Penetration check each round, and the possession ends when a check fails.

3) Phobia

Range: 100'   *Duration: Permanent*

Target gains a mild phobia of a particular type of thing (e.g. spiders, heights, children, swords, fire) and must make a Wisdom check in order to be able to approach or interact with that type of thing.

4) Misplaced Conscience

Range: 100'   *Duration: Permanent*

Target feels incredibly guilty over a specific past deed (whether the deed was harmful or not) and must make a Wisdom check in order to be able to do a similar deed.

5) Mistrust

Range: 100'   *Duration: Permanent*

Target mistrusts everyone, and may only place themselves in a situation where others could harm them by making a Wisdom check.

6) Possession (type B)

Range: 100'   *Duration: See below*

Target is possessed by a type B demon. The demon's behaviour cannot be predicted (it is no more likely to help the caster than to hinder them) but will always be malicious. The caster must repeat the Penetration check each minute, and the possession ends when a check fails.

7) Cowardice

Range: 100'   *Duration: Permanent*

Target becomes extremely cowardly, and must make a Wisdom check in order to avoid fleeing when faced with any perceived danger.

8) Magic Jar

Range: 100'   *Duration: See below*

Target and caster's souls swap bodies. Caster can operate target's body with a -10 penalty to all actions, but target is unconscious in caster's body. If either body is injured to the point of death, both return and enter their Grace Periods. The caster must make a Penetration check every ten minutes or both souls return and the spell ends.

10) Possession (type C)

Range: 100'   *Duration: See below*

Target is possessed by a type C demon. The demon's behaviour cannot be predicted (it is no more likely to help the caster than to hinder them) but will always be cunningly malicious. The caster must repeat the Penetration check each ten minutes, and the possession ends when a check fails.

11) Steal Soul (keeping object)

Range: 100'   *Duration: See below*

Caster steals part of target's soul and puts it into an organic object they carry. Target is at -6 to all activities, and caster can control target by holding the item and concentrating. The spell lasts until either the target is out of range, the object is destroyed, the object leaves the caster's possession, or the caster voluntarily cancels the spell.

12) Hide Soul

Range: 100'   *Duration: See below*

Part of target's soul is hidden in a random organic object within 100 miles. Target takes a -6 penalty to all actions until the object is destroyed. Target is always aware of the direction of the object.

13) Possession (type D)

Range: 100'   *Duration: See below*

Target is possessed by a type D demon. The demon's behaviour cannot be predicted (it is no more likely to help the caster than to hinder them) but will always be deviously malicious. The caster must repeat the Penetration check each hour, and the possession ends when a check fails.

14) Power Word: Fear   **S**

Range: 100'   *Duration: See below*

Target flees from the caster in terror for 1 round per excess point of Penetration check.

15) Shout Of Fear   **S**

Range: 20'   *Duration: See below*

All targets within range flee from the caster in terror for 1 round per excess point of Penetration check.

20) Steal Soul (hiding object)

Range: 100'   *Duration: See below*

Caster steals part of target's soul and puts it into an organic object they carry. Target is at -6 to all activities, and caster can control target by holding the item and concentrating. The spell lasts until either the object is destroyed or the caster voluntarily cancels the spell. The caster dropping or hiding the object will not stop the spell, neither will the target leaving the spell's initial range. Target is always aware of the direction of the object.

TELEPATH

Telepath Class Information	
Magic	
Caster Type	Full
Sphere	Psychic
Exclusive Spell Paths	Distractions Mental Controls Mind Blast Mind Meld Mind Sense Telepathy
Skills	
Armour (Leather)	None (4++)
Armour (Cuir Bouilli)	None (5++)
Armour (Maille)	None (6++)
Armour (Plate)	None (7++)
Climb	None (5)
Disable Device	None (7)
Dodge	None (15)
Focus Ki[1]	None (3)
Language[1]	None (2++)
Mana Transfer	None (8)
Pick Lock	None (8)
Read Magic	Poor (2+5)
Ride[1]	None (3)
Sneak Attack	None (9)
Spell Path Research[1]	None (1++)
Spell Penetration	Medium (-)[2]
Spot	Poor (3)
Stealth	None (5)
Swim	None (3)
Toughness	Poor (6)
Use Magical Device	Poor (2+5)
Weapon (1st Group)[1]	None (6)
Weapon (2nd Group)[1]	None (8)
Weapon (3rd Group)[1]	None (15)
Weapon (4th Group)[1]	None (20)
Weapon (5th Group)[1]	None (20)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (3)
Weapon (Spell)[1]	Poor (2+6)

[1] Skill contains sub-skills which must be bought independently
[2] Skill ranks in Spell Penetration cannot be bought

Telepaths are full psychic spell casters. Their psychic talents lie in their ability to directly contact the minds of others for communication, control or direct mental assault.

Becoming a Telepath: As with the other psychic professions, telepaths are taught using a master/apprentice method. Most potential telepaths will seek out a master who is in the Psychics' Guild and will join that guild themselves. However, not all telepaths are in the guild and it is possible to find a non-guild master if the apprentice prefers (although those who apprenticed to a non-guild master may still join the guild themselves, of course).

Social Status: The ability of telepaths to get into your mind makes them far more feared than most mages to the average person in the street.

While a mage of some kind might be able to kill you with a spell, that's not inherently more dangerous than someone who can stab you in the back with a dagger when you're least expecting it. Telepaths, however, can read your thoughts; know your secrets; and make you do things you don't want to do then make you forget you ever did them.

It was largely this fear of telepaths that led to the creation of the Psychics' Guild in the first place.

Role in an Adventuring Party: The abilities of a telepath can prove very useful to an adventuring party for locking down and dealing with single opponents. As pure spell casters they are also able to bring a wide variety of miscellaneous psychic spells to the situation as well.

Telepaths - particularly non-guild ones - often take well to an adventuring lifestyle since amongst adventurers they are either with others who are also disliked (and can therefore find comradeship in that) or are with others who are trying to be heroes and can have a chance to bask in the popularity that it brings.

Distractions

1) Minor Distraction
Range: 100'   *Duration: C*
Target is distracted, resulting in a -6 penalty to all actions.

2) Limb Spasms
Range: 100'   *Duration: C*
One of target's limbs (determined randomly) spasms and cannot be used.

3) Phantasmagoria
Range: 100'   *Duration: C*
Distances seem to shift and bend in target's vision. Target takes a -20 penalty to ranged attacks and a -10 penalty to all other actions that require sight or balance.

4) Phantom Sense (smell, taste or touch)
Range: 100'   *Duration: C*
Target receives false sensations (controlled by the caster) in their sense of smell, taste or touch. False touch sensations can cause irritation but not actual damage.

5) Screamer
Range: 100'   *Duration: Instant*
Creates a sudden burst of sound at the ears of a target within range. The target is Dazed for 1 round per two excess points of success on the Penetration check rolled against them.

6) Phantom Sense (hearing)
Range: 100'   *Duration: C*
Target receives false sensations (controlled by the caster) in their sense of hearing. The sounds can appear to come from anywhere, and may include speech in any language the caster knows.

7) Fumble Fingers
Range: 100'   *Duration: Instant*
Target drops whatever they hold in their hands.

8) Phantom Sense (sight)
Range: 100'   *Duration: C*
Target receives false sensations (controlled by the caster) in their sense of sight. The images may block the target's sight of real objects by appearing to be in front of or over them, but can not make real objects disappear or become transparent.

9) Blinding
Range: 100'   *Duration: Instant*
Target is completely blind for 1 round per two excess points of success on the Penetration check rolled against them.

10) Body Spasms
Range: 100'   *Duration: C*
Target's entire body spasms. Target is Dazed and takes a -15 penalty to all actions (instead of the normal -4 penalty for being Dazed).

11) Phantasmal Killer
Range: 100'   *Duration: C*
Target imagines the existence of a nonexistent enemy. Enemy has same abilities as the target, but all damage it does is imaginary and disappears when the spell ends. If the target kills the enemy the spell ends early. If the enemy "kills" the target, the target remains unconscious until the spell ends.

13) Phantom Sense (sight & hearing)
Range: 100'   *Duration: C*
Target receives false sensations (controlled by the caster) in their senses of sight and hearing. The images may block the target's sight of real objects by appearing to be in front of or over them, but can not make real objects disappear or become transparent. The sounds can appear to come from anywhere, and may include speech in any language the caster knows.

15) Overload Senses
Range: 100'   *Duration: See below*
Target's senses are suddenly overloaded. Target is Dazed for one round per excess point of success on the Penetration check rolled against them. If the Penetration check succeeds by more than 10 points, target is unconscious for the duration instead of Dazed.

16) Phantom Sense (any 3 senses)
Range: 100'   *Duration: C*
Target receives false sensations (controlled by the caster) in any three senses, with the same limitations as the other Phantom Sense spells on this path.

18) Phantom Sense (any 4 senses)
Range: 100'   *Duration: C*
Target receives false sensations (controlled by the caster) in any four senses, with the same limitations as the other Phantom Sense spells on this path.

19) Isolation
Range: 100'   *Duration: See below*
Target is blind, deaf, numb, and cannot taste or smell for one day per two excess points of success on the Penetration check rolled against them.

20) Phantom Sense (all senses)
Range: 100'   *Duration: C*
Target receives false sensations (controlled by the caster) in all their senses, with the same limitations as the other Phantom Sense spells on this path.

MENTAL CONTROLS

1) Truth

Range: 10'   *Duration: Instant*

Caster asks target a single question that can be answered in a few short words. The target must answer it truthfully in the same language that it was asked in if their language skill permits. If the Penetration check (which should be rolled secretly for this reason) fails, the target may lie.

2) Sleep

Range: 50'   *Duration: Instant*

Target falls asleep. The sleep is natural once induced, and the target may be awoken normally.

3) Charm Person

Range: 50'   *Duration: 10 mins/lvl*

Causes the target person to believe that the caster is a good friend.

4) Calming

Range: 100'   *Duration: 1 min/lvl*

Target is calmed of strong anger, although it may remain quietly hostile if it was already. It will not start a fight (but will fight in self defence if attacked).

5) Indecision

Range: 100'   *Duration: See Text*

Causes the target to become unable to make decisions for 1 round per excess point of penetration check. The target will continue to fight a foe they are currently engaged with and will respond in self-defence against new foes, but will not otherwise take any action.

6) Terror

Range: 100'   *Duration: See below*

Target flees from the caster in terror for 1 round per two excess points of Penetration check.

7) Suggestion

Range: 10'   *Duration: See below*

Causes the target to perform a single suggested act that they would otherwise not be violently opposed to performing.

8) Hold Person

Range: 50'   *Duration: C*

Causes the target person to be Slowed.

9) Emotion Control

Range: 100'   *Duration: 1 min/lvl*

Target feels an emotion of the caster's choice (directed at a target of the caster's choice) for the duration.

10) Mind Control

Range: 10'   *Duration: 10 mins/lvl*

Causes the target to obey any verbal commands from the caster that they would otherwise not be violently opposed to performing.

11) Induce Coma

Range: 100'   *Duration: See below*

Target falls into a coma for 1 day per two excess points of success on the Penetration check rolled against them. The Penetration check for this spell always takes a -2 penalty.

12) Charm Monster

Range: 50'   *Duration: 10 mins/lvl*

Causes the target foe to believe that the caster is a good friend.

15) Paralysis

Range: 50'   *Duration: C*

Target is paralysed for the duration and cannot move.

18) Feeblemind

Range: 50'   *Duration: See below*

Target loses all will and can perform no action for one day per two points of excess Penetration check. Target can be led around and fed, but if left will not fend for themselves.

20) Knockout

Range: 100'   *Duration: See below*

Target falls unconscious for 1 minute per two excess points of Penetration check.

MIND BLAST

1) Daze (1 round)
Range: 100'   *Duration: 1 rnd*
Target is Dazed for the duration of the spell.

2) Slow Reactions
Range: 100'   *Duration: See below*
Target loses initiative each round for one round per two excess points of success on the Penetration check rolled against them.

3) Pain (25%)
Range: 100'   *Duration: See below*
Target loses 25% of their current (not total) hit points. The spell lasts for 10 minutes per excess point of Penetration check, and as there is no physical wound the "damage" cannot be healed until the spell has ended.

4) Electrify ('A' severity)
Range: 100'   *Duration: Instant*
Target suffers an 'A' severity lightning critical strike.

5) Daze (3 rounds)
Range: 100'   *Duration: 3 rnds*
Target is Dazed for the duration of the spell.

7) Paralysis (1 rnd / 2 points)
Range: 100'   *Duration: See below*
Target is paralysed for one round per two excess points of success on the Penetration check rolled against them.

8) Electrify ('B' severity)
Range: 100'   *Duration: Instant*
Target suffers a 'B' severity lightning critical strike.

9) Pain (50%)
Range: 100'   *Duration: See below*
Target loses 50% of their current (not total) hit points. The spell lasts for 10 minutes per excess point of Penetration check, and as there is no physical wound the "damage" cannot be healed until the spell has ended.

10) Mind Blast (10'r)   S
Range: 10'   *Duration: See below*
All creatures within range (except caster) are Dazed for one round per two excess points of success on the Penetration check rolled against them.

11) Daze (5 rounds)
Range: 100'   *Duration: 5 rnds*
Target is Dazed for the duration of the spell.

12) Paralysis (3 rnds / 2 points)
Range: 100'   *Duration: See below*
Target is paralysed for three rounds per two excess points of success on the Penetration check rolled against them.

13) Electrify ('C' severity)
Range: 100'   *Duration: Instant*
Target suffers a 'C' severity lightning critical strike.

15) Mind Blast (50'r)   S
Range: 50'   *Duration: See below*
All creatures within range (except caster) are Dazed for one round per two excess points of success on the Penetration check rolled against them.

16) Electrify ('D' severity)
Range: 100'   *Duration: Instant*
Target suffers a 'D' severity lightning critical strike.

17) Paralysis (5 rnds / 2 points)
Range: 100'   *Duration: See below*
Target is paralysed for five rounds per two excess points of success on the Penetration check rolled against them.

18) Daze (10 rounds)
Range: 100'   *Duration: 10 rnds*
Target is Dazed for the duration of the spell.

19) Mind Blast (100'r)   S
Range: 100'   *Duration: See below*
All creatures within range (except caster) are Dazed for one round per two excess points of success on the Penetration check rolled against them.

20) Electrify ('E' severity)
Range: 100'   *Duration: Instant*
Target suffers an 'E' severity lightning critical strike.

MIND MELD

1) Read Basic Emotions

Range: 10'   *Duration: C (1 rnd/lvl)*

Caster can read the emotional state of the target, but not what the emotions are directed at (e.g. Target is afraid).

3) Read Complex Emotions

Range: 50'   *Duration: C (1 rnd/lvl)*

Caster can read the emotional state of the target as well as what those emotions are directed at (e.g. Target is afraid of being caught talking to you by their commander).

4) Mind Meld (psychic caster only)

Range: Touch   *Duration: C*

Caster and willing target can share visual thoughts (and if they think in the same language, verbal thoughts) and may freely transfer mana to each other. Target must be a psychic spell user.

5) Read Surface Thoughts

Range: 100'   *Duration: C (1 rnd/lvl)*

Caster can read the surface thoughts (either visual or verbal) of the target.

6) Mind Meld (touch)

Range: Touch   *Duration: C*

Caster and willing target can share visual thoughts (and if they think in the same language, verbal thoughts). If target is a psychic caster, both may freely transfer mana to each other.

8) Mind Meld (100')

Range: 100'   *Duration: C*

Caster and willing target can share visual thoughts (and if they think in the same language, verbal thoughts). If target is a psychic caster, both may freely transfer mana to each other.

10) Read Deep Thoughts

Range: 100'   *Duration: C (1 rnd/lvl)*

Caster can read the surface thoughts (either visual or verbal) of the target, and also has revealed the target's reasoning and motivation for having those thoughts.

11) Re-Meld (100'/level, previous only)   **S**

Range: 100'/lvl   *Duration: C*

Caster and willing target can share visual thoughts (and if they think in the same language, verbal thoughts). If target is a psychic caster, both may freely transfer mana to each other. The target must be someone who the caster has mind melded with previously.

13) Swap Minds

Range: Touch   *Duration: 1 Day*

Caster and target's minds (and souls) swap bodies. Caster may act as normal in target's body. Target is paralysed (but conscious) in caster's body for the duration unless they are also a psychic caster, in which case they may also act as normal in caster's body.

15) Read Memories

Range: 100'   *Duration: C (1 rnd/lvl)*

Caster can read the surface thoughts (either visual or verbal) of the target, and also has revealed the target's reasoning and motivation for having those thoughts. Additionally, caster can read any of target's conscious memories.

18) Mind Meld (50'/level)

Range: 50'/lvl   *Duration: C*

Caster and willing target can share visual thoughts (and if they think in the same language, verbal thoughts). If target is a psychic caster, both may freely transfer mana to each other.

20) Read Subconscious

Range: 100'   *Duration: C (1 rnd/lvl)*

Caster can read the surface thoughts (either visual or verbal) of the target, and also has revealed the target's reasoning and motivation for having those thoughts. Additionally, caster can read any of target's previous experiences, whether target consciously remembers them or not.

MIND SENSE (EXCLUSIVE TELEPATH PATH)

1) Mindsense   **S,F**
Range: 10'/lvl   *Duration: C*
Caster detects the number and location (but not specific details) of all sapient beings within range.

2) Analyse Mind (lesser)   **S**
Range: 10'/lvl   *Duration: Instant*
Caster learns the species and level of one sapient being within range. Caster must have been using Mindsense to track the target up until the moment this spell was cast.

5) Remember Mind   **S**
Range: 10'/lvl   *Duration: Instant*
Caster memorises the mental "signature" of one sapient being within range for future use with Locate Mind spells. Caster must have been using Mindsense to track the target up until the moment this spell was cast.

6) Analyse Mind (greater)   **S**
Range: 10'/lvl   *Duration: Instant*
Caster learns the species, class and level of one sapient being within range. Caster must have been using Mindsense to track the target up until the moment this spell was cast.

7) Locate Mind (100'/level)
Range: 100'/lvl   *Duration: C*
Caster is aware of the direction and distance to one sapient being whose mental signature they have memorised, providing the being is within range.

8) Mind Compass (1000'/level)
Range: 1000'/lvl   *Duration: C*
Caster is aware of the direction (but not distance) to one sapient being whose mental signature they have memorised, providing the being is within range.

9) Far Mindsense   **S**
Range: 100'/lvl   *Duration: C*
Caster detects the number and location (but not specific details) of all sapient beings within a 50' radius, the entirety of which must be in range.

10) Sense Activity   **S**
Range: 10'/lvl   *Duration: C*
Caster detects the number and location (but not specific details) of all sapient beings within range, and is aware of the activity each is performing in vague terms (e.g. "fighting", "casting a spell", "eating", "hiding").

11) Mind Compass (1 mile/level)
Range: 1 mile/lvl   *Duration: C*
Caster is aware of the direction (but not distance) to one sapient being whose mental signature they have memorised, providing the being is within range.

12) Far Analyse Mind (lesser)   **S**
Range: 100'/lvl   *Duration: Instant*
Caster learns the species and level of one sapient being within range. Caster must have been using Far Mindsense to track the target up until the moment this spell was cast.

14) Mass Analyse Mind (lesser)   **S**
Range: 10'/lvl   *Duration: C*
Caster learns the species and level of one sapient being within range per round. Caster must have been using Mindsense to track the targets up until the moment this spell was cast.

15) Far Analyse Mind (greater)   **S**
Range: 100'/lvl   *Duration: Instant*
Caster learns the species, class and level of one sapient being within range. Caster must have been using Far Mindsense to track the target up until the moment this spell was cast.

18) Locate Mind (1 mile/level)
Range: 1 mile/lvl   *Duration: C*
Caster is aware of the direction and distance to one sapient being whose mental signature they have memorised, providing the being is within range.

20) Analyse Activity   **S**
Range: 10'/lvl   *Duration: C*
Caster detects the number and location (but not specific details) of all sapient beings within range, and is aware of the activity each is performing in detailed terms, including targets for attacks, exact spells being cast, and so forth.

TELEPATHY

1) Send Thoughts (100', psychic caster)   **S**
Range: 100'   *Duration: C*
Caster may project verbal thoughts to a single target within range. The target must be a psychic caster. The target hears the thoughts in their own native language, but in the caster's "voice".

2) Send Thoughts (100')   **S**
Range: 100'   *Duration: C*
Caster may project verbal thoughts to a single target within range. The target hears the thoughts in their own native language, but in the caster's "voice".

6) Send Thoughts (500')   **S**
Range: 500'   *Duration: C*
Caster may project verbal thoughts to a single target within range. The target hears the thoughts in their own native language, but in the caster's "voice".

9) Broadcast Thoughts (10')   **S**
Range: 10'   *Duration: C*
Caster may project verbal thoughts to a all creatures within range. The targets hear the thoughts in their own native language, but in the caster's "voice".

10) Send Thoughts (500')   **S**
Range: 500'   *Duration: C*
Caster may project verbal thoughts to a single target within range. The target hears the thoughts in their own native language, but in the caster's "voice".

12) Broadcast Thoughts (100')   **S**
Range: 100'   *Duration: C*
Caster may project verbal thoughts to a all creatures within range. The targets hear the thoughts in their own native language, but in the caster's "voice".

14) Broadcast Thoughts (10', selective)   **S**
Range: 10'   *Duration: C*
Caster may project verbal thoughts to a creatures of their choice within range. The targets hear the thoughts in their own native language, but in the caster's "voice".

15) Broadcast Thoughts (300')   **S**
Range: 300'   *Duration: C*
Caster may project verbal thoughts to a all creatures within range. The targets hear the thoughts in their own native language, but in the caster's "voice".

16) Delayed Message
Range: 100'   *Duration: Instant*
Caster may leave a message of up to 25 words that can be delayed for up to 24 hours and will be delivered on a particular trigger. In addition to the normal triggers for delayed spells, the caster may specify the presence or action of a specific person whose mind they have memorised using the "Remember Mind" spell from the Mind Sense path.

18) Send Thoughts (1 mile)   **S**
Range: 1 Mile   *Duration: C*
Caster may project verbal thoughts to a single target within range. The target hears the thoughts in their own native language, but in the caster's "voice".

19) Broadcast Thoughts (100', selective)   **S**
Range: 100'   *Duration: C*
Caster may project verbal thoughts to a creatures of their choice within range. The targets hear the thoughts in their own native language, but in the caster's "voice".

20) Broadcast Thoughts (2000')   **S**
Range: 2000'   *Duration: C*
Caster may project verbal thoughts to a all creatures within range. The targets hear the thoughts in their own native language, but in the caster's "voice".

TRANSCENDENTAL

Transcendental Class Information	
Magic	
Caster Type	Partial
Sphere	Psychic
Exclusive Spell Paths	Awareness Body Control Dodging Regeneration Transcendental Moves
Skills	
Armour (Leather)	None (9)
Armour (Cuir Bouilli)	None (9)
Armour (Maille)	None (10)
Armour (Plate)	None (11)
Climb	Poor (3+7)
Disable Device	Poor (4)
Dodge	None (6)
Focus Ki[1]	None (2+4)
Language[1]	None (3++)
Mana Transfer	None (13)
Pick Lock	Poor (4)
Read Magic	Poor (4)
Ride[1]	Poor (2+6)
Sneak Attack	None (4)
Spell Path Research[1]	None (4++)
Spell Penetration	None (-)[2]
Spot	Poor (2+7)
Stealth	Poor (2+7)
Swim	Poor (2+6)
Toughness	Poor (3+7)
Use Magical Device	Poor (5)
Weapon (1st Group)[1]	Poor (5)
Weapon (2nd Group)[1]	Poor (8)
Weapon (3rd Group)[1]	Poor (8)
Weapon (4th Group)[1]	Poor (8)
Weapon (5th Group)[1]	Poor (15)
Weapon (6th Group)[1]	Poor (15)
Weapon (Martial Arts)[1]	Poor (2+5)
Weapon (Spell)[1]	None (9)

[1] Skill contains sub-skills which must be bought independently
[2] Skill ranks in Spell Penetration cannot be bought

Although the philosophy taught in dojos that includes the practice of martial arts does not lend itself to divine casting, the meditation and mental techniques can bring forth any psychic talent that the practitioner might have.

Those who learn to master this talent become transcendentals rather than simply martial artists; able to use their psychic magic to push their body into feats of supernatural acrobatics by using their specialised spells. Transcendentals are partial psychic spell casters.

Becoming a Transcendental: Most dojos have transcendentals amongst their masters, and those incoming students who show evidence of psychic ability are singled out by them for special tuition which focuses more on mental and physical control than it does on fighting techniques (although martial arts are still taught to them).

Social Status: Most members of the public are unaware that transcendentals are any different from any other martial artist, and they tend to be treated just the same.

Although technically they are psychic spell casters, while some transcendentals join the Psychics' Guild, most do not. Their abilities tend to be personal so there is little for the public to fear about them, and consequently little incentive for them to join.

Role in an Adventuring Party: Just as with the common folk, adventurers distinguish little between transcendentals and other martial artists. They are all good fighters, and the subtleties of whether or not their fighting is magically enhanced matter little in most situations.

AWARENESS

1) Acute Hearing   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster gains acute hearing, giving them a +10 bonus to all Spot checks involving hearing.

2) Night Vision (100')   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster can see in shadowy light such as night-time in a forest within a 100' radius as if it were day.

3) Peripheral Vision   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster can see in a 300° arc, and cannot therefore be flanked.

4) Wolf Scent   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster gains a very acute sense of smell, enabling them to track like a wolf.

5) Underwater Vision (100')   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster can see through even the murkiest of water within a 100' radius as if it were clear air.

6) Smoke Vision (100')   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster can see through even the thickest of smoke, fog or gas clouds within a 100' radius as if it were clear air.

7) Acute Feeling (+5)   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster gains an extremely accurate sense of touch, giving them a +5 bonus to rolls that require such (including Pick Lock and Disable Device checks).

8) Dark Vision (100')   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster can see in complete darkness within a 100' radius as if it were day.

9) Detect Invisible
Range: 100'   *Duration: C (1 min/lvl)*
Caster can see a glow around any active invisibility effect. The caster may attack the invisible creature while concentrating on this spell, but at a -10 penalty.

10) Illusionsight
Range: Self   *Duration: C (1 min/lvl)*
Caster can see a glow around any illusion or conjuration or any item containing an illusion or conjuration. The glow may shine through thin objects such as containers.

11) Tracking Scent
Range: Self   *Duration: 10 mins/lvl*
Caster is able to track incredibly faint scent, such as that left by a creature which has travelled through snow or a storm.

12) Ignore Illusion
Range: 100'   *Duration: Instant*
One illusion or conjuration within range ceases to exist for the caster. Caster can no longer see, hear or smell the illusion and cannot interact with any "touch" aspects that it might have.

13) Acute Feeling (+10)
Range: Self   *Duration: 10 mins/lvl*
Caster gains an extremely accurate sense of touch, giving them a +5 bonus to rolls that require such (including Pick Lock and Disable Device checks).

14) Black Vision (100')
Range: Self   *Duration: 10 mins/lvl*
Caster can see in pitch blackness within a 100' radius as if it were day.

15) Wood Vision (1"/level)   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster can see through up to an inch of wood per level as if it were clear air.

20) Truesight (100')
Range: Self   *Duration: 10 mins/lvl*
Caster is affected by Peripheral Vision, Underwater Vision (100'), Smoke Vision (100'), and Dark Vision (100') simultaneously.

BODY CONTROL

1) Cat's Crace   **S**
Range: Self   *Duration: See below*
Caster gains a +10 bonus on their next dexterity check or dexterity-based skill check. The bonus lasts for the duration of the check, but if not used immediately, it fades in 1 round.

2) Dislocate
Range: Self   *Duration: 10 min*
Caster can dislocate all their bones without harm. This allows them to wriggle out of manacles/bonds and through holes that are no wider than their head.

3) Focus (+2)   **S**
Range: Self   *Duration: See below*
Caster gains a +2 bonus on their next physical ability check or physical skill check (except for attacks). The bonus lasts for the duration of the check, but if not used immediately, it fades in 1 round.

4) Pain Resistance (25%)   **S,A**
Range: Self   *Duration: 1 min/lvl*
Caster is able to remain conscious with negative hit points of up to a 25% of their normal hit point total. If this means that they are still conscious after death, their grace period does not start until this spell runs out.

5) Alter Face (1 Hour)
Range: Self   *Duration: 1 hr*
Caster's face changes to a different form. Caster can look like any humanoid species (although their body won't change with their face). Specific individuals may be imitated.

6) Water Breathing
Range: Self   *Duration: 1 min/lvl*
Caster can breathe under water (but not in air) for the duration.

7) Focus (+4)   **S**
Range: Self   *Duration: See below*
Caster gains a +4 bonus on their next physical ability check or physical skill check (except for attacks). The bonus lasts for the duration of the check, but if not used immediately, it fades in 1 round.

(EXCLUSIVE TRANSCENDENTAL PATH)

8) Bull's Strength (x2)   **S**
Range: Self   *Duration: 1 min*
Caster gains a +2 bonus to strength based ability checks and skill checks (including attack rolls that use strenght as a bonus). Caster also does double damage (not counting damage from critical strikes) on all melee attacks.

9) Pain Resistance (50%)   **S,A**
Range: Self   *Duration: 1 min/lvl*
Caster is able to remain conscious with negative hit points of up to a 50% of their normal hit point total. If this means that they are still conscious after death, their grace period does not start until this spell runs out.

10) Alter Person
Range: Self   *Duration: 10 mins/lvl*
Caster's form changes to that of a humanoid species/age/gender combination of the caster's choosing. Specific individuals may not be imitated using this spell. This does not affect the caster's ability scores.

11) Focus (+6)   **S**
Range: Self   *Duration: See below*
Caster gains a +6 bonus on their next physical ability check or physical skill check (except for attacks). The bonus lasts for the duration of the check, but if not used immediately, it fades in 1 round.

12) Bull's Strength (x3)   **S**
Range: Self   *Duration: 1 min*
Caster gains a +3 bonus to strength based ability checks and skill checks (including attack rolls that use strenght as a bonus). Caster also does triple damage (not counting damage from critical strikes) on all melee attacks.

13) Wake   **S,A**
Range: Self   *Duration: Instant*
Caster is fully awoken from any sleeping (including magical sleep) or Out condition.

15) Pain Resistance (75%)   **S,A**
Range: Self   *Duration: 1 min/lvl*
Caster is able to remain conscious with negative hit points of up to a 75% of their normal hit point total. If this means that they are still conscious after death, their grace period does not start until this spell runs out.

20) Grace   **S,A**
Range: Self   *Duration: See below*
Caster's grace period is extended indefinitely, or until their brain has been completely destroyed.

DODGING

1) Swinging (1 swing)   **S**
Range: Self   *Duration: 1 rnd*
Caster's movement this round may include a jump of up to 10' and a swing from something (a branch, chandelier, rope, etc.) with no need for the caster to slow down or to make any kind of skill check to do so.

2) Speed (1 round)   **S**
Range: Self   *Duration: 1 rnd*
Caster is Hasted for one round, but then Slowed for the following round.

3) Dodge (1 attack)   **S**
Range: Self   *Duration: 1 rnd*
Caster may dodge one melee or missile attack (but not a weapon-like spell attack) this round, gaining a +10 bonus to their dodge bonus against it.

4) Swinging (3 swings)   **S**
Range: Self   *Duration: 1 rnd*
Caster's movement this round may include up to three jumps of up to 10', each of which can include a swing from something (a branch, chandelier, rope, etc.) with no need for the caster to slow down or to make any kind of skill check to do so.

5) Somersault (1 flip)   **S**
Range: Self   *Duration: Instant*
Caster immediately leaps up to 6' vertically, landing up to 10' away in any direction and landing with any facing.

6) Haste (1 round)   **S**
Range: Self   *Duration: 1 rnd*
Caster is Hasted for one round.

7) Speed (3 rounds)   **S**
Range: Self   *Duration: 3 rnds*
Caster is Hasted for three rounds, but then Slowed for three rounds.

8) Dodge (3 attacks)   **S**
Range: Self   *Duration: 1 rnd*
Caster may dodge three melee or missile attacks (but not weapon-like spell attacks) this round, gaining a +10 bonus to their dodge bonus against each.

9) Swinging (5 swings)   **S**
Range: Self   *Duration: 1 rnd*
Caster's movement this round may include up to five jumps of up to 10', each of which can include a swing from something (a branch, chandelier, rope, etc.) with no need for the caster to slow down or to make any kind of skill check to do so.

10) Speed (5 rounds)   **S**
Range: Self   *Duration: 5 rnds*
Caster is Hasted for five rounds, but then Slowed for five rounds.

11) Somersault (3 flips)   **S**
Range: Self   *Duration: Instant*
Caster immediately makes three leaps; each of which can be up to 6' vertically, landing up to 10' away in any direction and landing with any facing.

12) Haste (3 rounds)   **S**
Range: Self   *Duration: 3 rnds*
Caster is Hasted for three rounds.

13) Dodge (5 attacks)   **S**
Range: Self   *Duration: 1 rnd*
Caster may dodge five melee or missile attacks (but not weapon-like spell attacks) this round, gaining a +10 bonus to their dodge bonus against each.

15) Speed (10 rounds)   **S**
Range: Self   *Duration: 10 rnds*
Caster is Hasted for five rounds, but then Slowed for five rounds.

20) Haste (5 rounds)   **S**
Range: Self   *Duration: 5 rnds*
Caster is Hasted for three rounds.

REGENERATION

1) Staunch Bleeding (1 hit/rnd)   **S,A**
Range: Self   *Duration: Instant*
Stops or slows caster's bleeding by 1 hit point per round. If caster moves without concentrating, bleeding will resume.

2) Seal Wounds (1 hit/rnd)   **S,A**
Range: Self   *Duration: Instant*
Stops or slows caster's bleeding by 1 hit point per round. If caster moves faster than a walk within an hour, bleeding will resume.

3) Unstun (1 Round)   **S,A**
Range: Self   *Duration: Instant*
One round's worth of stun-like effects is removed from the caster.

4) Slow Regeneration (1hit/min)   **S,A**
Range: Self   *Duration: C*
Caster regains 1 hit point per minute.

5) Cure Bleeding (1 hit/rnd)   **A**
Range: Self   *Duration: Instant*
Stops or slows caster's bleeding by 1 hit point per round.

6) Set Bone   **A**
Range: Self   *Duration: Instant*
One of caster's fractured or broken (but not shattered) bones resulting from a any severity injury is healed over the course of 8 hours of concentration. The concentration need not all be done at once, but if it is stopped then this spell must be re-cast to continue from where it left off. This spell will not heal a fractured skull.

7) Heal Muscle/Tendon   **A**
Range: Self   *Duration: Instant*
One of caster's damaged muscles or tendons resulting from a any severity injury is healed over the course of 8 hours of concentration. The concentration need not all be done at once, but if it is stopped then this spell must be re-cast to continue from where it left off.

8) Seal Wounds (3 hits/rnd)   **S,A**
Range: Self   *Duration: Instant*
Stops or slows caster's bleeding by 3 hit point per round. If caster moves faster than a walk within an hour, bleeding will resume. The bleeding does not have to be all from the same wound.

(EXCLUSIVE TRANSCENDENTAL PATH)

9) Unstun (3 Rounds)   **S,A**
Range: Self   *Duration: Instant*
Three rounds' worth of stun-like effects are removed from the caster.

10) Poison Delay   **S,A**
Range: Self   *Duration: C*
Caster is not affected by any poisons until the duration runs out.

11) Slow Regeneration (2hits/min)   **A**
Range: Self   *Duration: C*
Caster regains 2 hit points per minute.

12) Repair Artery   **A**
Range: Self   *Duration: Instant*
Stops all bleeding from a single one of caster's injuries.

13) Cure Bleeding (3 hits/rnd)   **A**
Range: Self   *Duration: Instant*
Stops or slows caster's bleeding by 3 hit points per round. The bleeding does not have to be all from the same wound.

14) Set Bone Quickly   **A**
Range: Self   *Duration: Instant*
One of caster's fractured or broken (but not shattered) bones resulting from a any severity injury is healed over the course of 1 hour of concentration. The concentration need not all be done at once, but if it is stopped then this spell must be re-cast to continue from where it left off. This spell will not heal a fractured skull.

15) Heal Muscle/Tendon Quickly   **A**
Range: Self   *Duration: Instant*
One of caster's damaged muscles or tendons resulting from a any severity injury is healed over the course of 1 hour of concentration. The concentration need not all be done at once, but if it is stopped then this spell must be re-cast to continue from where it left off.

20) Poison Riddance   **S,A**
Range: Self   *Duration: C*
Caster is not affected by any poisons until the duration runs out. If the caster concentrates for a whole hour, any poison in their system is neutralised.

TRANSCENDENTAL MOVES

1) Jump (1 jump)   **S**
Range: Self   *Duration: 1 rnd*
Caster may make a 50' long or 20' high jump.

2) Feather Fall (20'/level)   **S**
Range: Self   *Duration: 1 rnd*
Caster can land after a fall as if the fall were 20' per caster level less than it actually is.

3) Run On Snow
Range: Self   *Duration: 1 min/lvl*
Caster can walk, run, fight or perform any other manoeuvre on snow or loose sand with no penalty and no chance of falling.

4) Run On Branches
Range: Self   *Duration: 1 min/lvl*
Caster can walk, run, fight or perform any other manoeuvre on narrow branches, ledges or beams as if on the ground and at no penalty and with no chance of falling off.

5) Jump (3 jumps)   **S**
Range: Self   *Duration: 1 rnd*
Caster may make three 50' long or 20' high jumps.

6) Instant Turn (1 turn)   **S**
Range: Self   *Duration: 1 rnd*
Caster's movement this round may include a turn of up to 180 degrees without the caster needing to slow down or make any checks.

7) Levitate (10'/rnd)   **S**
Range: Self   *Duration: 1 min/lvl*
Caster may move vertically at 10'/round and hover in place.

8) Feather Fall (50'/level)   **S**
Range: Self   *Duration: 1 rnd*
Caster can land after a fall as if the fall were 50' per caster level less than it actually is.

9) Walk On Walls
Range: Self   *Duration: 1 min/lvl*
Caster can walk and fight on vertical surfaces at no penalty and with no chance of falling off.

10) Long Jump   **S**
Range: Self   *Duration: 1 rnd*
Caster may make a 10' long per level or 5' high per level jump.

11) Instant Turn (3 turns)   **S**
Range: Self   *Duration: 1 rnd*
Caster's movement this round may include up to three turns of up to 180 degrees without the caster needing to slow down or make any checks.

12) Wall Kick   **S**
Range: Self   *Duration: Instant*
If caster is within 10' of a vertical surface, they can immediately leap at it, kick off it, and land up to 25' away facing in any direction.

13) Run On Walls
Range: Self   *Duration: 1 min/lvl*
Target can walk, run, fight or perform any other manoeuvre on vertical surfaces at no penalty and with no chance of falling off.

15) Teleport (100')
Range: Self   *Duration: Instant*
Caster is teleported up to 100' including through barriers. If the intended destination (specified in terms of absolute distance and direction) is not empty, the spell fails.

20) Run on Air
Range: Self   *Duration: 1 min/lvl*
Caster can walk, run, fight or perform any other manoeuvre on reasonably calm air as if on the ground and at no penalty and with no chance of falling. Caster must remain at a constant height.

VISIONARY

Those psychics whose talents lie in oracular visions and extra sensory perception are known as visionaries. Visionaries are full psychic spell casters, and are usually members of the Psychics' Guild.

Becoming a Visionary: Visionaries are taught using a standard master/apprentice method just like the other psychic professions. The path of the visionary tends to attract more quiet and introspective people than the other psychic paths. Because of this, almost all visionaries are guild members.

Social Status: While visionaries are not feared as much as telepaths because the isn't the worry that they will melt your brain or control you, the general public often see them with a mixture of awe and nervousness.

Visionaries are commonly treated as if they know everything, and the general public will often consult them for advice even on matters that have nothing to do with their profession or talents. Conversely, people often feel shy and embarrassed around a visionary - assuming that the visionary knows their secret thoughts and desires.

Role in an Adventuring Party: While the spells of visionaries aren't all that great in combat situations, they do have their uses there. Still, adventuring parties who do more exploring and scouting find the talents of a visionary extremely useful. Being full casters means that they are handy with miscellaneous spells too.

The often introverted and thoughtful nature of visionaries means that few have a desire to go off adventuring, but those that do are competent and tend to fit in well within the diversity of an adventuring party.

Visionary Class Information	
Magic	
Caster Type	Full
Sphere	Psychic
Exclusive Spell Paths	Connected Vision Mental Vision Penetrating Vision Postcognition Precognition True Seeing
Skills	
Armour (Leather)	None (4++)
Armour (Cuir Bouilli)	None (5++)
Armour (Maille)	None (6++)
Armour (Plate)	None (7++)
Climb	None (4)
Disable Device	None (7)
Dodge	None (15)
Focus Ki[1]	None (3)
Language[1]	None (1++)
Mana Transfer	None (8)
Pick Lock	None (7)
Read Magic	Poor (2+6)
Ride[1]	None (3)
Sneak Attack	None (9)
Spell Path Research[1]	None (1++)
Spell Penetration	Poor (-)[2]
Spot	Good (1+3)
Stealth	None (6)
Swim	None (3)
Toughness	None (6)
Use Magical Device	Poor (2+6)
Weapon (1st Group)[1]	None (6)
Weapon (2nd Group)[1]	None (15)
Weapon (3rd Group)[1]	None (20)
Weapon (4th Group)[1]	None (20)
Weapon (5th Group)[1]	None (20)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (3)
Weapon (Spell)[1]	Poor (2+7)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

Connected Vision

1) See Through Animal (100')
Range: 100' *Duration: C*
Caster sees through the eyes of an animal in range. The animal must be visible when the spell is cast but need not remain so for the duration.

3) Sense Through Animal (100')
Range: 100' *Duration: C*
Caster experiences all senses of an animal within range. The animal must be visible when the spell is cast but need not remain so for the duration.

5) See Through Creature (100')
Range: 100' *Duration: C*
Caster sees through the eyes of a creature in range. The creature must be visible (if sapient, it may be mentally detected by spells from the True Seeing path) when the spell is cast but need not remain so for the duration.

6) See Through Animal (300')
Range: 300' *Duration: C*
Caster sees through the eyes of an animal in range. The animal must be visible when the spell is cast but need not remain so for the duration.

8) Sense Through Animal (300')
Range: 300' *Duration: C*
Caster experiences all senses of an animal within range. The animal must be visible when the spell is cast but need not remain so for the duration.

10) See Through Creature (300')
Range: 300' *Duration: C*
Caster sees through the eyes of a creature in range. The creature must be visible (if sapient, it may be mentally detected by spells from the True Seeing path) when the spell is cast but need not remain so for the duration.

11) See Through Animal (500')
Range: 500' *Duration: C*
Caster sees through the eyes of an animal in range. The animal must be visible when the spell is cast but need not remain so for the duration.

12) Sense Through Creature (100')
Range: 100' *Duration: C*
Caster experiences all senses of a creature in range. The creature must be visible (if sapient, it may be mentally detected by spells from the True Seeing path) when the spell is cast but need not remain so for the duration.

13) Sense Through Animal (500')
Range: 500' *Duration: C*
Caster experiences all senses of an animal within range. The animal must be visible when the spell is cast but need not remain so for the duration.

15) See Through Creature (500')
Range: 500' *Duration: C*
Caster sees through the eyes of a creature in range. The creature must be visible (if sapient, it may be mentally detected by spells from the True Seeing path) when the spell is cast but need not remain so for the duration.

20) Sense Through Animal (1 mile/lvl)
Range: 1 mile/lvl' *Duration: C*
Caster experiences all senses of an animal within range. The animal must be visible when the spell is cast but need not remain so for the duration.

MENTAL VISION

1) Truth (1 question)

Range: 100'   *Duration: Instant*

Caster asks target a single question that can be answered in a few short words. The target must answer it truthfully in the same language that it was asked in if their language skill permits. If the Penetration check (which should be rolled secretly for this reason) fails, the target may lie.

3) Truth (3 questions)

Range: 100'   *Duration: Instant*

Caster asks target three questions that can each be answered in a few short words. The target must answer them truthfully in the same language that they were asked in if their language skill permits. If the Penetration check (which should be rolled secretly for this reason) fails, the target may lie.

5) Read Surface Thoughts

Range: 100'   *Duration: C (1 rnd/lvl)*

Caster can read the surface thoughts (either visual or verbal) of the target.

6) Analyse Mind   **S**

Range: 10'/lvl   *Duration: Instant*

Caster learns the species, class and level of one sapient being within range.

7) Detect Lies (1 minute)

Range: 10' radius   *Duration: 1 min*

Caster recognises any lie spoken within range. Lies of omission or dissembling are not recognised, only actual falsehoods.

10) Read Deep Thoughts

Range: 100'   *Duration: C (1 rnd/lvl)*

Caster can read the surface thoughts (either visual or verbal) of the target, and also has revealed the target's reasoning and motivation for having those thoughts.

11) Detect Lies (3 minutes)

Range: 10' radius   *Duration: 3 mins*

Caster recognises any lie spoken within range. Lies of omission or dissembling are not recognised, only actual falsehoods.

13) Detect Lies (5 minutes)

Range: 10' radius   *Duration: 5 mins*

Caster recognises any lie spoken within range. Lies of omission or dissembling are not recognised, only actual falsehoods.

15) Read Memories

Range: 100'   *Duration: C (1 rnd/lvl)*

Caster can read the surface thoughts (either visual or verbal) of the target, and also has revealed the target's reasoning and motivation for having those thoughts. Additionally, caster can read any of target's conscious memories.

20) Postcognitive Lie Detection

Range: See Below   *Duration: 3 rnds*

If the caster casts a Postcognition spell during the next three rounds, they can detect if anyoner speaking during that vision is lying. Lies of omission or dissembling are not recognised, only actual falsehoods.

PENETRATING VISION

1) Underwater Vision (10'/lvl)

Range: Self   *Duration: C*

Caster can see through even the murkiest of water within a 10' radius per level as if it were clear air.

2) Dark Vision (10'/lvl)

Range: Self   *Duration: C*

Caster can see in complete darkness within a 10' radius per level as if it were day.

3) Wood Vision (1'/lvl)

Range: Self   *Duration: C*

Caster can see through wood with a 1' thickness per level as if it were clear air.

4) Remote Vision (10')

Range: 10'   *Duration: C (1 min/lvl)*

Caster can see as if at a fixed point up to 10' away. The point can be through intervening objects. The caster may rotate their viewpoint.

5) Clairvoyance (10'/lvl)

Range: 10'/lvl   *Duration: C (1 min/lvl)*

Caster can move the point from which they can see at a speed of 10' per round to any point within 10' per level (but not through intervening objects).

6) Detect Invisible

Range: Self   *Duration: C*

Caster can see a glow around any active invisibility effect within a 10' radius per level. The caster may attack the invisible creature while concentrating on this spell, but at a -10 penalty.

7) Stone Vision (6"/lvl)

Range: Self   *Duration: C*

Caster can see through stone with a 6" thickness per level as if it were clear air.

8) Steel Vision (1"/lvl)

Range: Self   *Duration: C*

Caster can see through iron or steel with a 1" thickness per level as if it were clear air.

9) Illusionsight

Range: Self   *Duration: C (1 min/lvl)*

Caster can see a glow around any illusion or conjuration or any item containing an illusion or conjuration. The glow may shine through thin objects such as containers.

10) Remote Vision (10'/lvl)

Range: 10'/lvl   *Duration: C (1 min/lvl)*

Caster can see as if at a fixed point up to 10' away per level. The point can be through intervening objects. The caster may rotate their viewpoint.

11) Metal Vision (1"/lvl)

Range: Self   *Duration: C*

Caster can see through any metal with a 1" thickness per level as if it were clear air.

12) Black Vision (10'/lvl)

Range: Self   *Duration: 10 mins/lvl*

Caster can see in pitch blackness within a 10' radius per level as if it were day.

13) Remote Vision (100', 2 points)

Range: 10'/lvl   *Duration: C (1 min/lvl)*

Caster can see as if at two fixed points up to 100' away simultaneously. The points can be through intervening objects. The caster may rotate either viewpoint.

14) Remote Vision (100'/lvl)

Range: 100'/lvl   *Duration: C (1 min/lvl)*

Caster can see as if at a fixed point up to 100' away per level. The point can be through intervening objects. The caster may rotate their viewpoint.

15) Clairvoyance (10'0/lvl)

Range: 100'/lvl   *Duration: C (1 min/lvl)*

Caster can move the point from which they can see at a speed of 10' per round to any point within 100' per level (but not through intervening objects).

20) Solid Vision (1'/lvl)

Range: Self   *Duration: C*

Caster can see through any solid substance with a 1' thickness per level as if it were clear air.

POSTCOGNITION

1) Feel Origin

Range: Touch   *Duration: Instant*

Caster becomes aware of the place where the touched object comes from. This is the source of its material if it is natural, or the place it was made if it is manufactured.

2) Feel Curse

Range: Touch   *Duration: Instant*

Caster becomes aware if the touched item is cursed. The Game Master must determine what counts as a 'curse' in their setting for purposes of this spell.

3) Postcognition (1 min/lvl)

Range: Touch   *Duration: C (10 mins/lvl)*

Caster has a vision (including sound) of what happened in the past (up to 1 minute per level ago) either in their current location or in the prior location of a touched item.

4) Feel Sphere

Range: Touch   *Duration: Instant*

Caster can tell the sphere of magic (if any) contained within the touched item.

5) Postcognitive Significance

Range: Touch   *Duration: Instant*

Caster becomes aware of the length of time that has passed since each significant event in the touched item's past, but not what those events are. This awareness can be used to guide Postcognition spells.

6) Significant Postcognition

Range: Touch   *Duration: C (1 min/lvl)*

Caster has a vision of what happened in the most significant event that has happened in the touched item's past.

8) Postcognition (1 hour/lvl)

Range: Touch   *Duration: C (10 mins/lvl)*

Caster has a vision (including sound) of what happened in the past (up to 1 hour per level ago) either in their current location or in the prior location of a touched item.

10) Feel Purpose

Range: Touch   *Duration: Instant*

Caster becomes aware of the basic purpose of the touched item (but not detailed instructions for its use).

11) Postcognition (1 day/lvl)

Range: Touch   *Duration: C (10 mins/lvl)*

Caster has a vision (including sound) of what happened in the past (up to 1 day per level ago) either in their current location or in the prior location of a touched item.

13) Postcognitive Recognition   **S**

Range: Self   *Duration: Instant*

This spell may be cast while the caster concentrates on a Postcognition spell. The caster memorises one creature, place or item seen in the vision, and may choose to have the presence of that creature, place or item be considered "significant" when casting Precognitive Significance even if its presence would otherwise be unremarkable.

14) Curse Insight

Range: 50'   *Duration: Instant*

Caster can tell the level, effect, and cure requirements of any single active curse or cursed item that they can see within 50'.

15) Postcognition (1 year/lvl)

Range: Touch   *Duration: C (10 mins/lvl)*

Caster has a vision (including sound) of what happened in the past (up to 1 year per level ago) either in their current location or in the prior location of a touched item.

20) Postcognitive Finding

Range: See Below   *Duration: 3 rnds*

If the caster casts a Postcognition spell during the next three rounds, they can target the spell to home in on the creature, place or item that most closely matches a description that they have.

PRECOGNITION

1) Premonition (1 min)

Range: Self   *Duration: Instant*

Caster is given a vision of the most likely outcome (over the course of the next minute) if they perform a specific action now.

3) Premonition (3 mins)

Range: Self   *Duration: Instant*

Caster is given a vision of the most likely outcome (over the course of the next three minutes) if they perform a specific action now.

4) Prophetic Dreams (1 dream)

Range: Self   *Duration: See below*

Gives the caster a dream (next time they sleep for at least an hour) about a subject of their choice. The dream will reveal information about the subject that the caster did not already know.

5) Premonition (5 mins)

Range: Self   *Duration: Instant*

Caster is given a vision of the most likely outcome (over the course of the next five minutes) if they perform a specific action now.

6) Predict General Action

Range: 100'   *Duration: Instant*

Caster gains knowledge of what action the target will take in the following round. In the following round's Statement of Intent phase, the caster may hear the opponent's general choice of action (e.g. "cast a spell", "attack" but not specifics of which spell or which target) before announcing their own; while still getting the normal +2 bonus to initiative for announcing their own action before other enemies do.

8) Prophetic Dreams (2 dreams)

Range: Self   *Duration: See below*

Gives the caster two dreams (next time they sleep for at least an hour) about subjects of their choice. The dreams will reveal information about the subjects that the caster did not already know.

9) Predict Specific Action

Range: 100'   *Duration: Instant*

Caster gains knowledge of what action the target will take in the following round. In the following round's Statement of Intent phase, the caster may hear the opponent's exact choice of action including specifics of which spell or which target before announcing their own; while still getting the normal +2 bonus to initiative for announcing their own action before other enemies do.

10) Premonition (10 mins)

Range: Self   *Duration: Instant*

Caster is given a vision of the most likely outcome (over the course of the next ten minutes) if they perform a specific action now.

11) Prophetic Dreams (3 dreams)

Range: Self   *Duration: See below*

Gives the caster three dreams (next time they sleep for at least an hour) about subjects of their choice. The dreams will reveal information about the subjects that the caster did not already know.

13) Predict General Action (3 targets)

Range: 100'   *Duration: Instant*

Caster gains knowledge of what action three targets will take in the following round. In the following round's Statement of Intent phase, the caster may hear the opponents' general choice of action (e.g. "cast a spell", "attack" but not specifics of which spell or which target) before announcing their own; while still getting the normal +2 bonus to initiative for announcing their own action before other enemies do.

15) Premonition (1 min/lvl)

Range: Self   *Duration: Instant*

Caster is given a vision of the most likely outcome (over the course of the next minute per level) if they perform a specific action now.

20) Predict General Action (5 targets)

Range: 100'   *Duration: Instant*

Caster gains knowledge of what action three targets will take in the following round. In the following round's Statement of Intent phase, the caster may hear the opponents' general choice of action (e.g. "cast a spell", "attack" but not specifics of which spell or which target) before announcing their own; while still getting the normal +2 bonus to initiative for announcing their own action before other enemies do.

TRUE SEEING

1) Mindsense   **S,F**
Range: 10'/lvl   *Duration: C*
Caster detects the number and location (but not specific details) of all sapient beings within range.

2) Illusionsight
Range: Self   *Duration: C (1 min/lvl)*
Caster can see a glow around any illusion or conjuration or any item containing an illusion or conjuration. The glow may shine through thin objects such as containers.

3) Remember Mind (10'/lvl)   **S**
Range: 10'/lvl   *Duration: Instant*
Caster memorises the mental "signature" of one sapient being within range for future use with Locate Mind spells. Caster must have been using Mindsense to track the target up until the moment this spell was cast.

4) Analyse Mind (lesser)   **S**
Range: 10'/lvl   *Duration: Instant*
Caster learns the species and level of one sapient being within range. Caster must have been using Mindsense to track the target up until the moment this spell was cast.

5) Locate Mind (100'/level)
Range: 100'/lvl   *Duration: C*
Caster is aware of the direction and distance to one sapient being whose mental signature they have memorised, providing the being is within range.

6) Analyse Mind (greater)   **S**
Range: 10'/lvl   *Duration: Instant*
Caster learns the species, class and level of one sapient being within range. Caster must have been using Mindsense to track the target up until the moment this spell was cast.

7) Sense Activity (30')   **S**
Range: 30'   *Duration: C*
Caster detects the number and location (but not specific details) of all sapient beings within range, and is aware of the activity each is performing in vague terms (e.g. "fighting", "casting a spell", "eating", "hiding").

8) Remote Hearing (10'/lvl)
Range: 10'/lvl   *Duration: C (1 min/lvl)*
Caster can hear as if at a fixed point up to 10' away per level. The point can be through intervening objects.

10) Sense Activity (10'/lvl)   **S**
Range: 10'/lvl   *Duration: C*
Caster detects the number and location (but not specific details) of all sapient beings within range, and is aware of the activity each is performing in vague terms (e.g. "fighting", "casting a spell", "eating", "hiding").

11) Remember Mind (100'/lvl)   **S**
Range: 100'/lvl   *Duration: Instant*
Caster memorises the mental "signature" of one sapient being within range for future use with Locate Mind spells. Caster must have been using Mindsense to track the target up until the moment this spell was cast, or be able to see the target.

13) Analyse Mind (greater, 100'/lvl))   **S**
Range: 100'/lvl   *Duration: Instant*
Caster learns the species, class and level of one sapient being within range. Caster must have been using Mindsense to track the target up until the moment this spell was cast, or be able to see the target.

15) Locate Mind (1 mile/level)
Range: 1 mile/lvl   *Duration: C*
Caster is aware of the direction and distance to one sapient being whose mental signature they have memorised, providing the being is within range.

20) Locate Mind (5 miles/level)
Range: 5 miles/lvl   *Duration: C*
Caster is aware of the direction and distance to one sapient being whose mental signature they have memorised, providing the being is within range.

WARLOCK

Warlock Class Information	
Magic	
Caster Type	Full
Sphere	Arcane
Exclusive Spell Paths	Change Gasses Change Liquids Change Solids Confusion Greater Hiding Polymorph Self
Skills	
Armour (Leather)	None (9)
Armour (Cuir Bouilli)	None (9)
Armour (Maille)	None (10)
Armour (Plate)	None (11)
Climb	None (7)
Disable Device	Poor (7)
Dodge	None (15)
Focus Ki[1]	None (5)
Language[1]	None (1++)
Mana Transfer	None (8)
Pick Lock	Poor (7)
Read Magic	Poor (2+5)
Ride[1]	None (3)
Sneak Attack	None (4)
Spell Path Research[1]	None (1++)
Spell Penetration	Medium (-)[2]
Spot	Poor (2)
Stealth	Poor (2)
Swim	None (3)
Toughness	None (8)
Use Magical Device	Poor (2+5)
Weapon (1st Group)[1]	None (9)
Weapon (2nd Group)[1]	None (20)
Weapon (3rd Group)[1]	None (20)
Weapon (4th Group)[1]	None (20)
Weapon (5th Group)[1]	None (20)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (6)
Weapon (Spell)[1]	Poor (2+6)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

Warlocks are full arcane spell casters who specialise in the magic of chaos and change. Both the University of Arcane Arts and the College of Sorcery teach warlocks.

Becoming a Warlock: Warlocks are taught at the magical schools alongside elementalists, artificers and conjurers. As with the other types of mage, students first enrol at the school and are then directed into the warlock course if their personality and aptitude shows that it will be a good fit for them.

Social Status: Warlocks make people nervous. Although they still have the nerdy air of a mage, the confusing nature of their magic worries people more than with other mages. Those less well versed in the magical arts often don't know what to expect from a warlock, and their talent for subterfuge makes them feel a bit dodgy even if their motives are pure.

That same talent for subterfuge makes them popular with the Guild Of Bodyguards And Bounty Hunters. While they are not considered full members of the guild (they haven't been through the guild's apprenticeship), they may become associate members and often find work with or for the guild. Naturally, those who do this are even less welcomed by the general public.

Role in an Adventuring Party: Warlocks make excellent spies, scouts and infiltrators; and they are supremely useful to any adventuring party in need of such roles. However, as with any mage their academic background makes them unsuited to fighting and their spells tend to be a bit less combat oriented than those of other mages.

Because of this, they often find themselves in the role of the "backup" mage playing second fiddle to an elementalist or conjurer in combat but stepping to the fore when situations suited for their specialist skills and spells crop up.

CHANGE GASSES

1) Condense

Range: Touch   *Duration: Instant*

Caster extracts a 1'x1'x1' volume of water by condensing it from the surrounding air into a suitable receptacle.

2) Wall of Air

Range: 10'   *Duration: C*

Creates a wall of turbulent air up to 10'x10'x3'. Movement through the wall is halved, and attacks through it take a -10 penalty.

3) Fog Cloud (10'r)

Range: 100'   *Duration: 1 min/lvl*

Creates a 10' radius cloud of dense fog that reduces visibility down to 1' in the area.

5) Still Air (10' radius)

Range: 10'   *Duration: C*

Slows all air movement and wind within a 10' radius of the caster by 30 miles per hour.

6) Fog Cloud (100'r)

Range: 100'   *Duration: 1 min/lvl*

Creates a 100' radius cloud of dense fog that reduces visibility down to 1' in the area.

8) Lasting Wall of Air

Range: 10'   *Duration: 1 min/lvl*

Creates a wall of turbulent air up to 10'x10'x3'. Movement through the wall is halved, and attacks through it take a -10 penalty.

9) Fire Bolt (100')   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a bolt of fire at a target within range. The attack is resolved on the Fire Bolt attack table.

10) Still Air (50' radius)

Range: 50'   *Duration: C*

Slows all air movement and wind within a 50' radius of the caster by 30 miles per hour.

11) Fog Cloud (300'r)

Range: 300'   *Duration: 1 min/lvl*

Creates a 300' radius cloud of dense fog that reduces visibility down to 1' in the area.

12) Clear Air

Range: Self   *Duration: Instant*

All gasses within a 10' radius of the caster are converted to clear air. As long as the caster concentrates, further gas entering the area is also converted.

13) Destroy Air (5' radius)

Range: 100'   *Duration: Instant*

Destroys most air in a 5' radius. Anyone in the area takes a "C" severity Blunt critical strike as more air rushes in to fill the partial vacuum.

14) Create Oxygen

Range: 100'   *Duration: C*

Creates oxygen in a 50' radius. All breathing creatures in the area get a +4 bonus to all physical activities, and all fire does double damage.

15) Protective Winds

Range: Self   *Duration: C*

Creates a 10' radius whirlwind around the caster, which completely blocks all missile attacks, slows movement down to a fifth of normal, and gives all melee attacks a -16 penalty.

20) Fog Cloud (100'r/lvl)

Range: 300'   *Duration: 1 hr/lvl*

Creates a 100' radius per level cloud of dense fog that reduces visibility down to 1' in the area.

CHANGE LIQUIDS

1) Boil/Freeze

Range: 1'   *Duration: C*

Caster causes up to 6 gallons (approximately 1 cubic foot) of water per caster level to either heat up to boiling point or cool down to freezing point. When the caster stops concentrating the water cools or thaws naturally.

2) Settle/Purify Water

Range: Touch   *Duration: Instant*

Causes all sediment and other material in suspension or dissolved in up to 6 gallons (approximately 1 cubic foot) of water per caster level to be destroyed, leaving the water clear.

3) Vaporise

Range: Touch   *Duration: Instant*

Up to 10 cubic feet of liquid per level of the caster is instantly vaporised. The vapour is not heated and will settle and condense naturally.

4) Wall of Water

Range: 10'   *Duration: C*

Creates a wall of turbulent water up to 10'x10'x1'. Movement through the wall is halved, and attacks through it take a -10 penalty. The water is not created, and must be drawn from a source within 50' of the caster.

5) Water Bolt   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a bolt of water at a target within range. The attack is resolved on the Water Bolt attack table.

6) Part Water (3'x100'x10')

Range: 10'   *Duration: C*

Creates a 3' wide and 100' long corridor through water. If the water is 10' deep or less, this will form a dry trench, If the water is more than 10' deep it will form a dry corridor along the bottom with water magically supported overhead.

7) Rain

Range: Self   *Duration: C*

Heavy rain falls in a 100' radius around the caster.

8) Becalm (100'r)

Range: Self   *Duration: C*

All water within a 100' radius of the caster is calmed. Waves up to 20' high are stopped and waves higher than that are reduced by that amount.

9) Tsunami

Range: 100'   *Duration: Instant*

Creates a wave up to 1' tall per caster level and up to 10' wide per caster level that travels directly away from the caster.

10) Lasting Wall of Water

Range: 10'   *Duration: 1 min/lvl*

Creates a wall of turbulent water up to 10'x10'x1'. Movement through the wall is halved, and attacks through it take a -10 penalty. The water is not created, and must be drawn from a source within 50' of the caster.

11) Part Water (4'x300'x50')

Range: 10'   *Duration: C*

Creates a 4' wide and 300' long corridor through water. If the water is 50' deep or less, this will form a dry trench, If the water is more than 50' deep it will form a dry corridor along the bottom with water magically supported overhead.

12) Transmute Liquid

Range: Touch   *Duration: Instant*

Up to 10 cubic feet of liquid per level of the caster is turned into pure water.

13) Maelstrom

Range: 300'   *Duration: C*

Creates a 20'x20' whirlpool in a body of water that will draw in any objects and creatures within 200' at a speed of 20'/round.

14) Part Water (5'x500'x50')

Range: 10'   *Duration: C*

Creates a 5' wide and 500' long corridor through water. If the water is 50' deep or less, this will form a dry trench, If the water is more than 50' deep it will form a dry corridor along the bottom with water magically supported overhead.

15) Becalm (100'/lvl)

Range: Self   *Duration: C*

All water within a 100' radius of the caster per level is calmed. Waves up to 50' high are stopped and waves higher than that are reduced by that amount.

20) Part Water (10'x2000'x100')

Range: 10'   *Duration: C*

Creates a 10' wide and 2000' long corridor through water. If the water is 100' deep or less, this will form a dry trench, If the water is more than 100' deep it will form a dry corridor along the bottom with water magically supported overhead.

CHANGE SOLIDS

1) Solid Warmth

Range: Touch   *Duration: 24 hrs*

Caster warms 1 cubic foot of any non-living solid material per level (other than metal) to a temperature up to 50 degrees centigrade above the ambient temperature.

2) Solid Heat

Range: Touch   *Duration: 1 min/lvl*

Caster warms 1 cubic foot of any non-living solid material per level (other than metal) to a temperature up to 250 degrees centigrade above the ambient temperature. The temperature of the object rises at 50 degrees per round.

3) Solid Cool

Range: Touch   *Duration: 24 hrs*

Caster cools 1 cubic foot of any non-living solid material per level (including metal) to a temperature up to 50 degrees centigrade below the ambient temperature.

4) Expand Cracks

Range: 100'   *Duration: Instant*

All existing cracks in 10'x10'x10' of non-living solid material expand greatly, causing the material to break into chunks. If the material has no existing cracks, this spell has no effect.

5) Warp Door

Range: Touch   *Duration: Instant*

Warps the shape of the touched door subtly. The door can be made to either jam or unjam.

6) Ignite Wood

Range: 1'   *Duration: Instant*

One unattended wooden or paper object within range bursts into flame.

8) Solid Heat (50')

Range: 50'   *Duration: C*

Caster warms 1 cubic foot of any non-living solid material per level (other than metal) to a temperature up to 250 degrees centigrade above the ambient temperature. The temperature of the object rises at 50 degrees per round.

9) Solid Cool (50')

Range: 50'   *Duration: 24 hrs*

Caster cools 1 cubic foot of any non-living solid material per level (including metal) to a temperature up to 50 degrees centigrade below the ambient temperature.

10) Wall of Ice

Range 10'   *Duration: Instant*

Creates a wall of ice up to 10'x20'x2'. It takes 50 rounds to hack through, or 100 hit points of fire damage to burn a hole through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

11) Solid Passage (3'x6'x1')

Range: Touch   *Duration: Instant*

Caster creates a 3'x6' passage through any non-living solid material up to 1' thick.

12) Rock To Mud

Range: 100'   *Duration: Instant*

Turns up to 100 cubic feet of stone or earth into a slurry of mud.

13) Powder

Range: 100'   *Duration: Instant*

Up to 10'x10'x10' of non-living solid material within range is reduced to an equal quantity of fine powder.

14) Solid Passage (4'x8'x2')

Range: Touch   *Duration: Instant*

Caster creates a 4'x8' passage through any non-living solid material up to 2' thick.

15) Solid Shape

Range: Touch   *Duration: C*

Caster may shape stone or metal as if it were soft clay.

20) Solid Passage (4'x8'x5'/lvl)

Range: Touch   *Duration: Instant*

Caster creates a 4'x8' passage through any non-living solid material up to 5' thick per level.

CONFUSION

1) Minor Distraction

Range: 100' *Duration: C*

Target is distracted, resulting in a -6 penalty to all actions.

2) Indecision

Range: 100' *Duration: See Text*

Causes the target to become unable to make decisions for 1 round per excess point of penetration check. The target will continue to fight a foe they are currently engaged with and will respond in self-defence against new foes, but will not otherwise take any action.

3) Dim Vision

Range: 100' *Duration: C*

Target's vision is dimmed. Target takes a -20 penalty to missile attacks and a -10 penalty to all other actions.

4) Terror

Range: 100' *Duration: See below*

Target flees from the caster in terror for 1 round per two excess points of Penetration check.

5) Trip

Range: 100' *Duration: Instant*

Target trips and falls, even if standing or kneeling in a motionless position.

6) Fumble Fingers

Range: 100' *Duration: Instant*

Target drops whatever they are holding in their hands.

7) Phantasmal Killer

Range: 100' *Duration: C*

Target imagines the existence of a nonexistent enemy. Enemy has same abilities as the target, but all damage it does is imaginary and disappears when the spell ends. If the target kills the enemy the spell ends early. If the enemy "kills" the target, the target remains unconscious until the spell ends.

8) Whirligig

Range: 100' *Duration: Instant*

Target is spun violently around. This Dazes Target for 1 round per two excess points of Penetration check.

9) Weapon Delusion

Range: 100' *Duration: 1 rnd/lvl*

Target thinks their weapon has changed into a different type of weapon (of the same general type: melee, missile or throwing) and must use their attack bonus with that weapon type when using it in combat.

10) Hallucinatory Terrain

Range: 100' *Duration: C*

Target sees their surroundings as whatever scene caster can imagine. Moving creatures and items are seen normally by target, although may appear out of context.

11) Blinding

Range: 100' *Duration: Instant*

Target is completely blind for 1 round per two excess points of success on the Penetration check rolled against them.

12) Displacement

Range: 100' *Duration: See below*

Target sees their surroundings normally, But all moving creatures are seen displaced 1' from their actual location. All target's attacks have a 50% chance of missing (check this miss chance before rolling the attack).

13) Mass Minor Distraction

Range: 300' *Duration: C*

One target per caster level is distracted, resulting in a -6 penalty to all actions.

14) Power Word: Fear **S**

Range: 100' *Duration: Instant*

Target flees from the caster in terror for 1 minute per two excess points of Penetration check.

15) Erase Memories

Range: 100' *Duration: See below*

Target has complete amnesia for one day per excess point of Penetration check. Target retains skills, but will not remember that they possess them.

20) Power Word: Confusion **S**

Range: 50' *Duration: See Text*

All targets in range become unable to make decisions for 1 round per excess point of penetration check. The targets will continue to fight a foe they are currently engaged with and will respond in self-defence against new foes, but will not otherwise take any action.

GREATER HIDING

1) Shimmer

Range: Self   *Duration: 1 min/lvl*

Caster appears to shimmer in a confusing manner that causes all attacks against them to take a -2 to-hit penalty.

2) Invisibility

Range: Self   *Duration: 24 hrs*

Caster (without clothes or equipment) becomes invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

3) Silhouette

Range: Self   *Duration: 10 mins/lvl*

Caster (with clothes and equipment) darkens to appear like a silhouette. Caster gets +10 to Stealth checks in the dark.

4) Silent Moves

Range: Self   *Duration: 1 min/lvl*

No sounds can be produced in a 1' radius of the caster, but sounds produced outside that area travel into it as normal.

5) Invisibility (1'r)

Range: Self   *Duration: 24 hrs*

Caster and everything that is entirely within 1' of them becomes invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

6) Invisibility (up to 1'r)

Range: Self   *Duration: 24 hrs*

Caster and any other objects at the caster's discretion that are entirely within 1' of them become invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

7) Flat Image

Range: 100'   *Duration: C*

Creates a flat image up to 1000 square feet in size which shows a static scene. The scene appears three dimensional to anyone viewing the image. The image is intangible and may be walked through without resistance.

8) Offset Image (10%)

Range: Self   *Duration: 1 min/lvl*

Caster appears to be displaced slightly from their actual location. Attack rolls against the caster have a 10% chance of simply missing. Each time a particular enemy misses the caster, the chance for that foe to miss again goes down by 5%

10) Projected Image (1 Image)

Range: 100'   *Duration: 1 min/lvl*

Creates an illusionary double of the caster (visual only), that the caster can control by concentrating. When the caster is not concentrating, the illusionary double copies the caster's movements.

11) Invisibility (up to 10'r)

Range: Self   *Duration: 24 hrs*

Caster and any other objects at the caster's discretion that are entirely within 10' of them become invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

12) Offset Image (20%)

Range: Self   *Duration: 1 min/lvl*

Caster appears to be displaced slightly from their actual location. Attack rolls against the caster have a 20% chance of simply missing. Each time a particular enemy misses the caster, the chance for that foe to miss again goes down by 5%.

13) Flatten Self

Range: Self   *Duration: 10 mins/lvl*

Caster becomes flattened, as if a cardboard cut-out. Caster can act normally, but can squeeze through narrow cracks and can't be seen from the side.

14) Hide in Object

Range: Self   *Duration: 1 min/lvl*

Caster can step inside any inanimate object large enough to hold them and hide for the duration. Caster can not see out of the object, and can perform no action while hidden.

Polymorph Self

1) Study Target

Range: 300'   *Duration: Instant*

Caster studies one target within range and memorises their current form and appearance for future castings of Disguise And Shapechange.

2) Disguise (face only)

Range: Self   *Duration: 10 mins/lvl*

Caster's face changes to that of any species/age/gender combination of the caster's choosing. Specific individuals may be imitated using this spell, providing the caster has previously cast the Study Target spell on them.

3) Disguise (humanoid only)

Range: Self   *Duration: 10 mins/lvl*

Caster's form changes to that of any species/age/gender combination of their choosing providing it is between half and twice their current mass. Specific individuals may be imitated using this spell, providing the caster has previously cast the Study Target spell on them. The caster's ability scores do not change, and they do not get any special abilities of their new form other than grossly physical ones such as using wings to fly or using gills to breathe in water.

4) Mask Species   **F**

Range: Self   *Duration: C*

Caster appears to be a species of their choice to all magical detections (including symbols or delayed spells that are activated by a particular species or species).

5) Grow Self

Range: Caster   *Duration: 10 mins/lvl*

Caster grows to twice their normal height, but this does nor affect their ability scores.

6) Shrink Self

Range: Caster   *Duration: 10 mins/lvl*

Caster shrinks to half their normal height, but this does not affect their ability scores.

7) Mask Class   **F**

Range: Self   *Duration: C*

Caster appears to be a class of their choice to all magical detections (including symbols or delayed spells that are activated by a particular class).

8) Adaptable Breathing

Range: Self   *Duration: 10 mins/lvl*

Caster can breathe any gas or water based liquid. This spell does not stop corrosive gasses or acidic liquids from damaging the caster externally.

9) Alter Person

Range: Self   *Duration: 10 mins/lvl*

Caster's form changes to that of a humanoid species/age/gender combination of the caster's choosing. Specific individuals may not be imitated using this spell. This does not affect the caster's ability scores.

10) False Tongue

Range: 20'   *Duration: C*

Caster can speak normally to any sapient being within range, and the target will think the caster is speaking in their own language. This does not grant the caster any understanding of the language if the target replies.

11) Mask Level   **F**

Range: Self   *Duration: C*

Caster's apparent level can be anything they choose to all magical detections (including symbols or delayed spells that are activated by a particular level character).

12) Disguise (humanoid only)

Range: Self   *Duration: 10 mins/lvl*

Caster's form changes to that of any humanoid species/age/gender combination of their choosing providing it is between half and twice their current mass. Specific individuals may be imitated using this spell, providing the caster has previously cast the Study Target spell on them. The caster's ability scores do not change, and they do not get any special abilities of their new form other than grossly physical ones such as using wings to fly or using gills to breathe in water.

13) Mind Blank

Range: Self   *Duration: C*

Caster appears to have no sapience (or species or level or class) at all to all magical detections (including symbols or delayed spells that are activated by such things).

14) Mask All

Range: Self   *Duration: C*

Caster appears to be a species, class and level of their choice to all magical detections (including symbols or delayed spells that are activated by a particular varieties of such things).

15) Disguise

Range: Self   *Duration: 10 mins/lvl*

Caster's form changes to that of any species/age/gender combination of their choosing providing it is between half and twice their current mass. Specific individuals may be imitated using this spell, providing the caster has previously cast the Study Target spell on them. The caster's ability scores do not change, and they do not get any special abilities of their new form other than grossly physical ones such as using wings to fly or using gills to breathe in water.

20) Phasing

Range: Self   *Duration: 1 min/lvl*

Caster can push through non-magical inanimate material as if wading through deep water. The material reforms behind the caster and is undamaged.

WARRIOR

Warrior Class Information	
Magic	
Caster Type	None
Sphere	Any
Exclusive Spell Paths	None
Skills	
Armour (Leather)	None (1++)
Armour (Cuir Bouilli)	None (1++)
Armour (Maille)	None (2++)
Armour (Plate)	None (2++)
Climb	Poor (3+7)
Disable Device	None (3+8)
Dodge	None (20)
Focus Ki[1]	None (2+6)
Language[1]	None (3++)
Mana Transfer	None (25)
Pick Lock	None (3+9)
Read Magic	None (7)
Ride[1]	Poor (2+6)
Sneak Attack	None (3+8)
Spell Path Research[1]	None (20)
Spell Penetration	None (-)[2]
Spot	None (2+5)
Stealth	None (2+5)
Swim	Poor (2+6)
Toughness	Good (1+3)
Use Magical Device	None (9)
Weapon (1st Group)[1]	Good (1+5)
Weapon (2nd Group)[1]	Good (2+5)
Weapon (3rd Group)[1]	Good (2+7)
Weapon (4th Group)[1]	Good (2+7)
Weapon (5th Group)[1]	Good (2+7)
Weapon (6th Group)[1]	Good (5)
Weapon (Martial Arts)[1]	Good (3+7)
Weapon (Spell)[1]	None (20)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

Warriors fight. They fight better than members of any other class and are adept with multiple weapons . Like adventures, warriors tend not to come from a single background, but can come from any walk of life. The only thing they have in common is intensive combat training.

Becoming a Warrior: Most warriors have learned their skills in the army or as a palace or city guard. Most people without formal combat training in one of these places will end up as adventurers rather than warriors; but some folk who have had a particularly combat-filled youth (through choice or not) may end up as warriors without formal training.

Social Status: Warriors are basically seen as normal folks with a job to do. Their down-to-earth skills (rather than exotic or magical talents) make them fit in well with the common folk, and they're generally the sorts of adventurers (if they are adventurers) that people would be most likely to sit down and have a drink with.

Sometimes soldiers and guards get an undeserved reputation for being slow of thought and just "dumb muscle" that fades into the background while the "important" people are doing the talking, and some warriors will exploit that reputation to get close to people or overhear things they shouldn't.

Role in an Adventuring Party: Although the role can be filled by some other classes, there's nothing quite like a heavily armoured warrior to act as the first line of defence against hostile foes.

Most adventuring parties welcome a warrior to fill that role, and warriors themselves find the challenge and excitement of adventuring to be a welcome change from the boredom of guard or army duty. They're also often happy to be in a group where their skills are valued and they aren't taken for granted as merely one of a large group of similar warriors.

WITCH

Witch Class Information	
Magic	
Caster Type	Full
Sphere	Divine
Exclusive Spell Paths	Animal Companions Animal Lore Nature Lore Plant Lore Stone Lore Wild Shape
Skills	
Armour (Leather)	None (2++)
Armour (Cuir Bouilli)	None (3++)
Armour (Maille)	None (10)
Armour (Plate)	None (11)
Climb	Medium (4)
Disable Device	None (8)
Dodge	None (20)
Focus Ki[1]	None (5)
Language[1]	None (2++)
Mana Transfer	None (2+5)
Pick Lock	None (8)
Read Magic	Poor (2+6)
Ride[1]	Medium (1+3)
Sneak Attack	None (6)
Spell Path Research[1]	None (1++)
Spell Penetration	Poor (-)[2]
Spot	Poor (3)
Stealth	None (3)
Swim	Medium (3)
Toughness	None (4)
Use Magical Device	Poor (2+6)
Weapon (1st Group)[1]	None (6)
Weapon (2nd Group)[1]	None (7)
Weapon (3rd Group)[1]	None (9)
Weapon (4th Group)[1]	None (9)
Weapon (5th Group)[1]	None (9)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (6)
Weapon (Spell)[1]	Poor (3)
[1] Skill contains sub-skills which must be bought independently [2] Skill ranks in Spell Penetration cannot be bought	

Witches are the priestesses (or priests) of the old pagan religion that existed before the Church gained in popularity. This religion has its roots in nature worship, witches are powerful spell casters. They are full divine casters whose spells deal with nature in all its forms.

Witches are rarely seen without animal companions that accompany them in pacts of mutual protection.

Becoming a Witch: To become a witch, you must be initiated and taught the secrets of nature by an existing witch. This is not a formal apprenticeship but rather it is a friendship, and the teaching witch and learning witch treat each other as respected equals; as do all witches (the pagan religion has no hierarchy of any kind).

Social Status: In the city, witches are something of a rarity and are generally looked upon as country bumpkins at best and dangerous cultists at worst. This is chiefly due to the Church's influence and the preaching of its more hard-line members. Although the Church is not allowed to persecute witches or try them for heresy (they are legally a separate religion and therefore outside the Church's remit), the Church does not like paganism and would prefer it not to exist.

Out in the countryside where the Church has less influence, witches are respected members of the community who fulfil the spiritual needs of the locals and use their magic to help the folk around them.

Role in an Adventuring Party: As full divine casters, witches are useful to have around for their ability to cast healing spells, although not as good in that respect as a dedicated healer such as a martyr or an empath.

However, the witch's own spells are incredibly useful for any adventuring party that is going to be travelling through or surviving in the wild for any length of time. Similarly, their animal companions can be very useful to a party in a variety of situations (depending on the type of animal).

ANIMAL COMPANIONS

3) Animal Companion

Range: Touch   *Duration: Permanent*

Target non-magical animal becomes devoted to the caster, to the extent of self sacrifice, after an hour of concentration. If target dies, caster is at a -6 penalty to all actions for a week, followed by a -4 penalty for a week, followed by a -2 penalty for a week. Caster must have no animal companions when casting this spell.

5) Find Familiar

Range: Touch   *Duration: Permanent*

When this spell is cast on a willing small non-magical animal (no bigger than a house cat) every day for a week, the animal becomes the caster's familiar. The caster and familiar understand each others speech, but the familiar retains its animal intelligence. Whenever the familiar is within 50' per caster level, either may share the senses of the other by concentrating. Caster may only cast this spell when they have no familiar. If either dies, the other takes a -5 penalty to all actions for two weeks.

6) Second Animal Companion

Range: Touch   *Duration: Permanent*

Target non-magical animal becomes devoted to the caster, to the extent of self sacrifice, after an hour of concentration. If target dies, caster is at a -6 penalty to all actions for a week, followed by a -4 penalty for a week, followed by a -2 penalty for a week. Caster may have no more than one animal companion when casting this spell.

7) Extend Familiar Range (x2)

Range: Self   *Duration: 1 min/lvl*

Caster may share their familiar's senses at double range.

8) Summon Companion

Range: 1000'/lvl   *Duration: Instant*

Caster sends a mental call to one of their familiars or animal companions, informing it of their location and asking it to come to their aid.

9) Third Animal Companion

Range: Touch   *Duration: Permanent*

Target non-magical animal becomes devoted to the caster, to the extent of self sacrifice, after an hour of concentration. If target dies, caster is at a -6 penalty to all actions for a week, followed by a -4 penalty for a week, followed by a -2 penalty for a week. Caster may have no more than two animal companions when casting this spell.

10) Second Familiar

Range: Touch   *Duration: Permanent*

When this spell is cast on a willing small non-magical animal (no bigger than a house cat) every day for a week, the animal becomes the caster's familiar. The caster and familiar understand each others speech, but the familiar retains its animal intelligence. Whenever the familiar is within 50' per caster level, either may share the senses of the other by concentrating. Caster may only cast this spell when they have no more than one familiar. If either dies, the other takes a -5 penalty to all actions for two weeks.

11) Dismiss

Range: Touch   *Duration: Instant*

Target (which must be caster's companion or familiar) is dismissed and no longer has a connection to the caster.

12) Fourth Animal Companion

Range: Touch   *Duration: Permanent*

Target non-magical animal becomes devoted to the caster, to the extent of self sacrifice, after an hour of concentration. If target dies, caster is at a -6 penalty to all actions for a week, followed by a -4 penalty for a week, followed by a -2 penalty for a week. Caster may have no more than two animal companions when casting this spell.

13) Extend Familiar Range (x3)

Range: Self   *Duration: 1 min/lvl*

Caster may share their familiar's senses at triple range.

14) Locate Companions

Range: Self   *Duration: C*

Caster is aware of the direction and distance of all their familiars and animal companions.

15) Fifth Animal Companion

Range: Touch   *Duration: Permanent*

Target non-magical animal becomes devoted to the caster, to the extent of self sacrifice, after an hour of concentration. If target dies, caster is at a -6 penalty to all actions for a week, followed by a -4 penalty for a week, followed by a -2 penalty for a week. Caster may have no more than two animal companions when casting this spell.

17) Extend Familiar Range (x4)

Range: Self   *Duration: 1 min/lvl*

Caster may share their familiar's senses at four times range.

20) Sixth Animal Companion

Range: Touch   *Duration: Permanent*

Target non-magical animal becomes devoted to the caster, to the extent of self sacrifice, after an hour of concentration. If target dies, caster is at a -6 penalty to all actions for a week, followed by a -4 penalty for a week, followed by a -2 penalty for a week. Caster may have no more than two animal companions when casting this spell.

ANIMAL LORE

1) Sleep Animal (1 animal)

Range: 100'   *Duration: Instant*

Causes one visible animal within range to fall asleep. Target may be woken as normal.

2) Heal Small Animal

Range: Touch   *Duration: Instant*

Cures one small (the size of a house cat or smaller) animal of all Light and Serious injuries.

3) Speak With Animal

Range: Self   *Duration: 1 min/lvl*

Caster can speak and understand the "language" of any one type of animal. The level of conversation possible will depend on the intelligence and sapience of the animal type chosen. Generally carnivores are smarter than herbivores and pack animals have more complex languages than solitary ones.

4) Sleep Animal (3 animals)

Range: 100'   *Duration: Instant*

Causes three visible animals within range to fall asleep. Targets may be woken as normal.

5) Control Animal (1 Animal)

Range: 100'   *Duration: C*

Caster can completely control the actions of one animal.

6) Locate Animal (1 Mile)

Range: 1 mile   *Duration: C (1 min/lvl)*

Caster visualises a species of animal, and if an of that species are within 1 mile, caster knows the exact direction and distance to them.

7) Charm Animals

Range: 10'   *Duration: C*

All animals within range consider the caster to be a good friend or packmate.

8) Heal Medium Animal

Range: Touch   *Duration: Instant*

Cures one medium (the size of a wolf or sheep or smaller) animal of all Light and Serious injuries, or one small (the size of a house cat or smaller) animal of all injuries. This spell will not bring an animal back to life if it has already died.

9) Animal Telepathy

Range: 100'   *Duration: C*

Caster can read the thoughts and emotions of one animal. The coherence of the thoughts will depend on the intelligence and sapience of the animal chosen. Most animals without language think in crude non-verbal images only.

10) Call Animal (1 animal)

Range: 1 mile/lvl   *Duration: C*

Caster chooses an animal species and if there are members of that species within range, a random one will make its way to the caster who can then mentally control its actions once it is in sight.

11) Control Animal (3 Animals)

Range: 100'   *Duration: C*

Caster can completely control the actions of three animals.

12) Raise Animal

Range: Touch   *Duration: Instant*

Target dead animal is brought back to life providing it has been dead for no more than a day per caster level and its body is in a fit state to support life. If the body is decayed, the animal will suffer similar penalties to a person who is raised from a decayed body.

13) Call Animal (3 animals)

Range: 1 mile/lvl   *Duration: C*

Caster chooses an animal species and if there are members of that species within range, three random ones will make its way to the caster who can then mentally control their actions once they are in sight.

14) Call Specific Animal (1 animal)

Range: 1 mile/lvl   *Duration: C*

Caster visualises an specific animal and if an animal matching that image is within range, it will make its way to the caster who can then mentally control its actions once it is in sight.

15) Control Animal (5 Animals)

Range: 100'   *Duration: C*

Caster can completely control the actions of five animals.

16) Heal Large Animal

Range: Touch   *Duration: Instant*

Cures one large (bigger than a wolf or a sheep) animal of all Light and Serious injuries, or one medium (the size of a wolf or sheep or smaller) animal of all injuries. This spell will not bring an animal back to life if it has already died.

18) Call Animal (5 animals)

Range: 1 mile/lvl   *Duration: C*

Caster chooses an animal species and if there are members of that species within range, five random ones will make its way to the caster who can then mentally control their actions once they are in sight.

20) Call Animal (10 animals)

Range: 1 mile/lvl   *Duration: C*

Caster chooses an animal species and if there are members of that species within range, ten random ones will make its way to the caster who can then mentally control their actions once they are in sight.

NATURE LORE

1) Detect Outdoor Traps

Range: 100'   *Duration: C (1 min/lvl)*

Caster can see a glow around any outdoor trap or snare. Each trap in the area has a 75% chance of being detected by this spell.

2) Detect Movement (100' radius)

Range: Self   *Duration: C*

Caster is aware of all movement within 100', but cannot move without ceasing to concentrate. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals.

3) Predict Rain (1 day)

Range: 1 mile/lvl   *Duration: Instant*

Caster can tell when rain will fall in the spell's range over the next 24 hours, with an accuracy of +/-15 minutes.

4) Predict Storms (1 day)

Range: 1 mile/lvl   *Duration: Instant*

Caster can tell when natural storms will occur in the spell's range over the next 24 hours, with an accuracy of +/-15 minutes.

5) Predict Weather (1 day)

Range: 1 mile/lvl   *Duration: Instant*

Caster can tell what natural weather will occur in the spell's range over the course of the next 24 hours, with an accuracy of +/-15 minutes.

6) Detect Movement (300' radius)

Range: Self   *Duration: C*

Caster is aware of all movement within 300', but cannot move without ceasing to concentrate. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals.

7) Alarm (10' radius)

Range: 10'   *Duration: 1 hr/lvl*

Caster is alerted if any movement bigger than the scurrying of a mouse occurs within range. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals. This will wake the caster if they are sleeping.

8) Predict Weather (3 days)

Range: 1 mile/lvl   *Duration: Instant*

Caster can tell what natural weather will occur in the spell's range over the course of the next three days, with an accuracy of +/-15 minutes.

10) Detect Movement (500' radius)

Range: Self   *Duration: C*

Caster is aware of all movement within 500', but cannot move without ceasing to concentrate. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals.

11) Predict Weather (5 days)

Range: 1 mile/lvl   *Duration: Instant*

Caster can tell what natural weather will occur in the spell's range over the course of the next five days, with an accuracy of +/-15 minutes.

12) Alarm (100' radius)

Range: 100'   *Duration: 1 hr/lvl*

Caster is alerted if any movement bigger than the scurrying of a mouse occurs within range. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals. This will wake the caster if they are sleeping.

14) Predict Weather (10 days)

Range: 1 mile/lvl   *Duration: Instant*

Caster can tell what natural weather will occur in the spell's range over the course of the next ten days, with an accuracy of +/-15 minutes.

15) Detect Movement (1 mile, 100' radius)

Range: Self   *Duration: C*

Caster is aware of all movement within 100' of a chosen point up to a mile away, but cannot move without ceasing to concentrate. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals.

17) Detect Movement (5 miles, 300' radius)

Range: Self   *Duration: C*

Caster is aware of all movement within 300' of a chosen point up to five miles away, but cannot move without ceasing to concentrate. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals.

15) Detect Movement (10 miles, 500' radius)

Range: Self   *Duration: C*

Caster is aware of all movement within 500' of a chosen point up to ten miles away, but cannot move without ceasing to concentrate. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals.

Plant Lore

1) Plant Growth (x10, 10'r)
Range: 10'   *Duration: 1 day*
Causes all non-magical members of any single plant species within range to grow at ten times the normal rate. This spell does not affect healing herbs.

2) Heal Plant
Range: Touch   *Duration: Instant*
Heals all damage done to a non-magical plant (not a tree) short of death. This will re-grow picked fruit. This spell does not affect healing herbs.

3) Speak With Plant
Range: Self   *Duration: 1 min/lvl*
Caster can speak and understand the "language" of any one type of plant. The level of conversation possible will depend on the intelligence and sapience of the plant type chosen. Generally, most non-magical plants have no sapience or language at all.

4) Plant Growth (x100, 10'r)
Range: 10'   *Duration: 1 day*
Causes all non-magical members of any single plant species within range to grow at a hundred times the normal rate. This spell does not affect healing herbs.

5) Growth Potential (x2)
Range: Touch   *Duration: Permanent*
Causes the natural maximum size of the touched non-magical plant to be doubled. Note that this spell doesn't affect the current size of the plant, only the maximum size that it will grow to. This spell does not affect healing herbs.

6) Barkskin
Range: Self   *Duration: 1 rnd/lvl*
Caster's skin becomes like bark, giving them an armour class of "Furred Creature" for the duration if unarmoured.

7) Control Plant (1 Plant)
Range: 100'   *Duration: C*
Caster can completely control the actions of one plant. Movement is only possible if the plant is naturally mobile.

8) Growth Potential (x3)
Range: Touch   *Duration: Permanent*
Causes the natural maximum size of the touched non-magical plant to be tripled. Note that this spell doesn't affect the current size of the plant, only the maximum size that it will grow to. This spell does not affect healing herbs.

9) Plant Growth (x10, 100'r)
Range: 100'   *Duration: 1 day*
Causes all non-magical members of any single plant species within range to grow at ten times the normal rate. This spell does not affect healing herbs.

10) Heal Tree
Range: Touch   *Duration: Instant*
Heals all damage done to a non-magical plant (including a tree) short of death. This will re-grow picked fruit. This spell does not affect healing herbs.

11) Growth Potential (x5)
Range: Touch   *Duration: Permanent*
Causes the natural maximum size of the touched non-magical plant to be multiplied by five. Note that this spell doesn't affect the current size of the plant, only the maximum size that it will grow to. This spell does not affect healing herbs.

13) Wall Of Thorns
Range: 100'   *Duration: 10 mins/lvl*
Creates a wall of densely tangled briars and razor sharp dagger-like thorns up to 10'x20'x5'. It takes 10 rounds to hack through, or 25 hit points of fire damage to burn a hole through. The wall must be supported on a surface. Anyone pushing through the wall will take an 'A' severity Piercing critical strike.

15) Entangle
Range: 100'   *Duration: 1 hr/lvl*
The caster specifies a target area with a radius equal to their level in feet and which is entirely within range. All plants in that area animate and make Grappling attacks on every creature within the area. The maximum threshold for the attacks depends on the size of the plants (long grass = small, shrubs = medium, hedges and large bushes = large, trees = huge). Once a creature is grabbed (as the result of a critical strike), it will be held and not attacked again until it has freed itself.

16) Extinguish   **S**
Range: 100'   *Duration: Instant*
All non-magical fire in a 10' radius per caster level of the target point is instantly extinguished.

18) Growth Potential (x10)
Range: Touch   *Duration: Permanent*
Causes the natural maximum size of the touched non-magical plant to be multiplied by ten. Note that this spell doesn't affect the current size of the plant, only the maximum size that it will grow to. This spell does not affect healing herbs.

20) Pass Through Plant
Range: Self   *Duration: Instant*
Caster steps "into" a tree and teleports to another tree of their choice within 100' per level, immediately stepping "out of" the second tree. The caster need not know the exact tree they are stepping out of, they can specify a distance and direction and will emerge from the nearest tree to that point (which in rare circumstances may be the same tree that they entered).

STONE LORE

1) Throw Stones (Small)   W(S)

Range: 100'   *Duration: Instant*

Small stones rise from the ground and pelt the target. The attack is made on the Bash attack table with a Small maximum size.

2) Heal Stone (10cu'/lvl)

Range: Touch   *Duration: Instant*

Caster heals all cracks and chips in a single stone of up to 10 cubic feet per level.

3) Speak With Rock

Range: Self   *Duration: 1 min/lvl*

Caster can speak and understand the "language" of any one type of rock or stone. The level of conversation possible will depend on the intelligence and sapience of the rock type chosen. Generally, most non-magical rocks have no sapience or language at all.

4) Throw Stones (Medium)   W(S)

Range: 100'   *Duration: Instant*

Medium sized stones rise from the ground and pelt the target. The attack is made on the Bash attack table with a Medium maximum size.

5) Shatterstone (2'r, 10min/lvl)

Range: Touch   *Duration: 10 mins/lvl*

Casrer charges a small stone with energy. When the stone strikes something hard (after being thrown, dropped or shot from a sling, for example) or when the duration runs out, it shatters into sharp fragments doing an 'A' severity critical strike to all within a 2' radius (no Penetration check required). This damage is in addition to any damage done by the throwing or slinging of the stone.

6) Wall of Stone

Range: 10'   *Duration: 1 min/lvl*

Creates a wall of solid stone up to 10'x20'x1'. It takes 200 rounds to hack through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

7) Throw Stones (Large)   W(S)

Range: 100'   *Duration: Instant*

Large stones rise from the ground and pelt the target. The attack is made on the Bash attack table with a Large maximum size.

9) Shatterstone (5'r, 1 hour/lvl)

Range: Touch   *Duration: 1 hr/lvl*

Casrer charges a small stone with energy. When the stone strikes something hard (after being thrown, dropped or shot from a sling, for example) or when the duration runs out, it shatters into sharp fragments doing an 'A' severity critical strike to all within a 5' radius (no Penetration check required). This damage is in addition to any damage done by the throwing or slinging of the stone.

10) Stone Passage

Range: Touch   *Duration: Instant*

Caster creates a 3'x6' passage through stone up to 1' thick.

11) Lasting Wall of Stone

Range: 50'   *Duration: Instant*

Creates a wall of solid stone up to 10'x20'x1'. It takes 200 rounds to hack through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

12) Create Lesser Earth Elemental (Conc)

Range: 10'/lvl   *Duration: C (1 rnd/lvl)*

Creates a lesser earth elemental out of a quantity of the earth and stone. The caster must concentrate to make the elemental act in any way.

13) Spiked Earth

Range: 100'   *Duration: 10 mins/lvl*

Causes shards of sharp stone to protrude from the ground in a 5' per level radius that must be entirely within range. Any creature moving through the area at more than a quarter of their normal movement speed must make an Extreme (DC26) Dex Check or fall. Any creature that falls in the area (for any reason) takes a 'C' severity Slashing critical strike (no Penetration check required).

14) Fuse Walls

Range: 100'   *Duration: Instant*

Fuses two magically created stone walls together into a seamless whole, or fuses the stone blocks making a manually built stone wall together into a seamless whole.

15) Shone Shape

Range: Touch   *Duration: C*

Caster may shape stone as if it were soft clay.

17) Curved Wall of Stone

Range: 10'   *Duration: Instant*

Creates a wall of solid stone up to 10'x20'x1' that can be curved in up to a semicircle. It takes 200 rounds to hack through. The wall must be supported on a surface but cannot be toppled.

18) Heal Stone (100cu'/lvl)

Range: Touch   *Duration: Instant*

Caster heals all cracks and chips in a single stone of up to 100 cubic feet per level.

20) Create Greater Elemental

Range: 10'/lvl   *Duration: 1 rnd/lvl*

Creates a greater elemental of any type out of a quantity of the relevant element. The elemental can be given a single instruction by its creator as it is being formed.

WILD SHAPE

1) Cat's Crace
Range: Self   *Duration: See below*
Caster gains a +10 bonus on their next dexterity check or dexterity-based skill check. The bonus lasts for the duration of the check, but if not used immediately, it fades in 1 round.

2) Fire/Cold Resistance (+2)   **S**
Range: Self   *Duration: C*
Caster is immune to natural fire, heat and cold, and gains a +2 bonus to save DCs and dodge bonuses against fire/heat/cold based attacks.

3) Plant Disguise
Range: Self   *Duration: 1 min/lvl*
Caster appears to be any plant of approximately their size. This is purely a visual illusion and the caster does not physically change.

4) Silence (1' radius)
Range: Self   *Duration: 1 min/lvl*
Creates an intangible barrier 1' around the caster through which sound cannot pass. The barrier moves with the caster.

5) Water Breathing
Range: Self   *Duration: 1 min/lvl*
Caster can breathe under water (but not in air) for the duration.

6) Animal Disguise
Range: Self   *Duration: 1 min/lvl*
Caster appears to be any animal of approximately their size. This is purely a visual illusion and the caster does not physically change.

7) Camouflage
Range: Self   *Duration: C*
Caster blends into background whenever they stop moving gaining a +15 bonus to Stealth checks while stationary.

9) Silhouette
Range: Self   *Duration: 10 mins/lvl*
Caster (with clothes and equipment) darkens to appear like a silhouette. Caster gets +10 to Stealth checks in the dark.

10) Plant Shape
Range: Self   *Duration: 1 min/lvl*
Caster's form changes to that of any plant of approximately their size. Caster can still see and hear, can look in different directions, and can cast spells on themselves; but can perform no other actions while in plant form.

11) Fire/Cold Resistance (+5)   **S**
Range: Self   *Duration: C*
Caster is immune to natural fire, heat and cold, and gains a +5 bonus to save DCs and dodge bonuses against fire/heat/cold based attacks.

12) Mind Blank
Range: Self   *Duration: 10 mins/lvl*
Caster appears to have no sapience (or species or level or class) at all to all magical detections (including symbols or delayed spells that are activated by such things), providing they remain stationary.

13) Animal Shape
Range: Self   *Duration: 10 mins/lvl*
Caster's form changes to that of any animal species/age/gender combination of the caster's choosing providing it is between half and twice their current mass and it can survive in the target's current environment. Specific individuals may not be imitated using this spell. The target's ability scores do not change, and they do not get any special abilities of their new form.

15) Animal Mind
Range: Self   *Duration: 10 mins/lvl*
Caster appears to be any animal of their choice to all magical detections (including symbols or delayed spells that are activated by such things).

16) Wild Shape
Range: Self   *Duration: 10 mins/lvl*
Caster's form changes to that of any animal species/age/gender combination of the caster's choosing providing it is between half and twice their current mass and it can survive in the target's current environment. Specific individuals may not be imitated using this spell. The target's ability scores do not change, and they do not get any special abilities of their new form other than grossly physical ones such as using wings to fly or using gills to breathe in water.

18) Plant Size
Range: Self   *Duration: 1 min/lvl*
Caster's form changes to that of any plant that is from half their size to twice their size. Caster can still see and hear, can look in different directions, and can cast spells on themselves; but can perform no other actions while in plant form.

20) Wild Size
Range: Self   *Duration: 10 mins/lvl*
Caster's form changes to that of any animal species/age/gender combination of the caster's choosing providing it is between a fortieth and forty times their current mass and it can survive in the target's current environment. Specific individuals may not be imitated using this spell. The target's ability scores do not change, and they do not get any special abilities of their new form other than grossly physical ones such as using wings to fly or using gills to breathe in water.

WIZARD

Wizard Class Information	
Magic	
Caster Type	Full
Sphere	Arcane & Divine & Psychic
Exclusive Spell Paths	Choose any six paths
Skills	
Armour (Leather)	None (9++)
Armour (Cuir Bouilli)	None (9++)
Armour (Maille)	None (10++)
Armour (Plate)	None (11++)
Climb	None (7)
Disable Device	None (7)
Dodge	None (15)
Focus Ki[1]	None (5)
Language[1]	None (1++)
Mana Transfer	None (2+5)
Pick Lock	None (7)
Read Magic	Medium (1+4)
Ride[1]	None (3)
Sneak Attack	None (9)
Spell Path Research[1]	None (2++)
Spell Penetration	Good (-)[2]
Spot	None (2)
Stealth	None (5)
Swim	None (3)
Toughness	None (8)
Use Magical Device	Medium (1+4)
Weapon (1st Group)[1]	None (9)
Weapon (2nd Group)[1]	None (20)
Weapon (3rd Group)[1]	None (20)
Weapon (4th Group)[1]	None (20)
Weapon (5th Group)[1]	None (20)
Weapon (6th Group)[1]	None (20)
Weapon (Martial Arts)[1]	None (6)
Weapon (Spell)[1]	Poor (2+6)

[1] Skill contains sub-skills which must be bought independently
[2] Skill ranks in Spell Penetration cannot be bought

Mages use arcane magic. Priests of various types use divine magic. Psychics use psychic magic. Some individuals such as conjurers, scourges and necromancers are able to master two types of magic.

It is a rare individual indeed that can master all three types; and those individuals are wizards.

Wizards are full casters of all three spheres of magic. They tend to be rather individualistic, and each one seems to learn different magic mastering whatever their talents lead them to.

Wizards may choose *any* six spell paths (including those normally exclusive to other classes) to be their exclusive spell paths.

Becoming a Wizard: The ability to be able to wield all three spheres of magic is very rare, and as such there are very few wizards. Young people with the talent generally seek out an existing wizard to learn from, although wizards being as individualistic as they are there is no set format that the teaching will take.

None of the magical schools teach wizardry, and although technically wizards should join the Psychics' Guild because they can wield psychic magic they rarely do.

Social Status: Wizards are rare enough that most people wouldn't recognise one if they saw one, and consequently they have little in the way of stereotypes other than that they appear to be mages.

Those that know a bit about magic tend to be surprised when someone they assumed to be one of the more common types of mage suddenly starts using unexpected spells; and this can often arouse suspicion that the wizard isn't who they say they are.

However, this is rarely an issue since most wizards keep themselves to themselves and are more interested in the theories of magic than in actually using it anyway.

Role in an Adventuring Party: Wizards are rare enough that having one in an adventuring party would be seen as a novelty, although how much use the wizard is to the party will depend on exactly what type of spells they have - and that varies from wizard to wizard.

APPENDIX IV – ARCANE SPELL PATHS

ARCANE ANALYSIS

(COMMON ARCANE PATH)

2) Read Languages I

Range: Sight *Duration: C (1 min/lvl)*

Caster can read text written in any language (but not codes or ciphers) with understanding of the basic concepts being discussed.

3) Analyse Stone

Range: 10' *Duration: Instant*

Caster discovers the origin, nature and composition of any worked or natural stone.

4) Analyse Metal

Range: 10' *Duration: Instant*

Caster discovers the origin, nature and composition of any worked or natural metal.

5) Analyse Gas

Range: 10' *Duration: Instant*

Caster discovers the origin, nature and composition of any worked or natural gas.

7) Read Languages II

Range: Sight *Duration: C (1 min/lvl)*

Caster can read text written in any language (but not codes or ciphers) with word-for-word understanding except for jargon or cultural references.

8) Analyse Liquid

Range: 10' *Duration: Instant*

Caster discovers the origin, nature and composition of any worked or natural liquid.

10) Analyse Item

Range: Touch *Duration: Instant*

Caster discovers the purpose for which a worked item was made, but not its specific abilities.

11) Analyse Spell

Range: 100' *Duration: Instant*

Caster discovers the remaining duration of an active spell, along with the type of spell path that it was cast from (e.g. "common divine" or "exclusive scourge"), but not the exact spell name or level.

14) Analyse Death I

Range: Touch *Duration: Instant*

Caster discovers the time and cause of death of a corpse of any age (but not the identity of the killer, if any). If the corpse is not present, this spell may be cast at the place of death but only within 24 hours of the death occurring.

15) Read Languages III

Range: Sight *Duration: C (1 min/lvl)*

Caster can read text written in any language (but not codes or ciphers) with word-for-word understanding including appropriate translation/context/explanation of jargon and cultural references.

16) Analyse Power

Range: 100' *Duration: Instant*

Caster discovers whether an item, person or place has magical power (the ability to cast or provide spells). If so, the caster also discovers the sphere of magic of the item, person or place and (if an item or place) the origin of the item or place's power.

17) Astral Travel

Range: Self *Duration: 10 mins/lvl*

Caster's soul leaves their body in an incorporeal and invisible form. The caster's body is dead for the duration, but will not start to decay. The caster's soul can see and hear what is around them, and can fly "blind" through the air at 1 mile/minute, or at 10'/round if flying through solid objects or while observing the world around them. If the caster is not back in their body by the end of the spell's duration, they fully die: their body will start to decay and their soul will pass on to whatever afterlife exists in the campaign setting.

18) Analyse Death II

Range: Touch *Duration: Instant*

Caster discovers the time and cause of death of a corpse of any age, and also the identity of the killer and gets a vague reason for the death (accident, revenge, insanity, mercy killing, etc.) If the corpse is not present, this spell may be cast at the place of death but only within 24 hours of the death occurring.

20) Arcane Analysis

Range: 10' *Duration: Instant*

Caster gains knowledge as if casting all the above "Analyse <XXX>" spells at once on the target person, item or place.

ARCANE PERCEPTION   (COMMON ARCANE PATH)

1) Mindsense (10')   **S**

Range: 10'   *Duration: C (1 rnd/lvl)*

Caster detects the number and location of all sapient beings within range.

3) Remote Hearing (10')

Range: 10'   *Duration: C (1 min/lvl)*

Caster can hear as if at a fixed point up to 10' away. The point can be through intervening objects.

3) Clairaudience (100')

Range: 100'   *Duration: C (1 min/lvl)*

Caster can move the point from which they hear at a speed of 10' per round to any point within 100' (but not through intervening objects). If the point is out of sight of the caster (for example round a corner) its movement must be navigated by "feel" as the caster tries and fails to move it through objects.

6) Remote Vision (10')

Range: 10'   *Duration: C (1 min/lvl)*

Caster can see as if at a fixed point up to 10' away. The point can be through intervening objects. The caster may rotate their viewpoint.

7) Clairvoyance (100')

Range: 100'   *Duration: C (1 min/lvl)*

Caster can move the point from which they can see at a speed of 10' per round to any point within 100' (but not through intervening objects).

8) Remote Hearing (100')

Range: 100'   *Duration: C (1 min/lvl)*

Caster can hear as if at a fixed point up to 100' away. The point can be through intervening objects.

10) Read Thoughts

Range: 10'   *Duration: C (1 rnd/lvl)*

Allows the caster to read what a single target is thinking. If the spell penetration check fails by more than 5, the target notices the spell.

11) Remote Vision (100')

Range: 100'   *Duration: C (1 min/lvl)*

Caster can see as if at a fixed point up to 100' away. The point can be through intervening objects. The caster may rotate their viewpoint.

12) Clairaudience (300')

Range: 300'   *Duration: C (1 min/lvl)*

Caster can move the point from which they hear at a speed of 10' per round to any point within 300' (but not through intervening objects). If the point is out of sight of the caster (for example round a corner) its movement must be navigated by "feel" as the caster tries and fails to move it through objects.

14) Remote Hearing (500')

Range: 500'   *Duration: C (1 min/lvl)*

Caster can hear as if at a fixed point up to 500' away. The point can be through intervening objects.

15) Clairvoyance (300')

Range: 300'   *Duration: C (1 min/lvl)*

Caster can move the point from which they can see at a speed of 10' per round to any point within 300' (but not through intervening objects).

18) Remote Vision (500')

Range: 500'   *Duration: C (1 min/lvl)*

Caster can see as if at a fixed point up to 500' away. The point can be through intervening objects. The caster may rotate their viewpoint.

20) Far Remote Hearing

Range: 1mile/lvl'   *Duration: C (1 min/lvl)*

Caster can hear as if at a fixed point up to 1 mile per level away. The point can be through intervening objects.

BODILY ENHANCEMENT

1) Weigh Item   **S**

Range: 1'   *Duration: Instant*

Caster discovers the exact weight and mass of an item.

2) Acute Hearing

Range: 10'   *Duration: 10 mins/lvl*

Target gains acute hearing, giving them a +10 bonus to all Spot checks involving hearing.

3) Cat's Grace   **S**

Range: 10'   *Duration: See below*

Target gains the balance and grace of a cat, giving them a +10 bonus to a single Dexterity check (but not a skill check). If the bonus is not used it fades after 1 round.

4) Night Vision

Range: 10'   *Duration: 10 mins/lvl*

Target can see in shadowy light such as night-time in a forest as if it were day.

5) Peripheral Vision

Range: 10'   *Duration: 10 mins/lvl*

Target can see in a 300° arc, and cannot therefore be flanked.

6) Shout

Range: 10'   *Duration: 10 mins/lvl*

Target's voice is amplified to three times its normal volume.

5) Underwater Vision

Range: 10'   *Duration: 10 mins/lvl*

Target can see through even the murkiest of water within a 100' radius as if it were clear air.

8) Water Breathing

Range: 10'   *Duration: 10 mins/lvl*

Target (who must be willing) can breathe in water or any primarily water based liquid, but not in air, for the duration. This spell does not stop acidic or hot liquids from damaging the target externally.

10) Gas Breathing

Range: 10'   *Duration: 10 mins/lvl*

Target can breathe any gas as if it were air. This spell does not stop corrosive gasses from damaging the target externally.

11) Slow Poison   **S**

Range: Self   *Duration: 1 hr/lvl*

Delays the effect of any poisons in the caster's body until the duration of the spell expires, but does not get rid of those poisons.

12) Dark Vision

Range: 10'   *Duration: 10 mins/lvl*

Target can see in complete darkness as if it were day.

15) Adaptable Breathing

Range: 10'   *Duration: 10 mins/lvl*

Target can breathe any gas or water based liquid. This spell does not stop corrosive gasses or acidic liquids from damaging the target externally.

16) Mass Cat's Grace

Range: 10'   *Duration: See below*

One target per level of the caster gains the balance of a cat, giving each of them a +10 bonus to a single Dexterity check (but not a skill check). If the bonus is not used, it fades after 1 round.

18) Mass Night Vision

Range: 10'   *Duration: 10 mins/lvl*

One target per level of the caster can see in shadowy light such as night-time in a forest as if it were day.

19) Mass Water Vision

Range: 10'   *Duration: 10 mins/lvl*

One target per level of the caster can see in even murky water as if on land.

20) True Vision   **S**

Range: 10'   *Duration: 10 mins/lvl*

Target gains the effects of the Dark Vision, Peripheral Vision, and Water Vision spells simultaneously.

BREAKING AND ENTERING

1) Locking

Range: 100'   *Duration: Instant*

Caster causes a single lock to lock itself. The lock can be unlocked normally.

2) Wizard Lock

Range: Touch   *Duration: 1 min/lvl*

Caster causes a single door or container to be magically locked. The door or container cannot be opened for the duration, but it can still be broken.

3) Examine Lock

Range: Touch   *Duration: Instant*

Caster gains knowledge of the workings of a non-magical lock. The caster gets a +4 bonus on attempts to pick the lock, and anyone the caster describes the lock to gets a +2 bonus to pick it.

4) Knock (20%/40%)

Range: Touch   *Duration: Instant*

The locked door or container touched has a 20% chance of being unlocked if locked with a mundane lock, and a 40% chance of being unlocked if locked by a Wizard Lock or Seal Portal spell.

5) Examine Trap

Range: Touch   *Duration: Instant*

Caster gains knowledge of the workings of a non-magical trap. The caster gets a +4 bonus on attempts to disable the trap, and anyone the caster describes the trap to gets a +2 bonus to disable it.

6) Make Safe (20%/40%)

Range: Touch   *Duration: Instant*

The trap touched has a 20% chance of being disarmed if mechanical, and a 40% chance of being disarmed if magical.

7) Jam Portal

Range: 50'   *Duration: Permanent*

The target portal (door, window or gate) expands and sticks in its frame. It will require forcing open.

8) Weaken Portal

Range: 50'   *Duration: Permanent*

The target portal (door, window or gate) is weakened severely. Any Strength checks to open it get a +10 bonus on their roll.

10) Knock (40%/90%)

Range: Touch   *Duration: Instant*

The locked door or container touched has a 40% chance of being unlocked if locked with a mundane lock, and a 90% chance of being unlocked if locked by a Wizard Lock or Seal Portal spell.

11) Shatter Portal (10'x10'x1')

Range: 10'   *Duration: Instant*

The target portal (door, window or gate), which may be no more than 10'x10'x1' in size and must be made from non-magical material, shatters into splinters.

12) Make Safe (40%/90%)

Range: Touch   *Duration: Instant*

The trap touched has a 40% chance of being disarmed if mechanical, and a 90% chance of being disarmed if magical.

14) Seal Portal

Range: Touch   *Duration: 1 hr/lvl*

Caster causes a single portal (door, window or gate) or container to be magically locked. The door or container cannot be opened or broken for the duration.

15) Shatter Portal (20'x20'x2')

Range: 10'   *Duration: Instant*

The target portal (door, window or gate), which may be no more than 20'x20'x2' in size and must be made from non-magical material, shatters into splinters.

17) Shatter Portal (50'x50'x3')

Range: 10'   *Duration: Instant*

The target portal (door, window or gate), which may be no more than 50'x50'x3' in size and must be made from non-magical material, shatters into splinters.

19) Shatter Portal

Range: 10'   *Duration: Instant*

The target portal (door, window or gate), which may be of any size but must be made from non-magical material, shatters into splinters.

20) Passwall

Range: Touch   *Duration: Permanent*

Caster creates an 8'x5' archway through the touched wall with a depth of up to 6" per level.

DETECTIONS

1) Detect Arcane
Range: 100'   *Duration: C (1 min/lvl)*
Caster can see a glow around any active arcane spell or any item containing an arcane spell. The glow may shine through thin objects such as containers.

2) Detect Psychic
Range: 100'   *Duration: C (1 min/lvl)*
Caster can see a glow around any active psychic spell or any item containing a psychic spell. The glow may shine through thin objects such as containers.

3) Detect Divine
Range: 100'   *Duration: C (1 min/lvl)*
Caster can see a glow around any active divine spell or any item containing a divine spell. The glow may shine through thin objects such as containers.

5) Detect Invisible
Range: 100'   *Duration: C (1 min/lvl)*
Caster can see a glow around any active invisibility effect. The caster may attack the invisible creature while concentrating on this spell, but at a -10 penalty.

6) Detect Traps
Range: 100'   *Duration: C (1 min/lvl)*
Caster can see a glow around any mechanical or magical trap. Each trap in the area has a 75% chance of being detected by this spell.

7) Detect Evil
Range: 100'   *Duration: C (1 min/lvl)*
Caster can see a glow around any evil beings or items created by evil magic. The Game Master must determine what counts as 'evil' in their setting for purposes of this spell.

8) Locate Object (100')
Range: 100'   *Duration: C (1 min/lvl)*
Caster visualises an object or place, and if an object or place matching that image is within 100', they know the exact direction and distance to it.

10) Detect Power (100')
Range: 100'   *Duration: C (1 min/lvl)*
Caster can tell the level of a person, magic item, or active spell within 100'. The caster cannot examine the level of active spells that they cannot see.

11) Detect Death
Range: 100'   *Duration: C (1 min/lvl)*
Caster can see a glow around any dead bodies or parts of dead bodies, and a glowing outline where any creatures have died in the last 24 hours.

12) Locate Object (300')
Range: 300'   *Duration: C (1 min/lvl)*
Caster visualises an object or place, and if an object or place matching that image is within 300', they know the exact direction and distance to it.

15) Detect Magic
Range: 100'   *Duration: C (1 min/lvl)*
Caster can see a glow around any active spell (of any sphere) or a faint glow where a spell has been cast in the last week. The glow may shine through thin objects such as containers.

16) Locate Object (500')
Range: 500'   *Duration: C (1 min/lvl)*
Caster visualises an object or place, and if an object or place matching that image is within 500', they know the exact direction and distance to it.

18) Detect Power (300')
Range: 300'   *Duration: C (1 min/lvl)*
Caster can tell the level of a person, magic item, or active spell within 300'. The caster cannot examine the level of active spells that they cannot see.

20) Locate Object (1 Mile)
Range: 1 mile   *Duration: C (1 min/lvl)*
Caster visualises an object or place, and if an object or place matching that image is within one mile, they know the exact direction and distance to it.

MAGE HAND

1) Rattle Object (1lb)
Range: 100'   *Duration: 1 rnd/lvl*
One object weighing up to 1lb shakes violently. Make a Spell Penetration check each round to force its wielder to drop it.

2) Holding Force (1lb)
Range: 100'   *Duration: 1 min/lvl*
A force of 1lb in strength resists all attempts to move the target unattended object, including gravity.

3) Moving Force (1lb)
Range: 100'   *Duration: C (1 min/lvl)*
A gentle force of 1lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

4) Rattle Object (5lb)
Range: 100'   *Duration: 1 rnd/lvl*
One object weighing up to 5lb shakes violently. Make a Spell Penetration check each round to force its wielder to drop it.

5) Holding Force (5lb)
Range: 100'   *Duration: 1 min/lvl*
A force of 5lb in strength resists all attempts to move the target unattended object, including gravity.

6) Moving Force (5lb)
Range: 100'   *Duration: C (1 min/lvl)*
A gentle force of 5lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

7) Rattle Object (25lb)
Range: 100'   *Duration: 1 rnd/lvl*
One object weighing up to 25lb shakes violently. Make a Spell Penetration check each round to force its wielder to drop it.

8) Holding Force (25lb)
Range: 100'   *Duration: 1 min/lvl*
A force of 25lb in strength resists all attempts to move the target unattended object, including gravity.

9) Rattle Object (50lb)
Range: 100'   *Duration: 1 rnd/lvl*
One object weighing up to 50lb shakes violently. Make a Spell Penetration check each round to force its wielder to drop it.

10) True Aim (+10)
Range: Touch   *Duration: C (1rnd)*
Any one missile attack made by the target during the round gets a +10 bonus to its attack roll.

11) Moving Force (25lb)
Range: 100'   *Duration: C (1 min/lvl)*
A gentle force of 25lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

12) Holding Force (50lb)
Range: 100'   *Duration: 1 min/lvl*
A force of 50lb in strength resists all attempts to move the target unattended object, including gravity.

13) Mass Rattle (5lb)
Range: 100'   *Duration: 1 rnd/lvl*
One object/level weighing up to 5lb shakes violently. Make a Spell Penetration check each round to force their wielders to drop them.

14) Moving Force (50lb)
Range: 100'   *Duration: C (1 min/lvl)*
A gentle force of 50lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

15) Holding Force (100lb)
Range: 100'   *Duration: 1 min/lvl*
A force of 100lb in strength resists all attempts to move the target unattended object, including gravity.

16) Fling Object (Small)   **W(S)**
Range: 10'   *Duration: Instant*
Caster may fling one unattended object within 10' at a target within 100'. Attack uses the Brawling table with a small size and does Blunt, Sharp or Piercing critical strikes depending on its shape.

17) Moving Force (100lb)
Range: 100'   *Duration: C (1 min/lvl)*
A gentle force of 100lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

19) Mass Rattle (25lb)
Range: 100'   *Duration: 1 rnd/lvl*
One object/level weighing up to 25lb shakes violently. Make a Spell Penetration check each round to force their wielders to drop them.

20) True Aim (+20)
Range: Touch   *Duration: C (1rnd)*
Any one missile attack made by the target during the round gets a +20 bonus to its attack roll.

RESIST ELEMENTS

1) Light Resistance (+2)

Range: 10'   *Duration: 1 min/lvl*

Target is immune to natural light and lightning, and gains a +2 bonus to save DCs and dodge bonuses against lightning based attacks.

2) Fire Resistance (+2)

Range: 10'   *Duration: 1 min/lvl*

Target is immune to natural fire and heat, and gains a +2 bonus to save DCs and dodge bonuses against fire/heat based attacks.

3) Cold Resistance (+2)

Range: 10'   *Duration: 1 min/lvl*

Target is immune to natural cold, and gains a +2 bonus to save DCs and dodge bonuses against cold/ice based attacks.

4) Light Resistance (+2, 10'r)

Range: 10'   *Duration: 1 min/lvl*

All targets in radius are immune to natural light and lightning, and gain a +2 bonus to save DCs and dodge bonuses against lightning based attacks.

5) Fire Resistance (+2, 10'r)

Range: 10'   *Duration: 1 min/lvl*

All targets in radius are immune to natural fire and heat, and gain a +2 bonus to save DCs and dodge bonuses against fire/heat based attacks.

6) Cold Resistance (+2, 10'r)

Range: 10'   *Duration: 1 min/lvl*

All targets in radius are immune to natural cold, and gains a +2 bonus to save DCs and dodge bonuses against cold/ice based attacks.

8) Light Resistance (+4)

Range: 10'   *Duration: 1 min/lvl*

Target is immune to natural light and lightning, and gains a +4 bonus to save DCs and dodge bonuses against lightning based attacks.

9) Fire Resistance (+4)

Range: 10'   *Duration: 1 min/lvl*

Target is immune to natural fire and heat, and gains a +4 bonus to save DCs and dodge bonuses against fire/heat based attacks.

10) Cold Resistance (+4)

Range: 10'   *Duration: 1 min/lvl*

Target is immune to natural cold, and gains a +4 bonus to save DCs and dodge bonuses against cold/ice based attacks.

11) Light Resistance (+4, 10'r)

Range: 10'   *Duration: 1 min/lvl*

All targets in radius are immune to natural light and lightning, and gain a +4 bonus to save DCs and dodge bonuses against lightning based attacks.

12) Fire Resistance (+4, 10'r)

Range: 10'   *Duration: 1 min/lvl*

All targets in radius are immune to natural fire and heat, and gain a +4 bonus to save DCs and dodge bonuses against fire/heat based attacks.

13) Cold Resistance (+4, 10'r)

Range: 10'   *Duration: 1 min/lvl*

All targets in radius are immune to natural cold, and gains a +4 bonus to save DCs and dodge bonuses against cold/ice based attacks.

15) Light Armour

Range: 10'   *Duration: 1 min/lvl*

Target is immune to natural light and lightning, and gains a +4 bonus to save DCs and dodge bonuses against lightning based attacks. Additionally, target also takes half damage from lightning based attacks and reduces all lightning critical strikes by one level of severity.

17) Fire Armour

Range: 10'   *Duration: 1 min/lvl*

Target is immune to natural heat and fire, and gains a +4 bonus to save DCs and dodge bonuses against heat/fire based attacks. Additionally, target also takes half damage from heat/fire based attacks and reduces all fire critical strikes by one level of severity.

19) Cold Armour

Range: 10'   *Duration: 1 min/lvl*

Target is immune to natural cold, and gains a +4 bonus to save DCs and dodge bonuses against cold/ice based attacks. Additionally, target also takes half damage from cold/ice based attacks and reduces all cold critical strikes by one level of severity.

SCROLL WRITING

(COMMON ARCANE PATH)

1) Advance Preparation

Range: Self   *Duration: See below*

When cast alongside another spell, this spell allows that spell to be readied so that it can be cast at a later time with no preparation rounds. The caster may not cast any other spells until the readied spell has been cast, and this spell costs an amount of mana equal to the level of the spell being readied.

3) Write Scroll (1st)

Range: Touch   *Duration: Instant*

This spell allows the caster to write a 1st level spell onto a blank scroll so that it can be used later. The caster must be able to cast the spell that is being written.

6) Write Scroll (2nd)

Range: Touch   *Duration: Instant*

This spell allows the caster to write a 2st level spell onto a blank scroll so that it can be used later. The caster must be able to cast the spell that is being written.

8) Write Scroll (3rd)

Range: Touch   *Duration: Instant*

This spell allows the caster to write a 3rd level spell onto a blank scroll so that it can be used later. The caster must be able to cast the spell that is being written.

10) Write Scroll (5th)

Range: Touch   *Duration: Instant*

This spell allows the caster to write a 5th level spell onto a blank scroll so that it can be used later. The caster must be able to cast the spell that is being written.

11) Symbol of Stunning

Range: Touch   *Duration: Permanent*

Inscribes a symbol, which dazes the target for 5 minutes per excess point of penetration check.

12) Write Scroll (6th)

Range: Touch   *Duration: Instant*

This spell allows the caster to write a 6th level spell onto a blank scroll so that it can be used later. The caster must be able to cast the spell that is being written.

13) Symbol of Fear

Range: Touch   *Duration: Permanent*

Inscribes a symbol, which causes the target to flee for 1 minute per excess point of penetration check.

14) Write Scroll (7th)

Range: Touch   *Duration: Instant*

This spell allows the caster to write a 7th level spell onto a blank scroll so that it can be used later. The caster must be able to cast the spell that is being written.

15) Symbol of Sleep

Range: Touch   *Duration: Permanent*

Inscribes a symbol, which causes the target to fall asleep for 5 minutes per excess point of penetration check. The target cannot be awakened by non-magical means.

16) Write Scroll (8th)

Range: Touch   *Duration: Instant*

This spell allows the caster to write an 8th level spell onto a blank scroll so that it can be used later. The caster must be able to cast the spell that is being written.

17) Symbol of Blinding

Range: Touch   *Duration: Permanent*

Inscribes a symbol, which blinds the target for 30 minutes per excess point of penetration check.

18) Write Scroll (9th)

Range: Touch   *Duration: Instant*

This spell allows the caster to write a 9th level spell onto a blank scroll so that it can be used later. The caster must be able to cast the spell that is being written.

19) Symbol of Paralysis

Range: Touch   *Duration: Permanent*

Inscribes a symbol, which paralyses the target for 30 minutes per excess point of penetration check.

20) Write Scroll (10th)

Range: Touch   *Duration: Instant*

This spell allows the caster to write a 10th level spell onto a blank scroll so that it can be used later. The caster must be able to cast the spell that is being written.

SIMPLE CONJURING

1) Ventriloquism

Range: 100'   *Duration: C*

Caster's voice comes from any location in 100' that the caster can see.

2) Conjure Sound or Light

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile visual scene or a simple immobile set of repeating or constant sounds in a 10' radius.

3) Conjure Taste or Smell

Range: 100'   *Duration: 10 mins/lvl*

Creates a simple immobile set of smells or tastes in a 10' radius.

4) Conjuration (2 aspect)

Range: 100'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of two conjured aspects.

5) Illusion (1 aspect)   **W(S)**

Range: 100'   *Duration: 1 min/lvl*

Creates an illusionary object or creature that fits in a 10' radius and consists of one conjured aspect.

7) Delayed Conjure (1 aspect)

Range: 100'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of one conjured aspect. The scene may be delayed for up to 24 hours.

8) Conjuration (3 aspect)

Range: 100'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of three conjured aspects.

9) Illusion (2 aspect)   **W(S)**

Range: 100'   *Duration: 1 min/lvl*

Creates an illusionary object or creature that fits in a 10' radius and consists of two conjured aspects.

10) Delayed Illusion (1 aspect)   **W(S)**

Range: 100'   *Duration: 1 min/lvl*

Creates an illusionary object or creature that fits in a 10' radius and consists of one conjured aspect. The appearance may be delayed for up to 24 hours.

11) Delayed Conjure (2 aspect)

Range: 100'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of two conjured aspects. The scene may be delayed for up to 24 hours.

12) Illusion (3 aspect)   **W(S)**

Range: 100'   *Duration: 1 min/lvl*

Creates an illusionary object or creature that fits in a 10' radius and consists of three conjured aspects.

13) Conjuration (5 aspect)

Range: 100'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of five conjured aspects.

14) Delayed Conjure (3 aspect)

Range: 100'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of three conjured aspects. The scene may be delayed for up to 24 hours.

15) Delayed Illusion (2 aspect)   **W(S)**

Range: 100'   *Duration: 1 min/lvl*

Creates an illusionary object or creature that fits in a 10' radius and consists of two conjured aspects. The appearance may be delayed for up to 24 hours.

17) Illusion (4 aspect)   **W(S)**

Range: 100'   *Duration: 1 min/lvl*

Creates an illusionary object or creature that fits in a 10' radius and consists of four conjured aspects.

19) Conjuration (7 aspect)

Range: 100'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of seven conjured aspects.

20) Delayed Conjure (5 aspect)

Range: 100'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of five conjured aspects. The scene may be delayed for up to 24 hours.

SPELL PROTECTION   (COMMON ARCANE PATH)

1) Resist Magic +1

Range: 10'   *Duration: 1 min/lvl*

Gives the target a +1 bonus to Arcane, Divine and Psychic save DCs, and a +1 dodge bonus against weapon-like spells.

3) Resist Magic +1 (10'r)

Range: 10'   *Duration: 1 min/lvl*

Gives all creatures within a 10' radius of the target a +1 bonus to Arcane, Divine and Psychic save DCs, and a +1 dodge bonus against weapon-like spells.

5) Resist Magic +2

Range: 10'   *Duration: 1 min/lvl*

Gives the target a +2 bonus to Arcane, Divine and Psychic save DCs, and a +2 dodge bonus against weapon-like spells.

7) Resist Magic +2 (10'r)

Range: 10'   *Duration: 1 min/lvl*

Gives all creatures within a 10' radius of the target a +1 bonus to Arcane, Divine and Psychic save DCs, and a +1 dodge bonus against weapon-like spells.

8) Arcane Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their Arcane save DC and a +2 dodge bonus against Arcane weapon-like spells. The caster can (without losing concentration) "parry" one Arcane spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

10) Psychic Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their Psychic save DC and a +2 dodge bonus against Psychic weapon-like spells. The caster can (without losing concentration) "parry" one Psychic spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

11) Resist Magic +3

Range: 10'   *Duration: 1 min/lvl*

Gives the target a +3 bonus to Arcane, Divine and Psychic save DCs, and a +3 dodge bonus against weapon-like spells.

12) Divine Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their Divine save DC and a +2 dodge bonus against Divine weapon-like spells. The caster can (without losing concentration) "parry" one Divine spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

14) Dual Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their save DCs vs spells of any two spheres of magic (chosen at time of casting) and a +2 dodge bonus against weapon-like spells from those spheres. The caster can (without losing concentration) "parry" one spell from one of the chosen spheres per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

15) Resist Magic +4

Range: 10'   *Duration: 1 min/lvl*

Gives the target a +4 bonus to Arcane, Divine and Psychic save DCs, and a +4 dodge bonus against weapon-like spells.

18) Magic Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their save DCs vs spells of all three spheres of magic and a +2 dodge bonus against weapon-like spells. The caster can (without losing concentration) "parry" one spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

19) Resist Magic +5

Range: 10'   *Duration: 1 min/lvl*

Gives the target a +4 bonus to Arcane, Divine and Psychic save DCs, and a +4 dodge bonus against weapon-like spells.

20) Arcane Immunity

Range: 100'   *Duration: C*

Gives the target a +10 bonus to their Arcane save DC and a +10 dodge bonus against Arcane weapon-like spells.

ARCANE CONTROL

1) Advance Preparation

Range: Self   *Duration: See below*

When cast alongside another spell, this spell allows that spell to be readied so that it can be cast at a later time with no preparation rounds. The caster may not cast any other spells until the readied spell has been cast, and this spell costs an amount of mana equal to the level of the spell being readied.

5) Delay Spell (1 rnd)   **S**

Range: 100'   *Duration: 1 rnd*

If the caster of this spell can make a spell penetration check against a target caster who is in the process of casting a spell, the target's spell has its effect delayed by 1 round. If the target of the delayed spell moves more than 20' during the round then the target caster's spell affects a random target within 20' of the point that spells original target was at instead, with a -4 modifier to the spell penetration check (or a -6 penalty to the to-hit check if it was a weapon-like spell).

8) Deflect Spell (-1)   **S**

Range: 100'   *Duration: 1 rnd*

If the caster of this spell can make a spell penetration check against a target caster who is in the process of casting a weapon-like spell, the target's spell is deflected causing its to-hit roll to be penalised by -1 per point by which the spell penetration check for this spell succeeds.

10) Reflect Spell   **S**

Range: 100'   *Duration: 1 rnd*

If the caster of this spell can make a spell penetration check with a -4 penalty against a target caster who is in the process of casting a weapon-like spell, the target's spell is reflected back on themselves, attacking with a +0 to-hit bonus.

11) Delay Spell (3 rnds)   **S**

Range: 100'   *Duration: 3 rnds*

If the caster of this spell can make a spell penetration check against a target caster who is in the process of casting a spell, the target's spell has its effect delayed by 3 rounds. If the target of the delayed spell moves more than 20' during those rounds then the target caster's spell affects a random target within 20' of the point that spells original target was at instead, with a -4 modifier to the spell penetration check (or a -6 penalty to the to-hit check if it was a weapon-like spell).

14) Delay Spell (5 rnds)   **S**

Range: 100'   *Duration: 5 rnds*

If the caster of this spell can make a spell penetration check against a target caster who is in the process of casting a spell, the target's spell has its effect delayed by 5 rounds. If the target of the delayed spell moves more than 20' during those rounds then the target caster's spell affects a random target within 20' of the point that spells original target was at instead, with a -4 modifier to the spell penetration check (or a -6 penalty to the to-hit check if it was a weapon-like spell).

15) Deflect Spell (-3)   **S**

Range: 100'   *Duration: 1 rnd*

If the caster of this spell can make a spell penetration check against a target caster who is in the process of casting a weapon-like spell, the target's spell is deflected causing its to-hit roll to be penalised by -3 per point by which the spell penetration check for this spell succeeds.

17) Delay Spell (10 rnds)   **S**

Range: 100'   *Duration: 10 rnds*

If the caster of this spell can make a spell penetration check against a target caster who is in the process of casting a spell, the target's spell has its effect delayed by 10 rounds. If the target of the delayed spell moves more than 20' during those rounds then the target caster's spell affects a random target within 20' of the point that spells original target was at instead, with a -4 modifier to the spell penetration check (or a -6 penalty to the to-hit check if it was a weapon-like spell).

20) Delay Spell (20 rnds)   **S**

Range: 100'   *Duration: 20 rnds*

If the caster of this spell can make a spell penetration check against a target caster who is in the process of casting a spell, the target's spell has its effect delayed by 20 rounds. If the target of the delayed spell moves more than 20' during those rounds then the target caster's spell affects a random target within 20' of the point that spells original target was at instead, with a -4 modifier to the spell penetration check (or a -6 penalty to the to-hit check if it was a weapon-like spell).

ARCANE DEFENCE   (ESOTERIC ARCANE PATH)

2) Force Shield   **S**

Range: Self   *Duration: 1 min/lvl*

Creates an invisible shield in front of the caster that acts as a normal shield (but does not stack with a normal shield if the caster is already wielding one).

3) Shimmer   **S**

Range: 10'   *Duration: 1 min/lvl*

Target appears to shimmer in a confusing manner that causes all attacks against them to take a -2 to-hit penalty.

5) Deflect 1 Missile   **S**

Range: 100'   *Duration: 1 rnd*

Any one missile attack that passes within range and that the caster can see is deflected and receives a -20 penalty on its to-hit roll.

7) Deflect 1 Blow   **S**

Range: 100'   *Duration: 1 rnd*

Any one melee attack within range that the caster can see is deflected and receives a -20 penalty on its to-hit roll.

9) Deflect 2 Missiles   **S**

Range: 100'   *Duration: 1 rnd*

Any two missile attacks that pass within range and that the caster can see are deflected and receive a -20 penalty on their to-hit rolls.

10) Stop 1 Missile   **S**

Range: 100'   *Duration: 1 rnd*

Any one missile attack that passes within range and that the caster can see is stopped in its tracks and falls harmlessly to the ground.

11) Deflect 2 Blows   **S**

Range: 100'   *Duration: 1 rnd*

Any two melee attacks within range that the caster can see are deflected and receive a -20 penalty on their to-hit rolls.

13) Deflect 3 Missiles   **S**

Range: 100'   *Duration: 1 rnd*

Any three missile attacks that pass within range and that the caster can see are deflected and receive a -20 penalty on their to-hit rolls.

15) Stop 2 Missiles   **S**

Range: 100'   *Duration: 1 rnd*

Any two missile attacks that pass within range and that the caster can see are stopped in their tracks and fall harmlessly to the ground.

17) Deflect 3 Blows   **S**

Range: 100'   *Duration: 1 rnd*

Any three melee attacks within range that the caster can see are deflected and receive a -20 penalty on their to-hit rolls.

19) Stop 3 Missiles   **S**

Range: 100'   *Duration: 1 rnd*

Any three missile attacks that pass within range and that the caster can see are stopped in their tracks and fall harmlessly to the ground.

20) Deflect Many Missiles   **S**

Range: 100'   *Duration: 1 rnd*

One missile attack per caster level that passes within range and that the caster can see is deflected and receives a -20 penalty on its to-hit rolls.

ARCANE ENHANCEMENT

3) Duration x2

Range: Self   *Duration: 3 rnds*

The next spell the caster casts (within the duration) will have its duration doubled, unless that spell has an instant or permanent duration. Spells that require concentration do not continue after the caster stops concentrating.

5) Range +50'

Range: Self   *Duration: 3 rnds*

The next spell the caster casts (within the duration) will have its range increased by 50', unless the spell has a self or touch range.

7) Duration x3

Range: Self   *Duration: 3 rnds*

The next spell the caster casts (within the duration) will have its duration tripled, unless that spell has an instant or permanent duration. Spells that require concentration do not continue after the caster stops concentrating.

10) Range +100'

Range: Self   *Duration: 3 rnds*

The next spell the caster casts (within the duration) will have its range increased by 100', unless the spell has a self or touch range.

11) Duration x4

Range: Self   *Duration: 3 rnds*

The next spell the caster casts (within the duration) will have its duration quadrupled, unless that spell has an instant or permanent duration. Spells that require concentration do not continue after the caster stops concentrating.

13) Range +150'

Range: Self   *Duration: 3 rnds*

The next spell the caster casts (within the duration) will have its range increased by 150', unless the spell has a self or touch range.

15) Range +200'

Range: Self   *Duration: 3 rnds*

The next spell the caster casts (within the duration) will have its range increased by 200', unless the spell has a self or touch range.

17) Range +300'

Range: Self   *Duration: 3 rnds*

The next spell the caster casts (within the duration) will have its range increased by 300', unless the spell has a self or touch range.

20) Range +500'

Range: Self   *Duration: 3 rnds*

The next spell the caster casts (within the duration) will have its range increased by 500', unless the spell has a self or touch range.

ARCANE SUMMONING

1) Find Familiar

Range: Touch   *Duration: Permanent*

When this spell is cast on a willing small non-magical animal (no bigger than a house cat) every day for a week, the animal becomes the caster's familiar. The caster and familiar magically understand each others speech, although the familiar retains its animal intelligence. Whenever the familiar is within 50' per caster level, either may share the senses of the other by concentrating. A caster may only have one familiar at a time. If either dies, the other takes a -5 penalty to all actions for two weeks.

3) Summon Animal (1 lvl)

Range: 100'   *Duration: C (1min)*

Summons a 1st level natural animal that will obey the caster for the duration of the spell and then disappear.

5) Summon Animal (2 lvls)

Range: 100'   *Duration: C (1min)*

Summons a total of 3 levels of natural animals that will all obey the caster for the duration of the spell and then disappear.

6) Control Demon (Type A)   **S**

Range: 10'/lvl   *Duration: C*

Caster controls a single type A demon. The demon will be resentful and will not communicate with the caster. The demon must leave when the caster stops concentrating.

7) Summon Animal (3 lvls)

Range: 100'   *Duration: C (1min)*

Summons a total of 3 levels of natural animals that will obey the caster for the duration of the spell and then disappear.

8) Summon Lesser Demon

Range: 10'/lvl   *Duration: Instant*

Caster summons a demon which takes two rounds to appear. The caster has no control over the demon. The type of demon that appears is based on a d20 roll:

1-12 = Type A
13-18 = Type B
19-20 = Type C

9) Summon Animal (5 lvls)

Range: 100'   *Duration: C (1min)*

Summons a total of 5 levels of natural animals that will obey the caster for the duration of the spell and then disappear.

10) Control Demon (Type B)   **S**

Range: 10'/lvl   *Duration: C*

Caster controls a single type B demon. The demon will be resentful and will not communicate with the caster. The demon must leave when the caster stops concentrating.

11) Summon Animal (10 lvls)

Range: 100'   *Duration: C (1min)*

Summons a total of 10 levels of natural animals that will all obey the caster for the duration of the spell and then disappear.

13) Control Demon (Type C)   **S**

Range: 10'/lvl   *Duration: C*

Caster controls a single type C demon. The demon will be resentful and will not communicate with the caster. The demon must leave when the caster stops concentrating.

15) Delayed Animal Summons

Range: 100'   *Duration: 1min*

Summons a total of 10 levels of natural animals that will appear up to 1 day per caster level in the future and carry out the orders the caster left for them for the duration of the spell and then disappear.

16) Summon Animal (20 lvls)

Range: 100'   *Duration: C (1min)*

Summons a total of 20 levels of natural animals that will all obey the caster for the duration of the spell and then disappear.

18) Summon Greater Demon

Range: 10'/lvl   *Duration: Instant*

Caster summons a demon which takes two rounds to appear. The caster has no control over the demon. The type of demon that appears is based on a d20 roll:

1-12 = Type C
13-17 = Type D
18-20 = Type E

20) Control Demon (Type D)   **S**

Range: 10'/lvl   *Duration: C*

Caster controls a single type D demon. The demon will be resentful and will not communicate with the caster. The demon must leave when the caster stops concentrating.

DISPEL MAGIC

2) Resist Arcane   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Arcane spells of which the caster is a target.

3) Resist Psychic   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Psychic spells of which the caster is a target.

4) Resist Divine   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Divine spells of which the caster is a target.

5) Dispel Arcane 10'r   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Arcane spells which are targeted within 10' of the caster, and a spell penetration check at -6 to cancel any existing Arcane spells in the area.

6) Dispel Psychic 10'r   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Psychic spells which are targeted within 10' of the caster, and a spell penetration check at -6 to cancel any existing Psychic spells in the area.

7) Dispel Divine 10'r   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Divine spells which are targeted within 10' of the caster, and a spell penetration check at -6 to cancel any existing Divine spells in the area.

10) Dispel Arcane 50'r   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Arcane spells which are targeted within 50' of the caster, and a spell penetration check at -6 to cancel any existing Arcane spells in the area.

11) Dispel Psychic 50'r   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Psychic spells which are targeted within 50' of the caster, and a spell penetration check at -6 to cancel any existing Psychic spells in the area.

12) Dispel Divine 50'r   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Divine spells which are targeted within 50' of the caster, and a spell penetration check at -6 to cancel any existing Divine spells in the area.

14) Dispel Arcane 100'r   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Arcane spells which are targeted within 100' of the caster, and a spell penetration check at -6 to cancel any existing Arcane spells in the area.

15) Dispel Psychic 100'r   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Psychic spells which are targeted within 100' of the caster, and a spell penetration check at -6 to cancel any existing Psychic spells in the area.

16) Dispel Divine 100'r   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming Divine spells which are targeted within 100' of the caster, and a spell penetration check at -6 to cancel any existing Divine spells in the area.

17) Depower Arcane
Range: 100'   *Duration: C*
Target Arcane caster loses all mana.

18) Depower Psychic
Range: 100'   *Duration: C*
Target Psychic caster loses all mana.

19) Depower Divine
Range: 100'   *Duration: C*
Target Divine caster loses all mana.

20) Dispel Magic 10'r   **S**
Range: Self   *Duration: C*
Caster may make a spell penetration check to cancel any incoming spells which are targeted within 10' of the caster, and a spell penetration check at -6 to cancel any existing spells in the area.

ENCHANTMENTS
(ESOTERIC ARCANE PATH)

1) Sleep (5 lvls)
Range: 100'   *Duration: Instant*
Causes one or more visible targets whose levels total 5 or less to fall asleep. Targets may be woken as normal.

2) Charm Person
Range: 100'   *Duration: 1 hr/lvl*
Causes the target person to believe that the caster is a good friend.

3) Sleep (7 lvls)
Range: 100'   *Duration: Instant*
Causes one or more visible targets whose levels total 7 or less to fall asleep. Targets may be woken as normal.

4) Indecision
Range: 100'   *Duration: See Text*
Causes the target to become unable to make decisions for 1 round per excess point of penetration check. The target will continue to fight a foe they are currently engaged with and will respond in self-defence against new foes, but will not otherwise take any action.

5) Suggestion
Range: 10'   *Duration: See below*
Causes the target to perform a single suggested act that they would otherwise not be violently opposed to performing.

6) Sleep (10 lvls)
Range: 100'   *Duration: Instant*
Causes one or more visible targets whose levels total 10 or less to fall asleep. Targets may be woken as normal.

7) Hold Person
Range: 100'   *Duration: C*
Causes the target person to be Slowed.

8) Mind Control
Range: 50'   *Duration: 10 mins/lvl*
Causes the target to obey any verbal commands from the caster that they would otherwise not be violently opposed to performing.

9) Sleep (20 lvls)
Range: 100'   *Duration: Instant*
Causes one or more visible targets whose levels total 20 or less to fall asleep. Targets may be woken as normal.

10) Charm Monster
Range: 100'   *Duration: 1 hr/lvl*
Causes the target foe to believe that the caster is a good friend.

12) Power Word: Daze   **S**
Range: 50'   *Duration: See Text*
Causes the target to be Dazed for 1 round per two excess points of penetration check.

13) Power Word: Pain   **S**
Range: 50'   *Duration: Instant*
Causes the target to lose half their current hit points.

14) Hold Monster
Range: 100'   *Duration: C*
Causes the target to be Slowed.

15) Power Word: Sleep   **S**
Range: 50'   *Duration: Instant*
Causes the target to fall asleep. Target may be woken as normal.

16) Power Word: Discord   **S**
Range: 50'   *Duration: See Text*
Causes the target to disagree with everyone and refuse to cooperate with anyone for 1 day per two excess points of penetration check.

17) Power Word: Submit   **S**
Range: 50'   *Duration: C*
Causes the target to approach the caster and kneel before them. Target will fight if necessary to reach the caster.

18) Triggered Power Word
Range: 50'   *Duration: 1 day/lvl*
As any of the lower level power words, but the effect doesn't happen until the target senses a particular thing (an image, sound, word, smell, etc.) chosen by the caster.

19) Power Word: Kill   **S**
Range: 50'   *Duration: Instant*
Causes the target to take an 'E' critical on a table of the caster's choice.

HASTE

1) Jog (1 target)   **S**
Range: 10'   *Duration: 10 mins/lvl*
Target can run at 2x normal walking speed without tiring. If the target stops before the duration is up, the spell ends prematurely.

2) Speed (1 round)   **S**
Range: 10'   *Duration: 1 rnd*
Target is Hasted for one round, but then Slowed for the following round.

4) Speed (2 rounds)   **S**
Range: 10'   *Duration: 2 rnds total*
One or more targets are Hasted for a total of two rounds split between them, but then each is Slowed for as many rounds as they were Hasted for.

5) Run (1 target)   **S**
Range: 10'   *Duration: 10 mins/lvl*
Target can run at 3x normal walking speed without tiring. If the target stops before the duration is up, the spell ends prematurely.

6) Haste (1 round)   **S**
Range: 10'   *Duration: 1 rnd*
Target is Hasted for one round.

7) Speed (3 rounds)   **S**
Range: 10'   *Duration: 3 rnds total*
One or more targets are Hasted for a total of three rounds split between them, but then each is Slowed for as many rounds as they were Hasted for.

8) Haste (2 rounds)   **S**
Range: 10'   *Duration: 2 rnds total*
One or more targets are Hasted for a total of two rounds split between them.

9) Sprint (1 target)   **S**
Range: 10'   *Duration: 10 mins/lvl*
Target can run at 4x normal walking speed without tiring. If the target stops before the duration is up, the spell ends prematurely.

10) Speed (5 rounds)   **S**
Range: 10'   *Duration: 3 rnds total*
One or more targets are Hasted for a total of five rounds split between them, but then each is Slowed for as many rounds as they were Hasted for.

11) Jog (3 targets)   **S**
Range: 10'   *Duration: 10 mins/lvl*
Targets can run at 2x normal walking speed without tiring. If any target stops before the duration is up, the spell ends prematurely for that target.

12) Haste (3 rounds)   **S**
Range: 10'   *Duration: 3 rnds total*
One or more targets are Hasted for a total of three rounds between them.

14) Run (3 targets)   **S**
Range: 10'   *Duration: 10 mins/lvl*
Targets can run at 3x normal walking speed without tiring. If any target stops before the duration is up, the spell ends prematurely for that target.

15) Haste (5 rounds)   **S**
Range: 10'   *Duration: 5 rnds total*
One or more targets are Hasted for a total of five rounds split between them.

16) Jog (5 targets)   **S**
Range: 10'   *Duration: 10 mins/lvl*
Targets can run at 2x normal walking speed without tiring. If any target stops before the duration is up, the spell ends prematurely for that target.

17) Speed (10 rounds)   **S**
Range: 10'   *Duration: 10 rnds total*
One or more targets are Hasted for a total of ten rounds split between them, but then each is Slowed for as many rounds as they were Hasted for.

18) Run (5 targets)   **S**
Range: 10'   *Duration: 10 mins/lvl*
Targets can run at 3x normal walking speed without tiring. If any target stops before the duration is up, the spell ends prematurely for that target.

20) Haste (10 rounds)   **S**
Range: 10'   *Duration: 10 rnds total*
One or more targets are Hasted for a total of ten rounds between them.

APPENDIX IV – ARCANE SPELL PATHS

INVISIBILITY (ESOTERIC ARCANE PATH)

1) Invisibility (1 object)
Range: 10'   *Duration: 24 hrs*
One object or creature (without clothes or equipment) becomes invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

4) Invisibility (1 object, 1'r)
Range: 10'   *Duration: 24 hrs*
One object or creature and everything that is entirely within 1' of it becomes invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

6) Invisibility (1 object, up to 1'r)
Range: 10'   *Duration: 24 hrs*
One object or creature and any other objects at the caster's discretion that are entirely within 1' of it become invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

8) Invisibility (1 object, 10'r)
Range: 10'   *Duration: 24 hrs*
One object or creature and everything that is entirely within 10' of it becomes invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

10) Invisibility (3 objects)
Range: 10'   *Duration: 24 hrs*
Three objects or creatures (without clothes or equipment) become invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

11) Invisibility (1 object, up to 10'r)
Range: 10'   *Duration: 24 hrs*
One object or creature and any other objects at the caster's discretion that are entirely within 10' of it become invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

13) Invisibility (5 objects)
Range: 10'   *Duration: 24 hrs*
Five objects or creatures (without clothes or equipment) become invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

15) Invisibility (2 objects, 1'r)
Range: 10'   *Duration: 24 hrs*
Two objects or creatures and everything that is entirely within 1' of one of them become invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

17) Invisibility (10 objects)
Range: 10'   *Duration: 24 hrs*
Ten objects or creatures (without clothes or equipment) become invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

18) Invisibility (2 objects, up to 10'r)
Range: 10'   *Duration: 24 hrs*
Two objects or creatures and any other objects at the caster's discretion that are entirely within 10' of one of them become invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

20) Invisibility (1 obj, up to 20')
Range: 10'   *Duration: 24 hrs*
One object or creature and any other objects at the caster's discretion that are entirely within 20' of it become invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

MYSTIC MOVEMENT

1) Jump   **S**

Range: 100'   *Duration: 1 rnd*

Target may make a 50' long or 20' high jump.

2) Feather Fall   **S**

Range: 100'   *Duration: 1 rnd*

Target can land after a fall as if the fall were 20' per caster level less than it actually is.

3) Dimension Door (100')

Range: 10'   *Duration: Instant*

Object or willing creature is teleported up to 100' providing there is nothing partially or wholly blocking their way.

4) Levitate

Range: 10'   *Duration: 1 min/lvl*

Target may move vertically at 10'/round and hover in place.

5) Fly (75'/rnd)

Range: 10'   *Duration: 1 min/lvl*

Target may fly at a speed of 75'/rnd (5mph).

6) Phase Door (3')

Range: Touch   *Duration: 1 rnd/lvl*

A 6'x3' door opens in any solid surface up to 3' thick.

7) Fly (150'/rnd)

Range: 10'   *Duration: 1 min/lvl*

Target may fly at a speed of 150'/rnd (10mph).

8) Teleport (100')

Range: 10'   *Duration: Instant*

Object or willing creature is teleported up to 100' including through barriers. If the intended destination (specified in terms of absolute distance and direction) is not empty, the spell fails.

9) Dimension Door (300')

Range: 10'   *Duration: Instant*

Object or willing creature is teleported up to 300' providing there is nothing partially or wholly blocking their way.

10) Long Teleport (1 target)

Range: 10'   *Duration: Instant*

Object or willing creature is teleported up to 10 miles per level of the caster to a named location to which the caster has been before. The chance of missing is the same as for Long Teleport (10 targets).

11) Fly (300'/rnd)

Range: 10'   *Duration: 1 min/lvl*

Target may fly at a speed of 300'/rnd (20mph).

12) Teleport (300')

Range: 10'   *Duration: Instant*

Object or willing creature is teleported up to 300' including through barriers. If the intended destination (specified in terms of absolute distance and direction) is not empty, the spell fails.

13) Long Teleport (3 targets)

Range: 10'   *Duration: Instant*

Three objects or willing creatures are teleported up to 10 miles per level of the caster to a named location to which the caster has been before. The chance of missing is the same as for Long Teleport (10 targets).

14) Phase Door (5'/lvl)

Range: Touch   *Duration: 1 rnd/lvl*

A 6'x3' door opens in any solid surface up to 5' thick per level.

15) Teleport (500')

Range: 10'   *Duration: Instant*

Object or willing creature is teleported up to 500' including through barriers. If the intended destination (specified in terms of absolute distance and direction) is not empty, the spell fails.

16) Long Teleport (5 targets)

Range: 10'   *Duration: Instant*

Five objects or willing creatures are teleported up to 10 miles per level of the caster to a named location to which the caster has been before. The chance of missing is the same as for Long Teleport (10 targets).

17) Fly (450'/rnd)

Range: 10'   *Duration: 1 min/lvl*

Target may fly at a speed of 450'/rnd (30mph).

18) Long Teleport (10 targets)

Range: 10'   *Duration: Instant*

Ten objects or willing creatures are teleported up to 10 miles per level of the caster to a named location to which the caster has been before. The chance of missing and arriving 1d100 yards away from the intended location is:

     Lived in for 1 year = 0%

     Lived in for 1 week = 1%

     Studied for 1 day = 10%

     Visited for 1 hour = 25%

     Passed Through = 50%

POLYMORPH   (ESOTERIC ARCANE PATH)

1) Shrink Self

Range: Caster   *Duration: 1 min/lvl*

Caster shrinks to half their normal height, but this does not affect their ability scores.

2) Grow Self

Range: Caster   *Duration: 1 min/lvl*

Caster grows to twice their normal height, but this does nor affect their ability scores.

3) Study Target

Range: 100'   *Duration: Instant*

Caster studies one target within range and memorises their current form and appearance for future castings of Disguise And Shapechange.

5) Alter Person

Range: 10'   *Duration: 10 mins/lvl*

Target's form changes to that of a humanoid species/age/gender combination of the caster's choosing. Specific individuals may not be imitated using this spell. This does not affect the target's ability scores.

7) Shrink Other

Range: 10'   *Duration: 10 mins/lvl*

Target shrinks to half their normal height, but this does nor affect their ability scores.

10) Grow Other

Range: 10'   *Duration: 10 mins/lvl*

Target grows to twice their normal height, but this does not affect their ability scores.

11) Polymorph

Range: 10'   *Duration: 10 mins/lvl*

Target's form changes to that of any species/age/gender combination of the caster's choosing providing it is between half and twice their current mass and it can survive in the target's current environment. Specific individuals may not be imitated using this spell. The target's ability scores do not change, and they do not get any special abilities of their new form other than grossly physical ones such as using wings to fly or using gills to breathe in water.

13) Disguise

Range: 10'   *Duration: 10 mins/lvl*

Target's form changes to that of any species/age/gender combination of the caster's choosing providing it is between half and twice their current mass and it can survive in the target's current environment. Specific individuals may be imitated using this spell, providing the caster has previously cast the Study Target spell on them. The target's ability scores do not change, and they do not get any special abilities of their new form other than grossly physical ones such as using wings to fly or using gills to breathe in water.

15) Shapechange

Range: Caster   *Duration: 10 mins/lvl*

Caster's form changes to that of any species/age/gender combination of their choosing providing it is between half and twice their current mass and it can survive in their current environment. Specific individuals may be imitated using this spell, providing the caster has previously cast the Study Target spell on them. The caster's ability scores do not change, and they do not get any special abilities of their new form other than grossly physical ones such as using wings to fly or using gills to breathe in water. Additionally, the caster may change to a different form at any time by concentrating for one round.

17) Merge

Range: 10'   *Duration: C (1 hr/lvl)*

Target may merge themselves into any solid material (rock, earth, wood, etc.) that is large enough to hold them. While merged, the target may not take any actions but is aware of their surroundings. If the target stops concentrating then they emerge and the spell ends.

20) Phasing

Range: 10'   *Duration: 1 min/lvl*

Target may move through any non-moving inanimate material as if wading through water. The target does not leave a hole behind them, and this spell can not be used to provide immunity to moving objects such as weapons.

Appendix V – Divine Spell Paths

Control Weather

1) Detect Temperature

Range: Self   *Duration: C*

Caster can tell the exact temperature of the air around them.

2) Predict Rain (1 day)

Range: Self   *Duration: Instant*

Caster can tell when rain will fall in their current location over the next 24 hours, with an accuracy of +/-15 minutes.

4) Predict Storms (1 day)

Range: Self   *Duration: Instant*

Caster can tell when natural storms will occur in their current location over the next 24 hours, with an accuracy of +/-15 minutes.

5) Predict Weather (1 day)

Range: Self   *Duration: Instant*

Caster can tell what natural weather will occur in their current location over the course of the next 24 hours, with an accuracy of +/-15 minutes.

7) Gust of Wind

Range: Self   *Duration: 1 rnd/lvl*

Creates a strong wind to blow in a 10' radius around the caster. The wind will disperse gasses and give missile attacks a -6 penalty on their attack rolls.

8) Obscuring Mist

Range: Self   *Duration: 1 rnd/lvl*

Creates a heavy mist around the caster stretching to a 10' radius per caster level. The mist obscures vision and gives a -10 penalty to all missile attacks.

10) Predict Weather (3 days)

Range: Self   *Duration: Instant*

Caster can tell what natural weather will occur in their current location over the course of the next three days, with an accuracy of +/-15 minutes.

11) Create Rain

Range: Self   *Duration: 1 min/lvl*

Causes heavy rain (or snow if the temperature is low enough) to fall around the caster in a 10' radius per caster level. All Spot checks and missile attacks directed into the area from outside it take a -5 penalty.

13) Predict Weather (5 days)

Range: Self   *Duration: Instant*

Caster can tell what natural weather will occur in their current location over course of the next five days, with an accuracy of +/-15 minutes.

15) Control Winds

Range: Self   *Duration: C (1 min/lvl)*

Caster can control the direction and speed of winds in a 50' radius per level around themselves. Any wind direction can be chosen, and any winds speed can be chosen from still to 1mph per caster level. Each 5mph of wind gives a -1 penalty on missile attacks.

18) Clear Skies

Range: Self   *Duration: 1 min/lvl*

All cloud, mist and fog within a 1 mile radius per caster level is banished for the duration. This spell does not affect the wind.

19) Predict Weather (30 days)

Range: Self   *Duration: Instant*

Caster can tell what natural weather will occur in their current location over the course of the next thirty days, with an accuracy of +/-15 minutes.

20) Create Downpour

Range: Self   *Duration: 1 min/lvl*

Causes a torrential downpour (or snowstorm if the temperature is low enough) to fall around the caster in a 1 mile radius per caster level. All Spot checks in the area take a -5 penalty, and all missile attacks in the area take a -15 penalty.

DIVINE HEALTH

1) Halt Disease

Range: 10'   *Duration: Permanent*

Stops the spread of disease in an individual. The disease can not get worse, and will not infect others. The existing state of the disease is not cured.

3) Halt Poison

Range: 10'   *Duration: Permanent*

Stops the spread of poison in an individual. The poisoning can not get worse. The existing state of poisoning is not cured.

4) Resist Disease (2 rolls)

Range: 10'   *Duration: 1 min/lvl*

Any disease attacking the target must make two penetration rolls and use the lower result.

5) Resist Poison (2 rolls)

Range: 10'   *Duration: 1 min/lvl*

Any poison attacking the target must make two penetration rolls and use the lower result.

8) Resist Disease (3 rolls)

Range: 10'   *Duration: 1 min/lvl*

Any disease attacking the target must make three penetration rolls and use the lower result.

9) Resist Poison (3 rolls)

Range: 10'   *Duration: 1 min/lvl*

Any poison attacking the target must make three penetration rolls and use the lower result.

10) Cure Mental Disease

Range: 10'   *Duration: Instant*

Target is cured of any mental disease. The disease slowly fades over the course of 5d10 days.

11) Resist Disease (4 rolls)

Range: 10'   *Duration: 1 min/lvl*

Any disease attacking the target must make four penetration rolls and use the lower result.

12) Resist Poison (4 rolls)

Range: 10'   *Duration: 1 min/lvl*

Any poison attacking the target must make four penetration rolls and use the lower result.

14) Cure Disease

Range: 10'   *Duration: Instant*

Target is cured of a single disease.

15) Cure Poison

Range: 10'   *Duration: Instant*

Target is cured of a single poison.

18) Mass Cure Disease

Range: 100'   *Duration: Instant*

One target per caster level within ranger is cured of a single disease.

19) Mass Cure Poison

Range: 100'   *Duration: Instant*

One target per caster level within ranger is cured of a single poison.

20) Cure Mental Disease (Instant)

Range: 10'   *Duration: Instant*

Target is instantly cured of any mental disease.

DIVINE INSIGHT

1) Detect Divine

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any active divine spell or any item containing a divine spell. The glow may shine through thin objects such as containers.

2) Detect Arcane

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any active arcane spell or any item containing an arcane spell. The glow may shine through thin objects such as containers.

3) Detect Psychic

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any active psychic spell or any item containing a psychic spell. The glow may shine through thin objects such as containers.

4) Detect Life

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any living creature. The glow may shine through thin objects such as clothing or armour.

5) Detect Curses

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any active curse or any cursed item. The glow may shine through thin objects such as containers. The Game Master must determine what counts as a 'curse' in their setting for purposes of this spell.

6) Detect Undead

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any undead creature. The glow may shine through thin objects such as clothing or armour.

7) Detect Traps

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any mechanical or magical trap. Each trap in the area has a 75% chance of being detected by this spell.

8) Life Insight

Range: 50'   *Duration: Instant*

Caster can tell the age, species and current state of health of each visible living target within 50'.

9) Detect Invisible

Range: 100'   *Duration: C (1 min/lvl)*

Caster can see a glow around any active invisibility effect. The caster may attack the invisible creature while concentrating on this spell, but at a -10 penalty.

10) Magical Insight 50'

Range: 50'   *Duration: C (1 min/lvl)*

Caster can tell the level of a single spell caster, magic item, or active spell they look at within 50'. The caster cannot examine the level of active spells that they cannot see.

11) Poison Insight

Range: 50'   *Duration: C (1 min/lvl)*

Caster can tell the attack bonus and effects of each poison on a single target object or in a single target creature they look at within 50'.

13) Sphere Insight

Range: 50'   *Duration: C (1 min/lvl)*

Caster can tell the profession of each spell caster, or sphere of each magic item or active spell they look at within 50'. The caster cannot examine the sphere of active spells that they cannot see.

15) Detect Spell Remains

Range: 50'   *Duration: C (1 min/lvl)*

Caster can tell which spells have been cast in the area within 50' of them over the course of the past week.

17) Magical Insight 500'

Range: 500'   *Duration: C (1 min/lvl)*

Caster can tell the level of all spell casters, magic items, and active spells they look at within a 50' radius up to 500' away. The caster cannot examine the level of active spells that they cannot see.

18) Locate Object 300'

Range: 300'   *Duration: C (1 min/lvl)*

Caster visualises an object or place, and if an object or place matching that image is within 300', they know the exact direction and distance to it.

20) Curse Insight

Range: 50'   *Duration: Instant*

Caster can tell the level, effect, and cure requirements of any single active curse or cursed item that they can see within 50'.

DIVINE WALLS

2) Wall of Air

Range: 50'   *Duration: C*

Creates a wall of turbulent air up to 10'x10'x3'. Movement through the wall is halved, and attacks through it take a -10 penalty.

4) Wall of Water

Range: 50'   *Duration: C*

Creates a wall of turbulent water up to 10'x10'x1'. Movement through the wall is halved, and attacks through it take a -10 penalty.

5) Wall of Wood

Range: 50'   *Duration: 1 min/lvl*

Creates a wall of solid wood up to 10'x20'x2'. It takes 20 rounds to hack through, or 50 hit points of fire damage to burn a hole through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

7) Wall of Earth

Range: 50'   *Duration: 1 min/lvl*

Creates a wall of densely packed earth up to 10'x20'x3'. It takes 10 rounds to hack through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

8) Wall of Ice

Range 50'   *Duration: Instant*

Creates a wall of ice up to 10'x20'x2'. It takes 50 rounds to hack through, or 100 hit points of fire damage to burn a hole through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

10) Instant Pit

Range: 50'   *Duration: Instant*

Instantly digs a 500 cubic foot pit in stone or 1000 cubic foot pit in earth or ice. The entire pit must be within the spell's range.

11) Lasting Wall of Air

Range: 50'   *Duration: 1 min/lvl*

Creates a wall of turbulent air up to 10'x10'x3'. Movement through the wall is halved, and attacks through it take a -10 penalty.

12) Wall of Stone

Range: 50'   *Duration: 1 min/lvl*

Creates a wall of solid stone up to 10'x20'x1'. It takes 200 rounds to hack through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

13) Lasting Wall of Water

Range: 50'   *Duration: 1 min/lvl*

Creates a wall of turbulent water up to 10'x10'x1'. Movement through the wall is halved, and attacks through it take a -10 penalty.

15) Lasting Wall of Wood

Range: 50'   *Duration: Instant*

Creates a wall of solid wood up to 10'x20'x2'. It takes 20 rounds to hack through, or 50 hit points of fire damage to burn a hole through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

17) Lasting Wall of Earth

Range: 50'   *Duration: Instant*

Creates a wall of densely packed earth up to 10'x20'x3'. It takes 10 rounds to hack through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

18) Greater Wall of Ice

Range 50'   *Duration: Instant*

Creates a wall of ice up to 20'x20'x4'. It takes 50 rounds to hack through, or 100 hit points of fire damage to burn a hole through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

20) Lasting Wall of Stone

Range: 50'   *Duration: Instant*

Creates a wall of solid stone up to 10'x20'x1'. It takes 200 rounds to hack through. The wall must be supported on a surface and can be toppled if neither end is up against a wall.

LIGHT MASTERY

1) Palm of Light

Range: Self   *Duration: 10 mins/lvl*

Creates a beam of light like that of a hooded lantern from the caster's palm. Light is effective at up to 40'.

2) Light (1 Area)

Range: Touch   *Duration: 10 mins/lvl*

Touched object or point in space gives off normal light which is effective within a 10' radius. If cast on an object, the light moves with the object.

3) Faerie Fire

Range: 10'   *Duration: 10 mins/lvl*

Target gains a glowing aura, gaining a +2 dodge bonus.

4) Light (2 Areas)

Range: 50'   *Duration: 10 mins/lvl*

Two points in space within range give off normal light which is effective within a 10' radius, or one point of space within range gives off normal light which is effective within a 20' radius.

5) Flash

Range: 100'   *Duration: Instant*

Creates a 10' radius bright flash of light at the target point within range. Each target within the area is Dazed for 1 round per two excess points of success on the Penetration check rolled against them.

6) Greater Faerie Fire

Range: 10'   *Duration: 10 mins/lvl*

Target gains a glowing aura, gaining a +3 dodge bonus.

7) Magic Missile   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a spark-like missile at a target within range. The attack is resolved on the Magic Missile attack table.

8) Light (3 Areas)

Range: 50'   *Duration: 10 mins/lvl*

Three points in space within range give off normal light which is effective within a 10' radius; or one point of space within range gives off normal light which is effective within a 20' radius and one point with a 10' radius; or three points each with a 10' radius.

9) Sunlight (1 Area)

Range: Touch   *Duration: 1 min/lvl*

Touched object or point in space gives off light with all the properties of sunlight and which is effective within a 10' radius. If cast on an object, the light moves with the object.

10) Delayed Light (1 Area)

Range: Touch   *Duration: 10 mins/lvl*

Touched object or point in space gives off normal light which is effective within a 10' radius. The light can be delayed for up to 24 hours.

11) Beacon

Range: 20'/lvl   *Duration: 1 rnd/lvl*

Creates a glowing ball of light 6" in diameter that shoots out to the range of the spell and then shines brightly in a colour of the caster's choice while drifting slowly to earth (or until the duration runs out). The beacon lights an area equal to its height while active. If fired at a target instead of into the air, treat as a Magic Missile except doing Fire critical strikes.

13) Light (5 Areas)

Range: 50'   *Duration: 10 mins/lvl*

Five points in space within range give off normal light which is effective within a 10' radius; or these can be combined into a smaller number of correspondingly larger areas as with the other Light spells in this path.

15) Light (10 Areas)

Range: 50'   *Duration: 10 mins/lvl*

Ten points in space within range give off normal light which is effective within a 10' radius; or these can be combined into a smaller number of correspondingly larger areas as with the other Light spells in this path.

17) Sunlight (5 Areas)

Range: 50'   *Duration: 10 mins/lvl*

Five points in space within range give off light with all the properties of sunlight and which is effective within a 10' radius; or these can be combined into a smaller number of correspondingly larger areas as with the other Light spells in this path.

18) Light (1 Area per Level)

Range: 50'   *Duration: 10 mins/lvl*

One point in space per caster level within range give off normal light which is effective within a 10' radius; or these can be combined into a smaller number of correspondingly larger areas as with the other Light spells in this path.

20) Mass Faerie Fire

Range: 10'   *Duration: 10 mins/lvl*

One target per caster level gains a glowing aura, gaining a +2 dodge bonus.

MINOR HEALING   (COMMON DIVINE PATH)

1) Cure Wounds (1-10)
Range: Touch   *Duration: Instant*
Target is healed 1d10 hit points.

2) Heal Light Frostbite
Range: Touch   *Duration: Instant*
Target is healed of one area of Light frostbite damage.

3) Heal Light Burns
Range: Touch   *Duration: Instant*
Target is healed of one area of Light burns.

4) Cure Wounds (3-30)
Range: Touch   *Duration: Instant*
Target is healed 3d10 hit points.

5) Unstun (1 Round)   **S,A**
Range: Touch   *Duration: Instant*
One round's worth of stun-like effects is removed from the target.

6) Heal Serious Burns/Frostbite
Range: Touch   *Duration: Instant*
Target is healed of one area of Serious burns or frostbite; or two areas of Light burns or frostbite.

7) Regeneration (1/rnd)
Range: Touch   *Duration: C*
Target is healed 1 hit point per round.

8) Cure Wounds (5-50)
Range: Touch   *Duration: Instant*
Target is healed 5d10 hit points.

9) Heal Critical Burns/Frostbite
Range: Touch   *Duration: Instant*
Target is healed of one area of Critical burns or frostbite; or one area of Serious burns or frostbite and one area of Light burns or frostbite; or three areas of Light burns or frostbite.

10) Wake
Range: Touch   *Duration: Instant*
Target is fully awoken from any sleeping (including magical sleep) or Out condition.

11) Cure Wounds (7-70)
Range: Touch   *Duration: Instant*
Target is healed 7d10 hit points.

12) Regeneration (2/rnd)
Range: Touch   *Duration: C*
Target is healed 2 hit point per round.

13) Heal Multiple Burns/Frostbite
Range: Touch   *Duration: Instant*
Target is healed of one area of Critical burns or frostbite and one area of Light burns or frostbite; two areas of Serious burns or frostbite; one area of Serious burns or frostbite and two areas of Light burns or frostbite; or four areas of Light burns or frostbite.

15) Cure Wounds (10-100)
Range: Touch   *Duration: Instant*
Target is healed 10d10 hit points.

17) Ranged Unstun (1 Round)   **S,A**
Range: 100'   *Duration: Instant*
One round's worth of stun-like effects is removed from the target.

18) Regeneration (3/rnd)
Range: Touch   *Duration: C*
Target is healed 3 hit point per round.

20) Cure Wounds (15-150)
Range: Touch   *Duration: Instant*
Target is healed 15d10 hit points.

MOVEMENT

4) Walk on Branches
Range: 10'   *Duration: 1 min/lvl*
Target can walk and fight on narrow branches, ledges or beams at no penalty and with no chance of falling off.

5) Walk on Stone
Range: 10'   *Duration: 1 min/lvl*
Target can walk and fight on stone surfaces that slope up to sixty degrees at no penalty and with no chance of falling off.

6) Walk on Water
Range: 10'   *Duration: 1 min/lvl*
Target can walk and fight on reasonably calm water at no penalty and with no chance of falling in.

7) Hide in Tree
Range: 10'   *Duration: 1 min/lvl*
Target can step inside a tree and hide for the duration. Target can not see out of the tree, and can perform no action while hidden.

9) Run on Branches
Range: 10'   *Duration: 1 min/lvl*
Target can walk, run, fight or perform any other manoeuvre on narrow branches, ledges or beams as if on the ground and at no penalty and with no chance of falling off.

10) Run on Stone
Range: 10'   *Duration: 1 min/lvl*
Target can walk, run, fight or perform any other manoeuvre on stone surfaces that slope up to sixty degrees as if on the ground and at no penalty and with no chance of falling off.

11) Run on Water
Range: 10'   *Duration: 1 min/lvl*
Target can walk, run, fight or perform any other manoeuvre on reasonably calm water as if on the ground and at no penalty and with no chance of falling in.

12) Walk on Air
Range: 10'   *Duration: 1 min/lvl*
Target can walk and fight on reasonably calm air at no penalty and with no chance of falling. Target must remain at a constant height.

15) Spy From Tree
Range: 10'   *Duration: 1 min/lvl*
Target can step inside a tree and hide for the duration. Target can see out of the tree, and can move around to look out in different directions but perform no other actions while hidden.

11) Run on Air
Range: 10'   *Duration: 1 min/lvl*
Target can walk, run, fight or perform any other manoeuvre on reasonably calm air as if on the ground and at no penalty and with no chance of falling. Target must remain at a constant height.

15) Merge With Tree
Range: 10'   *Duration: 1 min/lvl*
Target can step inside a tree and hide for the duration. Target can see out of the tree, and can move around to look out in different directions, and can cast spells on themselves; but can perform no other actions while hidden.

Nature's Calling (Common Divine Path)

2) Identify Plant
Range: 10'   *Duration: Instant*
Caster becomes aware of the nature and species (and history, if relevant) of one living plant.

3) Identify Herb
Range: 10'   *Duration: Instant*
Caster becomes aware of the healing properties of one plant (or plant extract), including which part of the plant is active and how it must be used.

5) Identify Stone
Range: 10'   *Duration: Instant*
Caster becomes aware of the nature and type (and history if relevant) of any one natural stone or rock.

6) Plant Growth
Range 10'   *Duration: 1 day*
Target living plant grows at ten times its normal speed for the duration. Healing herbs are not affected by this spell.

7) Speak With Animal
Range: Self   *Duration: 1 min/lvl*
Caster can speak and understand the "language" of any one type of animal. The level of conversation possible will depend on the intelligence and sapience of the animal type chosen. Generally carnivores are smarter than herbivores and pack animals have more complex languages than solitary ones.

9) Control Animal (1 Animal)
Range: 100'   *Duration: C*
Caster can completely control the actions of one animal.

10) Detect Movement (100' radius)
Range: Self   *Duration: C*
Caster is aware of all movement within 100', but cannot move without ceasing to concentrate. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals.

11) Speak With Plant
Range: Self   *Duration: 1 min/lvl*
Caster can speak and understand the "language" of any one type of plant. The level of conversation possible will depend on the intelligence and sapience of the plant type chosen. Generally, most non-magical plants have no sapience or language at all.

12) Control Animal (3 Animals)
Range: 100'   *Duration: C*
Caster can completely control the actions of three animals simultaneously.

13) Animal Telepathy
Range: 100'   *Duration: C*
Caster can read the thoughts and emotions of one animal. The coherence of the thoughts will depend on the intelligence and sapience of the animal chosen. Most animals without language think in crude non-verbal images only.

14) Control Plant (1 Plant)
Range: 100'   *Duration: C*
Caster can completely control the actions of one plant. Movement is only possible if the plant is naturally mobile.

15) Speak With Rock
Range: Self   *Duration: 1 min/lvl*
Caster can speak and understand the "language" of any one type of rock or stone. The level of conversation possible will depend on the intelligence and sapience of the rock type chosen. Generally, most non-magical rocks have no sapience or language at all.

17) Control Animal (5 Animals)
Range: 100'   *Duration: C*
Caster can completely control the actions of five animals simultaneously.

19) Control Plant (3 Plants)
Range: 100'   *Duration: C*
Caster can completely control the actions of three plants. Movement is only possible if the plants are naturally mobile.

20) Detect Movement (500' radius)
Range: Self   *Duration: C*
Caster is aware of all movement within 500', but cannot move without ceasing to concentrate. The caster can tell the number, size and location of things that are moving and the nature of movement (walking, flying, crawling, rolling, slithering, etc.) But not the exact species or identity of individuals.

PROTECTION FROM MAGIC

1) Resist Magic +1

Range: 10'   *Duration: 1 min/lvl*

Gives the target a +1 bonus to Arcane, Divine and Psychic save DCs, and a +1 dodge bonus against weapon-like spells.

2) Resist Magic +1 (10' radius)

Range: 10'   *Duration: 1 min/lvl*

Gives all creatures within a 10' radius of the target a +1 bonus to Arcane, Divine and Psychic save DCs, and a +1 dodge bonus against weapon-like spells.

5) Resist Magic +2

Range: 10'   *Duration: 1 min/lvl*

Gives the target a +2 bonus to Arcane, Divine and Psychic save DCs, and a +2 dodge bonus against weapon-like spells.

7) Resist Magic +2 (10' radius)

Range: 10'   *Duration: 1 min/lvl*

Gives all creatures within a 10' radius of the target a +12bonus to Arcane, Divine and Psychic save DCs, and a +2 dodge bonus against weapon-like spells.

9) Divine Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their Divine save DC and a +2 dodge bonus against Divine weapon-like spells. The caster can (without losing concentration) "parry" one Divine spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

10) Resist Magic +3

Range: 10'   *Duration: 1 min/lvl*

Gives the target a +3 bonus to Arcane, Divine and Psychic save DCs, and a +3 dodge bonus against weapon-like spells.

11) Arcane Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their Arcane save DC and a +2 dodge bonus against Arcane weapon-like spells. The caster can (without losing concentration) "parry" one Arcane spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

13) Psychic Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their Psychic save DC and a +2 dodge bonus against Psychic weapon-like spells. The caster can (without losing concentration) "parry" one Psychic spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

14) Resist Magic +4

Range: 10'   *Duration: 1 min/lvl*

Gives the target a +4 bonus to Arcane, Divine and Psychic save DCs, and a +4 dodge bonus against weapon-like spells.

15) Dual Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their save DCs vs spells of any two spheres of magic (chosen at time of casting) and a +2 dodge bonus against weapon-like spells from those spheres. The caster can (without losing concentration) "parry" one spell from one of the chosen spheres per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

17) Resist Magic +5

Range: 10'   *Duration: 1 min/lvl*

Gives the target a +5 bonus to Arcane, Divine and Psychic save DCs, and a +5 dodge bonus against weapon-like spells.

19) Magic Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their save DCs vs spells of all three spheres of magic and a +2 dodge bonus against weapon-like spells. The caster can (without losing concentration) "parry" one spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

20) Divine Immunity

Range: 100'   *Duration: C*

Gives the target a +10 bonus to their Divine save DC and a +10 dodge bonus against Divine weapon-like spells.

SOUND MASTERY

1) Tongues I

Range: 10'   *Duration: C*

Target is able to understand very basic single-word ideas and concepts ("attack", "peace", "hungry", "friend", etc.) in any spoken language and is able to speak any language to a similar level. Target gains no ability to read or write other languages.

3) Silence (1' radius)

Range: 100'   *Duration: 1 min/lvl*

Creates an intangible barrier 1' around the target object or creature through which sound cannot pass. The barrier moves with the creature.

5) Wall of Silence (1 Wall)

Range: 50'   *Duration: 1 min/lvl*

Creates an intangible immobile barrier of up to 20'x20' though which sound cannot pass.

6) Tongues II

Range: 10'   *Duration: C*

Target is able to understand short simple sentences in any spoken language and is able to speak any language to a similar level. Target gains no ability to read or write other languages.

7) Silence (10' radius)

Range: 100'   *Duration: 1 min/lvl*

Creates an intangible barrier 10' around the target object or creature through which sound cannot pass. The barrier moves with the creature.

8) Silence (3x1' radius)

Range: 100'   *Duration: 1 min/lvl*

Creates an intangible barrier 1' around each of three target objects or creatures through which sound cannot pass. The barriers move with the creatures.

10) Wall of Silence (5 Walls)

Range: 50'   *Duration: 1 min/lvl*

Creates five intangible immobile barriers of up to 20'x20' each though which sound cannot pass. Each barrier must be connected to at least one other.

11) Silence (5x1' radius)

Range: 100'   *Duration: 1 min/lvl*

Creates an intangible barrier 1' around each of five target objects or creatures through which sound cannot pass. The barriers move with the creatures.

13) Silence (50' radius)

Range: 100'   *Duration: 1 min/lvl*

Creates an intangible barrier 50' around the target object or creature through which sound cannot pass. The barrier moves with the creature.

15) Tongues III

Range: 10'   *Duration: C*

Target is able to understand complex speech in any spoken language and is able to speak any language to a similar level (albeit with an accent). Target gains no ability to read or write other languages.

17) Shout

Range: 10'   *Duration: 1 min/lvl*

Target's voice is amplified to five times its normal volume.

20) Silence (10' radius)

Range: 100'   *Duration: 1 min/lvl*

Creates an intangible barrier 10' around the target object or creature through which sound cannot pass. The barrier moves with the creature.

BLOOD HEALING

1) Staunch Bleeding (1 hit/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 1 hit point per round. If target moves, bleeding will resume.

2) Staunch Bleeding (3 hits/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 3 hit point per round. If target moves, bleeding will resume. The bleeding does not have to be all from the same wound.

3) Seal Wounds (1 hit/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 1 hit point per round. If target moves faster than a walk within an hour, bleeding will resume.

4) Staunch Bleeding (5 hits/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 3 hit point per round. If target moves, bleeding will resume. The bleeding does not have to be all from the same wound.

5) Preserve Limb

Range: Touch   *Duration: 1 day/lvl*

Stops a severed limb or other body part from decaying. This spell must be cast in conjunction with the other Preserve Limb spells on the Bone Healing, Muscle Healing and Nerve Healing paths.

6) Cure Bleeding (1 hit/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 1 hit point per round.

7) Seal Wounds (3 hits/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 3 hit point per round. If target moves faster than a walk within an hour, bleeding will resume. The bleeding does not have to be all from the same wound.

9) Cure Bleeding (3 hits/rnd)

Range: Touch   *Duration: Instant*

Stops or slows target's bleeding by 3 hit point per round. The bleeding does not necessarily have to be all from the same wound.

10) Repair Artery

Range: Touch   *Duration: Instant*

Stops all bleeding from a single one of target's injuries.

12) Reattach Limb

Range: Touch   *Duration: Instant*

Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Bone Healing, Muscle Healing and Nerve Healing paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the target may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

13) Staunch Bleeding (All)

Range: Touch   *Duration: Instant*

Stops all target's bleeding. If target moves, bleeding will resume.

14) Seal Wounds (All)

Range: Touch   *Duration: Instant*

Stops all target's bleeding. If target moves faster than a walk within an hour, bleeding will resume. The bleeding does not have to be all from the same wound.

16) Remove Blood Clot

Range: Touch   *Duration: Instant*

Removes any single blood clot from the target.

18) Cure Bleeding (All)

Range: Touch   *Duration: Instant*

Stops all target's bleeding. The bleeding does not necessarily have to be all from the same wound.

20) Mass Seal Wounds

Range: Touch   *Duration: Instant*

Stops all bleeding from one injury per level of the caster. If targets move faster than a walk within an hour, bleeding will resume. The bleeding does not have to be all from the same target, the caster may touch multiple targets while casting the spell.

BONE HEALING

3) Set Bone (Light)

Range: Touch   *Duration: Instant*

One of target's fractured or broken (but not shattered) bones resulting from a Light injury is healed over the course of 24 hours. This spell will not heal a fractured skull.

4) Heal Cartilage

Range: Touch   *Duration: Instant*

One of target's areas of cartilage damage is healed over the course of 24 hours.

5) Preserve Limb

Range: Touch   *Duration: 1 day/lvl*

Stops a severed limb or other body part from decaying. This spell must be cast in conjunction with the other Preserve Limb spells on the Blood Healing, Muscle Healing and Nerve Healing paths.

6) Set Bone (Any)

Range: Touch   *Duration: Instant*

One of target's fractured or broken (but not shattered) bones resulting from a any severity injury is healed over the course of 24 hours. This spell will not heal a fractured skull.

8) Heal Broken Skull

Range: Touch   *Duration: Instant*

Target's fractured or broken (but not shattered) skull is healed over the course of 24 hours.

10) Set Joint

Range: Touch   *Duration: Instant*

Target's damaged or broken (but not shattered) joint is healed over the course of 24 hours.

11) Set Bone Instantly (Light)

Range: Touch   *Duration: Instant*

One of target's fractured or broken (but not shattered) bones resulting from a Light injury is healed. This spell will not heal a fractured skull.

12) Reattach Limb

Range: Touch   *Duration: Instant*

Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Blood Healing, Muscle Healing and Nerve Healing paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the target may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

13) Heal Cartilage Instantly

Range: Touch   *Duration: Instant*

One of target's areas of cartilage damage is healed.

14) Set Bone Instantly (Any)

Range: Touch   *Duration: Instant*

One of target's fractured or broken (but not shattered) bones resulting from a any severity injury is healed. This spell will not heal a fractured skull.

15) Heal Broken Skull Instantly

Range: Touch   *Duration: Instant*

Target's fractured or broken (but not shattered) skull is healed.

16) Set Joint Instantly

Range: Touch   *Duration: Instant*

Target's damaged or broken (but not shattered) joint is healed.

18) Heal Shatter

Range: Touch   *Duration: Instant*

One of target's shattered bones resulting from a any severity injury is healed over the course of 24 hours.

20) Mass Heal Cartilage

Range: Touch   *Duration: Instant*

One area of cartilage damage per level of the caster is healed over the course of 24 hours. The damage does not have to be all from the same target, the caster may touch multiple targets while casting the spell.

CREATE FOOD AND DRINK

2) Sustenance

Range: Self   *Duration: 1 day*

Caster can go without any food or drink for the duration of the spell without penalty. The caster will be no hungrier or thirstier when the spell has ended as they were at the time of casting.

3) Create Water (1 Person)

Range: 10'   *Duration: Instant*

Fills a suitable receptacle within range with fresh water, enough to supply a single person for a day.

4) Create Food (1 Person)

Range: 10'   *Duration: Instant*

Creates enough fresh food (bread, cheese, fruit and pre-cooked meat) to feed a single person for a day. The food is nutritious and healthy, but will go off at the normal rate if left.

5) Conjure Flame

Range: 1'   *Duration: Instant*

One piece of flammable material within range catches fire. Once started, the fire is non-magical and will use fuel and go out as normal. If the material is being held or worn, a Penetration check is required to light it.

6) Travel Biscuits (1 Person)

Range: 10'   *Duration: Instant*

Creates a handful of nutritious biscuits that will provide healthy nutrition for one person for one day. The biscuits will last for a month before going off.

7) Create Water (3 People)

Range: 10'   *Duration: Instant*

Fills a suitable receptacle within range with fresh water, enough to supply three people for a day. A horse or similar mount drinks as much as two people.

8) Create Food (3 People)

Range: 10'   *Duration: Instant*

Creates enough fresh food (bread, cheese, fruit and pre-cooked meat) to feed three people for a single day. The food is nutritious and healthy, but will go off at the normal rate if left. A horse or similar mount eats as much as two people.

10) Create Water (5 People)

Range: 10'   *Duration: Instant*

Fills a suitable receptacle within range with fresh water, enough to supply five people for a day. A horse or similar mount drinks as much as two people.

11) Create Food (5 People)

Range: 10'   *Duration: Instant*

Creates enough fresh food (bread, cheese, fruit and pre-cooked meat) to feed five people for a single day. The food is nutritious and healthy, but will go off at the normal rate if left. A horse or similar mount eats as much as two people.

12) Travel Biscuits (3 People)

Range: 10'   *Duration: Instant*

Creates a handful of nutritious biscuits that will provide healthy nutrition for three people for one day. The biscuits will last for a month before going off.

15) Create Plant

Range: 10'   *Duration: Instant*

Creates a single non-magical plant, of a species chosen by the caster. The plant cannot be more than 10' tall, and must be one that grows in the climate in which the spell is cast.

16) Mass Create Water

Range: 10'   *Duration: Instant*

Fills a suitable receptacle within range with fresh water, enough to supply one person per caster level for a day. A horse or similar mount drinks as much as two people.

17) Mass Create Food

Range: 10'   *Duration: Instant*

Creates enough fresh food (bread, cheese, fruit and pre-cooked meat) to feed one person per caster level for a single day. The food is nutritious and healthy, but will go off at the normal rate if left. A horse or similar mount eats as much as two people.

20) Create Animal

Range: 10'   *Duration: Instant*

Creates a single non-magical animal, of a species chosen by the caster. The animal cannot weigh more than 10lb, and must be one that lives in the climate in which the spell is cast.

DIVINE CALM (ESOTERIC DIVINE PATH)

2) Calming (1 Creature)

Range: 100' *Duration: 1 min/lvl*

Target is calmed of strong anger, although it may remain quietly hostile if it was already. It will not start a fight (but will fight in self defence if attacked).

4) Calming (2 Creatures)

Range: 100' *Duration: 1 min/lvl*

Two targets are calmed of strong anger, although they may remain quietly hostile if they were already. They will not start a fight (but will fight in self defence if attacked).

6) Hold Person

Range: 100' *Duration: C*

Target person is slowed.

6) Calming (3 Creatures)

Range: 100' *Duration: 1 min/lvl*

Three targets are calmed of strong anger, although they may remain quietly hostile if they were already. They will not start a fight (but will fight in self defence if attacked).

8) Calming (4 Creatures)

Range: 100' *Duration: 1 min/lvl*

Four targets are calmed of strong anger, although they may remain quietly hostile if they were already. They will not start a fight (but will fight in self defence if attacked).

9) Calming (5 Creatures)

Range: 100' *Duration: 1 min/lvl*

Five targets are calmed of strong anger, although they may remain quietly hostile if they were already. They will not start a fight (but will fight in self defence if attacked).

10) Calm Animals (100')

Range: 100' *Duration: 1 min/lvl*

One animal per caster level is calmed of strong anger, although they may remain quietly hostile if they were already. They will not start a fight (but will fight in self defence if attacked).

11) Hold Monster

Range: 100' *Duration: C*

Target creature is slowed.

12) Calming (10 Creatures)

Range: 100' *Duration: 1 min/lvl*

Ten targets are calmed of strong anger, although they may remain quietly hostile if they were already. They will not start a fight (but will fight in self defence if attacked).

15) Calming Word S

Range: Self *Duration: 1 min/lvl*

Caster speaks a single word and all creatures within a 50' radius are calmed of strong anger, although they may remain quietly hostile if they were already. They will not start a fight (but will fight in self defence if attacked).

18) Calm Animals (10'/lvl)

Range: 10'/lvl *Duration: 1 min/lvl*

One animal per caster level is calmed of strong anger, although they may remain quietly hostile if they were already. They will not start a fight (but will fight in self defence if attacked). This spell gets a +4 bonus to its Penetration checks.

20) Calming (20 Creatures)

Range: 10'/lvl *Duration: 1 min/lvl*

Twenty targets are calmed of strong anger, although they may remain quietly hostile if they were already. They will not start a fight (but will fight in self defence if attacked). This spell gets a +4 bonus to its Penetration checks.

DIVINE LORE

1) Perfect Recall

Range: Self   *Duration: Instant*

Caster perfectly remembers any writing or conversation that they had within the past day per caster level.

2) Detect Evil

Range: 100'   *Duration: 1 min/lvl*

Caster can see a glow around any evil beings or items created by evil magic. The Game Master must determine what counts as 'evil' in their setting for purposes of this spell.

3) Detect Curse

Range: 100'   *Duration: 1 min/lvl*

Caster can see a glow around any cursed beings or items. The Game Master must determine what counts as a 'curse' in their setting for purposes of this spell.

4) Detect Hatred

Range: 100'   *Duration: 1 min/lvl*

Caster can see a glow around any beings that are currently experiencing the emotion of hatred.

5) Examine Hallowed (1 Item)

Range: 10'   *Duration: Instant*

Caster gains knowledge of the origin, nature and maker of any one holy item. The Game Master must determine what counts as 'holy' in their setting for purposes of this spell.

6) Examine Poison

Range: 10'   *Duration: Instant*

Caster gains knowledge of the origin, nature and symptoms of any one poisonous or poisoned item.

8) Examine Species

Range: 10'   *Duration: Instant*

Caster gains knowledge of the nature and general abilities any one species. A creature of the species must be within spell range, and the caster learns nothing about the creature's individual abilities; only those general ones it shares with the rest of its species.

10) Examine Curse

Range: 10'   *Duration: Instant*

Caster gains knowledge of the origin, nature and originator of any one curse. The Game Master must determine what counts as 'curse' in their setting for purposes of this spell.

11) Examine Unhallowed (1 Item)

Range: 10'   *Duration: Instant*

Caster gains knowledge of the origin, nature and maker of any one unholy item. The Game Master must determine what counts as 'unholy' in their setting for purposes of this spell.

12) Examine Hallowed (2 Items)

Range: 10'   *Duration: Instant*

Caster gains knowledge of the origin, nature and maker of any two holy items. The Game Master must determine what counts as 'holy' in their setting for purposes of this spell.

15) Examine Hatred

Range: 10'   *Duration: Instant*

Caster gains knowledge of the origin, strength and nature of any hatred detected with the Detect Hatred spell.

17) Examine Hallowed (3 Items)

Range: 10'   *Duration: Instant*

Caster gains knowledge of the origin, nature and maker of any three holy items. The Game Master must determine what counts as 'holy' in their setting for purposes of this spell.

18) Examine Unhallowed (2 Items)

Range: 10'   *Duration: Instant*

Caster gains knowledge of the origin, nature and maker of any two unholy items. The Game Master must determine what counts as 'unholy' in their setting for purposes of this spell.

19) Hallowed History

Range: 100'   *Duration: Instant*

Caster gains knowledge of the purpose, capabilities and history of any one holy item. This includes images of all who have owned the item. The Game Master must determine what counts as 'holy' in their setting for purposes of this spell.

20) Examine Unhallowed (3 Items)

Range: 10'   *Duration: Instant*

Caster gains knowledge of the origin, nature and maker of any three unholy items. The Game Master must determine what counts as 'unholy' in their setting for purposes of this spell.

MUSCLE HEALING

3) Heal Tendon (Light)

Range: Touch   *Duration: Instant*
One of target's damaged tendons resulting from a Light injury is healed over the course of an hour.

4) Heal Muscle (1 Muscle)

Range: Touch   *Duration: Instant*
One of target's damaged (but not completely destroyed) muscles is healed over the course of an hour.

5) Preserve Limb

Range: Touch   *Duration: 1 day/lvl*
Stops a severed limb or other body part from decaying. This spell must be cast in conjunction with the other Preserve Limb spells on the Bone Healing, Blood Healing and Nerve Healing paths.

6) Heal Tendon (1 Tendon)

Range: Touch   *Duration: Instant*
One of target's damaged tendons is healed over the course of an hour.

9) Heal Muscle (3 Muscles)

Range: Touch   *Duration: Instant*
Three of target's damaged (but not completely destroyed) muscles are healed over the course of an hour.

10) Heal Tendon (3 Tendons)

Range: Touch   *Duration: Instant*
Three of target's damaged tendons are healed over the course of an hour.

12) Reattach Limb

Range: Touch   *Duration: Instant*
Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Bone Healing, Blood Healing and Nerve Healing paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the target may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

13) Heal Muscle Instantly (1 Muscle)

Range: Touch   *Duration: Instant*
One of target's damaged (but not completely destroyed) muscles is healed.

15) Heal Tendon Instantly (1 Tendon)

Range: Touch   *Duration: Instant*
One of target's damaged tendons is healed.

17) Mass Heal Muscle

Range: Touch   *Duration: Instant*
One damaged (but not completely destroyed) muscle per level of the caster is healed over the course of an hour. The damage does not have to be all from the same target, the caster may touch multiple targets while casting the spell.

19) Mass Heal Tendon

Range: Touch   *Duration: Instant*
One damaged tendon per level of the caster is healed over the course of an hour. The damage does not have to be all from the same target, the caster may touch multiple targets while casting the spell.

20) Regrow Muscle

Range: Touch   *Duration: Instant*
One of target's missing or destroyed muscle is re-grown over the course of 24 hours.

NERVE HEALING

4) Heal Nerve Damage

Range: Touch   *Duration: Instant*

One area of target's nerve damage (but not paralysis or brain damage) is healed over the course of 24 hours.

5) Preserve Limb

Range: Touch   *Duration: 1 day/lvl*

Stops a severed limb or other body part from decaying. This spell must be cast in conjunction with the other Preserve Limb spells on the Bone Healing, Blood Healing and Muscle Healing paths.

10) Paralysis Relief

Range: Touch   *Duration: 1 min/lvl*

Paralysed target is temporarily able to move. This does nothing to heal the damage that caused the paralysis, but neither does it aggravate the condition.

12) Reattach Limb

Range: Touch   *Duration: Instant*

Reattaches a severed limb or other body part. This spell must be cast in conjunction with the other Reattach Limb spells on the Bone Healing, Blood Healing and Muscle Healing paths. The limb is useless for 24 hours after reattachment. If the body part has decayed, the target may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

14) Heal Nerve Damage Instantly

Range: Touch   *Duration: Instant*

One area of target's nerve damage (but not paralysis or brain damage) is healed over the course of 24 hours.

15) Heal Brain Damage

Range: Touch   *Duration: Instant*

One area of target's brain damage is healed over the course of 24 hours. This will awaken the target from a coma (at the end of the 24 hour period).

18) Heal Paralysis

Range: Touch   *Duration: Instant*

Target is cured of paralysis and associated spinal cord damage (if any).

14) Mass Heal Nerve Damage Instantly

Range: Touch   *Duration: Instant*

One area of nerve damage (but not paralysis or brain damage) per level of the caster is healed over the course of an hour. The damage does not have to be all from the same target, the caster may touch multiple targets while casting the spell.

ORGAN HEALING   (ESOTERIC DIVINE PATH)

3) Heal Nose

Range: Touch   *Duration: Instant*

Heals all damage to target's nose short of complete loss.

5) Heal Ear (External)

Range: Touch   *Duration: Instant*

Heals all damage to the target's external ear, including complete loss. This spell does not cure deafness associated with inner ear damage.

6) Heal Eye (Light)

Range: Touch   *Duration: Instant*

Heals all damage to the target's eyes resulting from a Light injury.

9) Heal Ear

Range: Touch   *Duration: Instant*

Heals all damage to the target's external and inner ear, including complete loss. This spell also cures deafness associated with inner ear damage.

11) Heal Eye (Critical)

Range: Touch   *Duration: Instant*

Heals all damage to the target's eyes short of complete loss. This spell also cures blindness associated with eye damage (but not loss).

14) Heal Heart

Range: Touch   *Duration: Instant*

Heals all damage to the target's heart short of complete loss.

15) Heal Lungs

Range: Touch   *Duration: Instant*

Heals all damage to the target's lungs short of complete loss.

16) Heal Organ

Range: Touch   *Duration: Instant*

Heals one area of target's organ damage over the course of one hour. Although the spell takes an hour to repair the organ, it will stabilise the target immediately and prevent death from the organ damage that it is healing. If the organ damage would have killed the target, the target instead remains unconscious until the organ is fully healed.

17) Regrow Nose

Range: Touch   *Duration: Instant*

Target's missing or destroyed nose is re-grown over the course of 24 hours.

18) Heal Organ Immediately

Range: Touch   *Duration: Instant*

Heals one area of target's organ damage.

20) Regrow Eyes

Range: Touch   *Duration: Instant*

Target's missing or destroyed eyes are re-grown over the course of 24 hours. This spell cures the blindness associated with eye loss at the end of the 24 hour period.

PATHFINDING

2) Intuition

Range: Self   *Duration: Instant*

Gives the caster a hunch about which one of a simple set of choices (e.g. "Which corridor is the way out?") would be the most beneficial to the caster. The hunch has a 75% chance of being correct and a 25% chance of being misleading (rolled secretly by the Game Master).

3) Find The Path (100')

Range: 100'   *Duration: Instant*

Caster gains knowledge of the direction and distance to the nearest point (within range) that is on any path or well-travelled route. The caster gains no knowledge of where the path leads.

5) Locate Object (100')

Range: 100'   *Duration: C (1 min/lvl)*

Caster visualises an object or place, and if an object or place matching that image is within 100', they know the exact direction and distance to it.

6) Find The Path (300')

Range: 300'   *Duration: Instant*

Caster gains knowledge of the direction and distance to the nearest point (within range) that is on any path or well-travelled route. The caster gains no knowledge of where the path leads.

8) Locate Object (300')

Range: 300'   *Duration: C (1 min/lvl)*

Caster visualises an object or place, and if an object or place matching that image is within 300', they know the exact direction and distance to it.

9) Find The Path (500')

Range: 500'   *Duration: Instant*

Caster gains knowledge of the direction and distance to the nearest point (within range) that is on any path or well-travelled route. The caster gains no knowledge of where the path leads.

10) Locate Object (500')

Range: 500'   *Duration: C (1 min/lvl)*

Caster visualises an object or place, and if an object or place matching that image is within 500', they know the exact direction and distance to it.

11) Remember Path

Range: Self   *Duration: 1 hr/lvl*

Caster memorises the exact route that they travel over the course of the spell well enough to re-trace it backwards or forwards, even if they are without senses (e.g. tied in a sack) while doing the travelling.

12) Find The Path (1 Mile)

Range: 1 mile   *Duration: Instant*

Caster gains knowledge of the direction and distance to the nearest point (within range) that is on any path or well-travelled route. The caster gains no knowledge of where the path leads.

15) Find Object (100')

Range: 100'   *Duration: Instant*

Caster gains knowledge of the direction and distance to the nearest instance of an object or place that is in range even with only a vague idea what it looks like.

16) Locate Object (1 Mile)

Range: 1 mile   *Duration: C (1 min/lvl)*

Caster visualises an object or place, and if an object or place matching that image is within 1 mile, they know the exact direction and distance to it.

17) Find The Path (10 Miles)

Range: 10 miles   *Duration: Instant*

Caster gains knowledge of the direction and distance to the nearest point (within range) that is on any path or well-travelled route. The caster gains no knowledge of where the path leads.

18) Find Object (300')

Range: 300'   *Duration: Instant*

Caster gains knowledge of the direction and distance to the nearest instance of an object or place that is in range even with only a vague idea what it looks like.

20) Locate Object (20 Miles)

Range: 20 miles   *Duration: C (1 min/lvl)*

Caster visualises an object or place, and if an object or place matching that image is within 20 miles, they know the exact direction and distance to it.

SYMBOLS (ESOTERIC DIVINE PATH)

3) Remove Symbol (1st Level)

Range: 10'   *Duration: Instant*

Removes targeted first level symbol, providing the caster can make a Penetration check against the level of the spell contained in the symbol.

5) Inscribe Symbol (1st Level)

Range: Touch   *Duration: Permanent*

Caster inscribes a symbol containing any first level spell that they know. The spell to be inscribed must be cast alongside this spell.

7) Inscribe Symbol (2nd Level)

Range: Touch   *Duration: Permanent*

Caster inscribes a symbol containing any first or second level spell that they know. The spell to be inscribed must be cast alongside this spell.

8) Remove Symbol (2nd Level)

Range: 10'   *Duration: Instant*

Removes targeted first or second level symbol, providing the caster can make a Penetration check against the level of the spell contained in the symbol.

9) Inscribe Symbol (3rd Level)

Range: Touch   *Duration: Permanent*

Caster inscribes a symbol containing any first to third level spell that they know. The spell to be inscribed must be cast alongside this spell.

11) Inscribe Symbol (5th Level)

Range: Touch   *Duration: Permanent*

Caster inscribes a symbol containing any first to fifth level spell that they know. The spell to be inscribed must be cast alongside this spell.

12) Remove Symbol (3rd Level)

Range: 10'   *Duration: Instant*

Removes targeted first to third level symbol, providing the caster can make a Penetration check against the level of the spell contained in the symbol.

13) Inscribe Symbol (6th Level)

Range: Touch   *Duration: Permanent*

Caster inscribes a symbol containing any first to sixth level spell that they know. The spell to be inscribed must be cast alongside this spell.

15) Inscribe Symbol (7th Level)

Range: Touch   *Duration: Permanent*

Caster inscribes a symbol containing any first to seventh level spell that they know. The spell to be inscribed must be cast alongside this spell.

16) Remove Symbol (5th Level)

Range: 10'   *Duration: Instant*

Removes targeted first to fifth level symbol, providing the caster can make a Penetration check against the level of the spell contained in the symbol.

17) Inscribe Symbol (8th Level)

Range: Touch   *Duration: Permanent*

Caster inscribes a symbol containing any first to eighth level spell that they know. The spell to be inscribed must be cast alongside this spell.

18) Remove Symbol (10th Level)

Range: 10'   *Duration: Instant*

Removes targeted first to tenth level symbol, providing the caster can make a Penetration check against the level of the spell contained in the symbol.

19) Inscribe Symbol (9th Level)

Range: Touch   *Duration: Permanent*

Caster inscribes a symbol containing any first to ninth level spell that they know. The spell to be inscribed must be cast alongside this spell.

20) Inscribe Symbol (10th Level)

Range: Touch   *Duration: Permanent*

Caster inscribes a symbol containing any first to tenth level spell that they know. The spell to be inscribed must be cast alongside this spell.

HEAL SELF

2) Seal Wounds (1 hit/rnd)   **A**

Range: Self   *Duration: Instant*

Stops or slows caster's bleeding by 1 hit point per round. If caster moves faster than a walk within an hour, bleeding will resume.

4) Seal Wounds (3 hits/rnd)   **A**

Range: Self   *Duration: Instant*

Stops or slows caster's bleeding by 3 hit point per round. If caster moves faster than a walk within an hour, bleeding will resume. The bleeding does not have to be all from the same wound.

5) Slow Regeneration (1hit/min)   **A**

Range: Self   *Duration: C*

Caster regains 1 hit point per minute.

6) Set Bone   **A**

Range: Self   *Duration: Instant*

One of caster's fractured or broken (but not shattered) bones resulting from a any severity injury is healed over the course of 8 hours of concentration. The concentration need not all be done at once, but if it is stopped then this spell must be re-cast to continue from where it left off. This spell will not heal a fractured skull.

7) Cure Bleeding (1 hit/rnd)   **A**

Range: Self   *Duration: Instant*

Stops or slows caster's bleeding by 1 hit point per round.

8) Heal Muscle/Tendon   **A**

Range: Self   *Duration: Instant*

One of caster's damaged muscles or tendons resulting from a any severity injury is healed over the course of 8 hours of concentration. The concentration need not all be done at once, but if it is stopped then this spell must be re-cast to continue from where it left off.

10) Heal Nerve Damage   **A**

Range: Self   *Duration: Instant*

One of caster's damaged nerves resulting from a any severity injury is healed over the course of 8 hours of concentration. The concentration need not all be done at once, but if it is stopped then this spell must be re-cast to continue from where it left off. This spell will not heal brain damage.

11) Heal Eye/Ear   **A**

Range: Self   *Duration: Instant*

Damage to casters eyes or ears resulting from a any severity injury is healed over the course of 8 hours of concentration. The concentration need not all be done at once, but if it is stopped then this spell must be re-cast to continue from where it left off.

12) Repair Artery   **A**

Range: Self   *Duration: Instant*

Stops all bleeding from a single one of caster's injuries.

13) Slow Regeneration (2hits/min)   **A**

Range: Self   *Duration: C*

Caster regains 2 hit points per minute.

15) Grace   **A**

Range: Self   *Duration: See below*

Caster's Grace Period is extended indefinitely until they are healed or their brain is destroyed.

17) Reattach Limb

Range: Self   *Duration: Instant*

Reattaches a severed limb or other body part over the course of 8 hours of concentration. The concentration need not all be done at once, but if it is stopped then this spell must be re-cast to continue from where it left off. If the body part has decayed, the target may acquire penalties. See *Chapter 9 - Injury and Healing* for further details.

20) Regeneration (1hit/rnd)   **A**

Range: Self   *Duration: C*

Caster regains 1 hit points per round.

LESSER HIDING (COMMON PSYCHIC PATH)

2) Shimmer

Range: Self *Duration: 1 min/lvl*

Caster appears to shimmer in a confusing manner that causes all attacks against them to take a -2 to-hit penalty.

3) Invisibility

Range: Self *Duration: 24 hrs*

Caster (without clothes or equipment) becomes invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

4) Silhouette

Range: Self *Duration: 10 mins/lvl*

Caster (with clothes and equipment) darkens to appear like a silhouette. Caster gets +10 to Stealth checks in the dark.

5) Alter Self

Range: Self *Duration: 1 hr/lvl*

Caster looks like any humanoid species within +/-20% of caster's own size. This is a visual illusion only, and the caster does not physically change.

6) Invisibility (1'r)

Range: Self *Duration: 24 hrs*

Caster and everything that is entirely within 1' of them becomes invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

9) Invisibility (up to 1'r)

Range: Self *Duration: 24 hrs*

Caster and any other objects at the caster's discretion that are entirely within 1' of them become invisible for the duration, or until the spell is ended prematurely such as by a sharp knock.

10) Projected Image (1 Image)

Range: 100' *Duration: 1 min/lvl*

Creates an illusionary double of the caster (visual only), that the caster can control by concentrating. When the caster is not concentrating, the illusionary double copies the caster's movements.

11) Greater Alter Self

Range: Self *Duration: 1 hr/lvl*

Caster looks, sounds and smells like any humanoid species within +/-20% of caster's own size. This is an illusion only, and the caster does not physically change. Neither does it give the caster language skills.

13) Offset Image (10%)

Range: Self *Duration: 1 min/lvl*

Caster appears to be displaced slightly from their actual location. Attack rolls against the caster have a 10% chance of simply missing. Each time a particular enemy misses the caster, the chance for that foe to miss again goes down by 5%.

15) Chameleon

Range: Self *Duration: 10 mins/lvl*

Caster (with clothes and equipment) changes colour to match their surroundings. When the caster is stationary, they are effectively invisible. When the caster is moving they get a +10 bonus to Stealth checks.

18) Offset Image (20%)

Range: Self *Duration: 1 min/lvl*

Caster appears to be displaced slightly from their actual location. Attack rolls against the caster have a 20% chance of simply missing. Each time a particular enemy misses the caster, the chance for that foe to miss again goes down by 5%.

20) Projected Image (2 Images)

Range: 100' *Duration: 1 min/lvl*

Creates two illusionary doubles of the caster (visual only), that the caster can control by concentrating. When the caster is not concentrating on a double, that double copies the caster's movements.

MINOR PREMONITIONS

3) Intuition   **S**

Range: Self   *Duration: Instant*

Gives the caster a hunch about which one of a simple set of choices (e.g. "which corridor is the way out?") would be the most beneficial to the caster. The hunch has a 75% chance of being correct and a 25% chance of being misleading (rolled secretly by the Game Master).

5) Premonition (1 min)

Range: Self   *Duration: Instant*

Caster is given a vision of the most likely outcome (over the course of the next minute) if they perform a specific action now.

8) Prophetic Dreams (1 dream)

Range: Self   *Duration: See below*

Gives the caster a dream (next time they sleep for at least an hour) about a subject of their choice. The dream will reveal information about the subject that the caster did not already know.

9) Ghostly Echoes

Range: Self   *Duration: Instant*

Gives caster a vision of what has previously happened (up to 1 min/lvl in the past) in the place where they are.

10) Predict General Action

Range: 100'   *Duration: Instant*

Caster gains knowledge of what action the target will take in the following round. In the following round's Statement of Intent phase, the caster may hear the opponent's general choice of action (e.g. "cast a spell", "attack" but not specifics of which spell or which target) before announcing their own; while still getting the normal +2 bonus to initiative for announcing their own action before other enemies do.

11) Premonition (2 mins)

Range: Self   *Duration: Instant*

Caster is given a vision of the most likely outcome (over the course of the next two minutes) if they perform a specific action now.

14) Prophetic Dreams (2 dreams)

Range: Self   *Duration: See below*

Gives the caster two dreams (next time they sleep for at least an hour) about subjects of their choice. The dreams will reveal information about the subjects that the caster did not already know.

15) Predict Specific Action

Range: 100'   *Duration: Instant*

Caster gains knowledge of what action the target will take in the following round. In the following round's Statement of Intent phase, the caster may hear the opponent's exact choice of action including specifics of which spell or which target before announcing their own; while still getting the normal +2 bonus to initiative for announcing their own action before other enemies do.

17) Prophetic Dreams (3 dreams)

Range: Self   *Duration: See below*

Gives the caster three dreams (next time they sleep for at least an hour) about subjects of their choice. The dreams will reveal information about the subjects that the caster did not already know.

20) Premonition (1 min/lvl)

Range: Self   *Duration: Instant*

Caster is given a vision of the most likely outcome (over the course of the next minute per level) if they perform a specific action now.

APPENDIX VI – PSYCHIC SPELL PATHS

PSYCHIC CONJURING   (COMMON PSYCHIC PATH)

1) Twist Light

Range: 100'   *Duration: 10 mins/lvl*

Bends light around a single inanimate object (of up to 10'x10'x10' in size) so that it appears to be up to 10' away from its real location.

3) Conjure Sound or Light

Range: 50'   *Duration: 10 mins/lvl*

Creates a simple immobile visual scene or a simple immobile set of repeating or constant sounds in a 10' radius.

5) Conjuration (2 aspect)

Range: 50'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of two conjured aspects.

6) Illusion (1 aspect)   **W(S)**

Range: 100'   *Duration: 1 min/lvl*

Creates an illusionary object or creature that fits in a 10' radius and consists of one conjured aspect.

8) Conjuration (3 aspect)

Range: 50'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of three conjured aspects.

10) Delayed Conjure (1 aspect)

Range: 50'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of one conjured aspect. The scene may be delayed for up to 24 hours.

11) Conjuration (4 aspect)

Range: 50'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of four conjured aspects.

12) Illusion (2 aspect)   **W(S)**

Range: 100'   *Duration: 1 min/lvl*

Creates an illusionary object or creature that fits in a 10' radius and consists of two conjured aspects.

14) Delayed Conjure (2 aspect)

Range: 50'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of two conjured aspects. The scene may be delayed for up to 24 hours.

15) Conjuration (5 aspect)

Range: 50'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of five conjured aspects.

17) Illusion (3 aspect)   **W(S)**

Range: 100'   *Duration: 1 min/lvl*

Creates an illusionary object or creature that fits in a 10' radius and consists of three conjured aspects.

18) Delayed Conjure (3 aspect)

Range: 50'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of three conjured aspects. The scene may be delayed for up to 24 hours.

20) Conjuration (7 aspect)

Range: 50'   *Duration: 1 min/lvl*

Creates an immobile scene in a 10' radius that consists of seven conjured aspects.

PSYCHIC DETECTION

1) Detect Psychic

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any active psychic spell or any item containing a psychic spell. The glow may shine through thin objects such as containers.

2) Detect Arcane

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any active arcane spell or any item containing an arcane spell. The glow may shine through thin objects such as containers.

3) Detect Divine

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any active divine spell or any item containing a divine spell. The glow may shine through thin objects such as containers.

4) Detect Hatred

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any beings that are currently experiencing the emotion of hatred.

5) Detect Invisible

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any active invisibility effect. The caster may attack the invisible creature while concentrating on this spell, but at a -10 penalty.

6) Detect Evil

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any evil beings or items created by evil magic. The Game Master must determine what counts as 'evil' in their setting for purposes of this spell.

7) Detect Traps

Range: 50'   *Duration: C (1 min/lvl)*

Caster can see a glow around any mechanical or magical trap. Each trap in the area has a 75% chance of being detected by this spell.

8) Detect Power (50')

Range: 50'   *Duration: C (1 min/lvl)*

Caster can tell the level of a person, magic item, or active spell within 50'. The caster cannot examine the level of active spells that they cannot see.

10) Detect Class

Range: 50'   *Duration: C (1 min/lvl)*

Caster can tell the species and class of a person they look at within 50', or the class of the person that cast a spell they look at within 50'. The caster cannot examine the class of active spells that they cannot see.

11) Detect Power (100', 10'r)

Range: 100'   *Duration: C (1 min/lvl)*

Caster can tell the level of all people, magic items, and active spells in a 10' radius area within 100'. The caster cannot examine the level of active spells that they cannot see.

13) See Invisible

Range: 50'   *Duration: 1 min/lvl*

Caster can see a glow around any active invisibility effect. This spell needs no concentration and the caster may attack invisible creatures without penalty.

15) Detect Magic

Range: 100'   *Duration: C (1 min/lvl)*

Caster can see a glow around any active spell (of any sphere) or a faint glow where a spell has been cast in the last week. The glow may shine through thin objects such as containers.

16) Detect Power (500', 50'r)

Range: 500'   *Duration: C (1 min/lvl)*

Caster can tell the level of all people, magic items, and active spells in a 50' radius area within 500'. The caster cannot examine the level of active spells that they cannot see.

18) Detect Spell

Range: 50'   *Duration: C (1 min/lvl)*

Caster can exactly identify a spell they look at within 50'. The caster cannot examine the class of active spells that they cannot see.

20) Detect Power (1 Mile, 300'r)

Range: 500'   *Duration: C (1 min/lvl)*

Caster can tell the level of all people, magic items, and active spells in a 300' radius area within 1 mile. The caster cannot examine the level of active spells that they cannot see.

PSYCHOLUMINATION

1) Palm of Light
Range: Self   *Duration: 10 mins/lvl*
Creates a beam of light like that of a hooded lantern from the caster's palm. Light is effective at up to 20'.

2) Shimmer
Range: Self   *Duration: 1 min/lvl*
Caster appears to shimmer in a confusing manner that causes all attacks against them to take a -2 to-hit penalty.

3) Light (1 Area)
Range: Touch   *Duration: 10 mins/lvl*
Touched object or point in space gives off normal light which is effective within a 10' radius. If cast on an object, the light moves with the object.

4) Faerie Fire
Range: Self   *Duration: 10 mins/lvl*
Caster gains a glowing aura, gaining a +2 dodge bonus.

5) Flash
Range: 100'   *Duration: Instant*
Creates a bright flash of light at the target point within range. Each target within the area is Dazed for 1 round per two excess points of success on the Penetration check rolled against them.

6) Magic Missile   **W(S)**
Range: 100'   *Duration: Instant*
Shoots a spark-like missile at a target within range. The attack is resolved on the Magic Missile attack table.

7) Darkness (1 Area)
Range: Touch   *Duration: 10 mins/lvl*
Touched object or point in space gives off an aura of magical darkness which is effective within a 10' radius. If cast on an object, the darkness moves with the object.

8) Greater Faerie Fire
Range: Self   *Duration: 10 mins/lvl*
Caster gains a glowing aura, gaining a +3 dodge bonus.

10) Light (5 Areas)
Range: 50'   *Duration: 10 mins/lvl*
Five points in space within range each give off normal light which is effective within a 10' radius; or these can be combined into a smaller number of correspondingly larger areas (e.g. one 20' radius and one 30' radius).

11) Darkness (5 Areas)
Range: 50'   *Duration: 10 mins/lvl*
Five points in space within range each give off an aura of magical darkness which is effective within a 10' radius; or these can be combined into a smaller number of correspondingly larger areas (e.g. one 20' radius and one 30' radius).

13) Glow
Range: Touch   *Duration: 10 mins/lvl*
Target object (up to 10'x10'x10' in size) glows in a colour of caster's choice.

15) Signal
Range: Self   *Duration: C*
Creates a beam of light up to 5 miles long of any colour that springs from caster's palm.

16) Darkness (10 Areas)
Range: 50'   *Duration: 10 mins/lvl*
Ten points in space within range each give off an aura of magical darkness which is effective within a 10' radius; or these can be combined into a smaller number of correspondingly larger areas (e.g. one 40' radius and two 30' radius).

18) Sunlight (10 Areas)
Range: 50'   *Duration: 10 mins/lvl*
Ten points in space within range give off light with all the properties of sunlight and which is effective within a 10' radius; or these can be combined into a smaller number of correspondingly larger areas (e.g. one 40' radius and two 30' radius).

19) Pitch Blackness (10 Areas)
Range: 50'   *Duration: 10 mins/lvl*
Ten points in space within range each give off an aura of pitch blackness that suppresses even magical light and which is effective within a 10' radius; or these can be combined into a smaller number of correspondingly larger areas (e.g. one 40' radius and two 30' radius).

20) Solar Lens
Range: 500'   *Duration: C*
Concentrates natural sunlight into a 1" diameter beam, which will burn through 1' of wood per round; 4" of stone per round; or 1" of metal per round. The beam may be moved at a speed of 1' per round. The movement is too slow for it to be used as a weapon, but if focussed on a helpless target, the target will take an "E" severity fire critical each round.

PSYCHOMETRY

1) Feel Purpose

Range: Touch   *Duration: Instant*

Caster becomes aware of the basic purpose of the touched item (but not detailed instructions for its use).

2) Feel Enchantment

Range: Touch   *Duration: C (1 min/lvl)*

Caster can feel whether each object touched is magical in some way, but gains no insight about the type or power of the object's magical nature.

3) Feel Origin

Range: Touch   *Duration: Instant*

Caster becomes aware of the place where the touched object comes from. This is the source of its material if it is natural, or the place it was made if it is manufactured.

5) Feel Curse

Range: Touch   *Duration: Instant*

Caster becomes aware if the touched item is cursed. The Game Master must determine what counts as a 'curse' in their setting for purposes of this spell.

6) Feel Sphere

Range: Touch   *Duration: Instant*

Caster can tell the sphere of magic (if any) contained within the touched item.

7) Analyse Stone

Range: Touch   *Duration: Instant*

Caster discovers the origin, nature and composition of any worked or natural stone. If the stone is worked, the caster also knows how this was done.

8) Significance

Range: Touch   *Duration: Instant*

Caster sees an image of the most significant event that has happened in the touched item's past.

10) Psychometry

Range: Touch   *Duration: Instant*

Caster gains knowledge as if having cast all the "Feel" spells of lower level than this one simultaneously on the touched item.

11) Postcognition (1hr/lvl)

Range: Touch   *Duration: C (1 min/lvl)*

Caster has a vision of what happened in the past (up to 1 hour per level ago, with an accuracy of +/-30 minutes) either in their current location or in the prior location of a touched item.

13) Identify Primary

Range: Touch   *Duration: Instant*

Caster becomes aware of the primary magical power or bonus (but not any other powers) of the touched item.

14) Remember Death

Range: Touch   *Duration: Instant*

Caster discovers the time and cause of death of a corpse of any age (and sees the event through the victim's eyes). If the corpse is not present, this spell may be cast at the place of death but only within 24 hours of the death occurring.

17) Significant Postcognition

Range: Touch   *Duration: C (1 min/lvl)*

Caster has a vision of what happened in the most significant event that has happened in the touched item's past.

19) Identify Full

Range: Touch   *Duration: Instant*

Caster becomes aware of all abilities and powers of the touched item, and gains immediate knowledge of how to use those abilities and powers without needing to use either the Use Magicial Device or Read Magic skills.

20) Postcognition (1day/lvl)

Range: Touch   *Duration: C (10 mins/lvl)*

Caster has a vision of what happened in the past (up to 1 day per level ago, with an accuracy of +/-1 hour) either in their current location or in the prior location of a touched item.

RESIST MAGIC

1) Resist Magic +1

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +1 bonus to Arcane, Divine and Psychic save DCs, and a +1 dodge bonus against weapon-like spells.

5) Resist Magic +2

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +2 bonus to Arcane, Divine and Psychic save DCs, and a +2 dodge bonus against weapon-like spells.

8) Psychic Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their Psychic save DC and a +2 dodge bonus against Psychic weapon-like spells. The caster can (without losing concentration) "parry" one Psychic spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

10) Arcane Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their Arcane save DC and a +2 dodge bonus against Arcane weapon-like spells. The caster can (without losing concentration) "parry" one Arcane spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

11) Resist Magic +3

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +3 bonus to Arcane, Divine and Psychic save DCs, and a +3 dodge bonus against weapon-like spells.

13) Divine Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their Divine save DC and a +2 dodge bonus against Divine weapon-like spells. The caster can (without losing concentration) "parry" one Divine spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

15) Dual Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their save DCs vs spells of any two spheres of magic (chosen at time of casting) and a +2 dodge bonus against weapon-like spells from those spheres. The caster can (without losing concentration) "parry" one spell from one of the chosen spheres per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

17) Resist Magic +5

Range: Self   *Duration: 1 min/lvl*

Gives the caster a +4 bonus to Arcane, Divine and Psychic save DCs, and a +4 dodge bonus against weapon-like spells.

19) Magic Shield

Range: Self   *Duration: C*

Gives the caster a +2 bonus to their save DCs vs spells of all three spheres of magic and a +2 dodge bonus against weapon-like spells. The caster can (without losing concentration) "parry" one spell per round, adding any melee to-hit bonus they have to their dodge bonus or save DC.

20) Psychic Immunity

Range: Self   *Duration: C*

Gives the caster a +10 bonus to their Psychic save DC.

RESIST PAIN

1) Fire Resistance (+4) — **S**
Range: Self *Duration: C*
Caster is immune to natural fire and heat, and gains a +4 bonus to save DCs and dodge bonuses against fire/heat based attacks.

2) Cold Resistance (+4) — **S**
Range: Self *Duration: C*
Caster is immune to natural cold, and gains a +4 bonus to save DCs and dodge bonuses against cold/ice based attacks.

5) Pain Resistance (25%) — **S,A**
Range: Self *Duration: 1 min/lvl*
Caster is able to remain conscious with negative hit points of up to a 25% of their normal hit point total. If this means that they are still conscious after death, their grace period does not start until this spell runs out.

6) Unstun (1 Round) — **S,A**
Range: Self *Duration: Instant*
One round's worth of stun-like effects is removed from the caster.

7) Poison Resistance — **S,A**
Range: Self *Duration: C*
Caster is not affected by any poisons until the duration runs out.

10) Pain Resistance (50%) — **S,A**
Range: Self *Duration: 1 min/lvl*
Caster is able to remain conscious with negative hit points of up to a 50% of their normal hit point total. If this means that they are still conscious after death, their grace period does not start until this spell runs out.

11) Unstun (3 Rounds) — **S,A**
Range: Self *Duration: Instant*
Three rounds' worth of stun-like effects are removed from the caster.

12) Poison Riddance — **S,A**
Range: Self *Duration: C*
Caster is not affected by any poisons until the duration runs out. If the caster concentrates for a whole hour, any poison in their system is neutralised.

14) Wake — **S,A**
Range: Self *Duration: Instant*
Caster is fully awoken from any sleeping (including magical sleep) or Out condition.

15) Pain Resistance (75%) — **S,A**
Range: Self *Duration: 1 min/lvl*
Caster is able to remain conscious with negative hit points of up to a 75% of their normal hit point total. If this means that they are still conscious after death, their grace period does not start until this spell runs out.

17) Fire Armour — **S**
Range: Self *Duration: C*
Caster is immune to natural heat and fire, and gains a +4 bonus to save DCs and dodge bonuses against heat/fire based attacks. Additionally, caster also takes half damage from heat/fire based attacks and reduces all fire critical strikes by one level of severity.

18) Cold Armour — **S**
Range: Self *Duration: C*
Caster is immune to natural cold, and gains a +4 bonus to save DCs and dodge bonuses against cold/ice based attacks. Additionally, caster also takes half damage from cold/ice based attacks and reduces all cold critical strikes by one level of severity.

20) Pain Resistance (100%) — **S,A**
Range: Self *Duration: 1 min/lvl*
Caster is able to remain conscious with negative hit points of up to a 100% of their normal hit point total. If this means that they are still conscious after death, their grace period does not start until this spell runs out.

SELF DEFENCE

(COMMON PSYCHIC PATH)

4) Force Shield   **S**

Range: Self   *Duration: 1 min/lvl*

Creates an invisible shield in front of the caster that acts as a normal shield (but does not stack with a normal shield if the caster is already wielding one).

5) Deflect 1 Missile   **S**

Range: 100'   *Duration: 1 rnd*

Any one missile attack that passes within range and that the caster can see is deflected and receives a -20 penalty on its to-hit roll.

6) Deflect 1 Blow   **S**

Range: 100'   *Duration: 1 rnd*

Any one melee attack within range that the caster can see is deflected and receives a -20 penalty on its to-hit roll.

8) Stop 1 Missile   **S**

Range: 100'   *Duration: 1 rnd*

Any one missile attack that passes within range and that the caster can see is stopped in its tracks and falls harmlessly to the ground.

10) Create Air

Range: Self   *Duration: 1 min/lvl*

Creates an area of fresh air 1" per level around the caster than no other gasses can enter.

11) Deflect 2 Missiles   **S**

Range: 100'   *Duration: 1 rnd*

Any two missile attacks that pass within range and that the caster can see are deflected and receive a -20 penalty on their to-hit rolls.

13) Deflect 1 Spell   **S**

Range: 100'   *Duration: 1 rnd*

Any one weapon-like spell that passes within range and that the caster can see is partially deflected and receives a -10 penalty on its to-hit roll.

15) Deflect 2 Blows   **S**

Range: 100'   *Duration: 1 rnd*

Any two melee attacks within range that the caster can see are deflected and receive a -20 penalty on their to-hit rolls.

18) Deflect 3 Missiles   **S**

Range: 100'   *Duration: 1 rnd*

Any three missile attacks that pass within range and that the caster can see are deflected and receive a -20 penalty on their to-hit rolls.

20) Deflect 2 Spells   **S**

Range: 100'   *Duration: 1 rnd*

Any two weapon-like spells that pass within range and that the caster can see are partially deflected and receives a -10 penalty on their to-hit rolls.

BODILY ALTERATION

1) Cat's Grace

Range: Self   *Duration: See below*

Caster gains a +10 bonus on their next dexterity check or dexterity-based skill check. The bonus lasts for the duration of the check, but if not used immediately, it fades in 1 round.

2) Dislocate

Range: Self   *Duration: 10 min*

Caster can dislocate all their bones without harm. This allows them to wriggle out of manacles/bonds and through holes that are no wider than their head.

3) Alter Face (1 Hour)

Range: Self   *Duration: 1 hr*

Caster's face changes to a different form. Caster can look like any humanoid species (although their body won't change with their face). Specific individuals may be imitated.

5) Water Breathing

Range: Self   *Duration: 1 min/lvl*

Caster can breathe under water (but not in air) for the duration.

7) Alter Person

Range: Self   *Duration: 10 mins/lvl*

Caster's form changes to that of a humanoid species/age/gender combination of the caster's choosing. Specific individuals may not be imitated using this spell. This does not affect the caster's ability scores.

8) Gas Breathing

Range: Self   *Duration: 1 min/lvl*

Caster can breathe any gas safely for the duration. Corrosive gasses may still damage the caster's skin.

10) Alter Face (1 Hour/Level)

Range: Self   *Duration: 1 hr/lvl*

Caster's face changes to a different form. Caster can look like any humanoid species (although their body won't change with their face). Specific individuals may be imitated.

11) Adaptable Breathing

Range: Self   *Duration: 1 min/lvl*

Caster can breathe any gas or liquid safely for the duration. Hot or corrosive gasses and liquids may still damage the caster's skin.

13) Polymorph Self

Range: Self   *Duration: 10 mins/lvl*

Caster's form changes to that of any species/age/gender combination of the caster's choosing providing it is between half and twice their current mass and it can survive in the target's current environment. Specific individuals may not be imitated using this spell. The target's ability scores do not change, and they do not get any special abilities of their new form other than grossly physical ones such as using wings to fly or using gills to breathe in water.

15) Statue

Range: Self   *Duration: 1 min/lvl*

Caster becomes a solid stone statue for the duration. Caster can still see and hear, but may take no action.

18) Shapechange

Range: Caster   *Duration: 10 mins/lvl*

Caster's form changes to that of any species/age/gender combination of their choosing providing it is between half and twice their current mass and it can survive in their current environment. Specific individuals may not be imitated using this spell. The caster's ability scores do not change, and they do not get any special abilities of their new form other than grossly physical ones such as using wings to fly or using gills to breathe in water. Additionally, the caster may change to a different form at any time by concentrating for one round.

20) Water Body

Range: Self   *Duration: 1 min/lvl*

Caster becomes an amorphous blob of water. Caster can move at 20' per round and seep through cracks or porous material. Caster cannot cast spells or take any actions other than movement while in this form.

GAS MOULDING (ESOTERIC PSYCHIC PATH)

1) Condense

Range: Touch   *Duration: Instant*

Caster extracts a 1'x1'x1' volume of water by condensing it from the surrounding air into a suitable receptacle.

2) Warmth

Range: Self   *Duration: 24 hrs*

Caster warms the air around them (in a 1' radius per level) to a temperature up to 50 degrees centigrade above the ambient temperature.

3) Fog Cloud (10'r)

Range: 100'   *Duration: 1 min/lvl*

Creates a 10' radius cloud of dense fog that reduces visibility down to 1' in the area.

4) Wall of Air

Range: 10'   *Duration: C*

Creates a wall of turbulent air up to 10'x10'x3'. Movement through the wall is halved, and attacks through it take a -10 penalty.

5) Still Air (10'r)

Range: Self   *Duration: C*

Slows all air movement and wind within a 10' radius of the caster by 30 miles per hour.

7) Fog Cloud (50'r)

Range: 100'   *Duration: 1 min/lvl*

Creates a 50' radius cloud of dense fog that reduces visibility down to 1' in the area.

8) Clear Fog (50'r)

Range: 100'   *Duration: 1 min/lvl*

Clears all fog (both natural and magical) in a 50' radius.

9) Curved Wall of Air

Range: 10'   *Duration: C*

Creates a wall of turbulent air up to 20'x10'x3' that can be curved in up to a semicircle. Movement through the wall is halved, and attacks through it take a -10 penalty.

10) Lasting Wall of Air

Range: 10'   *Duration: 1 min/lvl*

Creates a wall of turbulent air up to 10'x10'x3'. Movement through the wall is halved, and attacks through it take a -10 penalty.

11) Fog Cloud (100'r)

Range: 100'   *Duration: 1 min/lvl*

Creates a 100' radius cloud of dense fog that reduces visibility down to 1' in the area.

12) Still Air (50'r)

Range: Self   *Duration: C*

Slows all air movement and wind within a 50' radius of the caster by 30 miles per hour.

13) Clear Fog (100'r)

Range: 100'   *Duration: 1 min/lvl*

Clears all fog (both natural and magical) in a 100' radius.

15) Clear Air

Range: Self   *Duration: Instant*

All gasses within a 10' radius of the caster are converted to clear air. As long as the caster concentrates, further gas entering the area is also converted.

17) Protective Winds

Range: Self   *Duration: C*

Creates a 10' radius whirlwind around the caster, which completely blocks all missile attacks, slows movement down to a fifth of normal, and gives all melee attacks a -16 penalty.

20) Create Oxygen

Range: 100'   *Duration: C*

Creates oxygen in a 50' radius. All breathing creatures in the area get a +4 bonus to all physical activities, and all fire does double damage.

IRON WILL

1) Advance Preparation

Range: Self   *Duration: See below*

When cast alongside another spell, this spell allows that spell to be readied so that it can be cast at a later time with no preparation rounds. The caster may not cast any other spells until the readied spell has been cast, and this spell costs an amount of mana equal to the level of the spell being readied.

2) Mindsense (20')   **S**

Range: 20'   *Duration: C*

Caster detects the number and location (but not specific details) of all sapient beings within range.

3) Iron Will (+1)

Range: Self   *Duration: 1 min/lvl*

Caster gains a +1 bonus to their save DC against psychic spells and mental attacks from creatures.

5) Intuition (25%)

Range: Self   *Duration: Instant*

Caster recalls a piece of information from their memory, subconscious or racial memory that has a 25% chance of being useful in their current situation.

6) Mask Species   **F**

Range: Self   *Duration: C*

Caster appears to be a species of their choice to all magical detections (including symbols or delayed spells that are activated by a particular species or species).

7) Perception

Range: 100'   *Duration: Instant*

Caster notices a small detail of the target object, location or creature that gives significant information about it.

8) Iron Will (+2)

Range: Self   *Duration: 1 min/lvl*

Caster gains a +2 bonus to their save DC against psychic spells and mental attacks from creatures.

10) Mask Class   **F**

Range: Self   *Duration: C*

Caster appears to be a class of their choice to all magical detections (including symbols or delayed spells that are activated by a particular class).

11) Sift Information

Range: Self   *Duration: Instant*

Caster gains an insight (a hint given by the Game Master) about the significance of multiple pieces of information when taken together. If the pieces of information are genuinely completely unrelated then the caster becomes aware of this fact instead.

12) Mask Level   **F**

Range: Self   *Duration: C*

Caster appears to be a level of their choice to all magical detections (including symbols or delayed spells that are activated by a particular level character).

13) Iron Will (+3)

Range: Self   *Duration: 1 min/lvl*

Caster gains a +3 bonus to their save DC against psychic spells and mental attacks from creatures.

15) Mind Blank

Range: Self   *Duration: C*

Caster appears to have no sapience (or species or level or class) at all to all magical detections (including symbols or delayed spells that are activated by such things).

17) Iron Will (+5)

Range: Self   *Duration: 1 min/lvl*

Caster gains a +5 bonus to their save DC against psychic spells and mental attacks from creatures.

18) Intuition (100%)

Range: Self   *Duration: Instant*

Caster recalls a piece of information from their memory, subconscious or racial memory that has a 100% chance of being useful in their current situation.

19) Mask All   **F**

Range: Self   *Duration: C*

Caster appears to be a species, class and level of their choice to all magical detections (including symbols or delayed spells that are activated by such things).

20) Iron Will (+10)

Range: Self   *Duration: 1 min/lvl*

Caster gains a +10 bonus to their save DC against psychic spells and mental attacks from creatures.

LIQUID MOULDING

1) Boil

Range: 1'   *Duration: C*

Caster causes up to 6 gallons (approximately 1 cubic foot) of water per caster level to heat up to boiling point. When the caster stops concentrating the water cools naturally.

2) Freeze

Range: 1'   *Duration: C*

Caster causes up to 6 gallons (approximately 1 cubic foot) of water per caster level to cool down to freezing point. When the caster stops concentrating the water thaws naturally.

3) Settle

Range: Touch   *Duration: Instant*

Causes all sediment and other material in suspension in up to 6 gallons (approximately 1 cubic foot) of water per caster level to be destroyed, leaving the water clear.

5) Purify Water

Range: Touch   *Duration: Instant*

Causes all material that is dissolved in up to 6 gallons (approximately 1 cubic foot) of water per caster level to be destroyed, leaving the water clear.

6) Wall of Water

Range: 10'   *Duration: C*

Creates a wall of turbulent water up to 10'x10'x1'. Movement through the wall is halved, and attacks through it take a -10 penalty. The water is not created, and must be drawn from a source within 50' of the caster.

7) Vapour

Range: Touch   *Duration: Instant*

Causes up to 6 gallons (approximately 1 cubic foot) of water per caster level to evaporate into a cloudy vapour which rapidly disperses.

8) Part Water (3'x100'x10')

Range: 10'   *Duration: C*

Creates a 3' wide and 100' long corridor through water. If the water is 10' deep or less, this will form a dry trench, If the water is more than 10' deep it will form a dry corridor along the bottom with water magically supported overhead.

9) Water Bolt   **W(S)**

Range: 100'   *Duration: Instant*

Shoots a bolt of water at a target within range. The attack is resolved on the Water Bolt attack table.

10) Curved Wall of Water

Range: 10'   *Duration: C*

Creates a wall of turbulent water up to 10'x20'x1' that can be bent in up to a semicircle. Movement through the wall is halved, and attacks through it take a -10 penalty. The water is not created, and must be drawn from a source within 50' of the caster.

11) Becalm (100'r)

Range: Self   *Duration: C*

All water within a 100' radius of the caster is calmed. Waves up to 20' high are stopped and waves higher than that are reduced by that amount.

13) Lasting Wall of Water

Range: 10'   *Duration: 1 min/lvl*

Creates a wall of turbulent water up to 10'x10'x1'. Movement through the wall is halved, and attacks through it take a -10 penalty. The water is not created, and must be drawn from a source within 50' of the caster.

15) Part Water (4'x300'x50')

Range: 10'   *Duration: C*

Creates a 4' wide and 300' long corridor through water. If the water is 50' deep or less, this will form a dry trench, If the water is more than 50' deep it will form a dry corridor along the bottom with water magically supported overhead.

17) Maelstrom

Range: 300'   *Duration: C*

Creates a 20'x20' whirlpool in a body of water that will draw in any objects and creatures within 200' at a speed of 20'/round.

18) Tsunami

Range: 100'   *Duration: Instant*

Creates a wave up to 1' tall per caster level and up to 10' wide per caster level that travels directly away from the caster.

19) Bubble

Range: Self   *Duration: C*

Creates a 10' radius bubble of air around the caster. The caster may move the bubble by "swimming" normally in the water as if the bubble were not there. The air in the bubble is constantly refreshed.

20) Becalm (100'/lvl)

Range: Self   *Duration: C*

All water within a 100' radius of the caster per level is calmed. Waves up to 50' high are stopped and waves higher than that are reduced by that amount.

PSYCHIC MOVEMENT

1) Jump   **S**

Range: Self   *Duration: 1 rnd*

Caster may make a 50' long or 20' high jump.

2) Feather Fall   **S**

Range: Self   *Duration: 1 rnd*

Caster can land after a fall as if the fall were 20' per caster level less than it actually is.

3) Levitate (10'/rnd)

Range: Self   *Duration: 1 min/lvl*

Caster may move vertically at 10'/round and hover in place.

4) Weightlessness

Range: Self   *Duration: 1 min/lvl*

Caster becomes weightless for the duration and caster will drift in the wind if there is any. At the end of the spell, the caster will float gently down rather than falling suddenly.

5) Water Moves

Range: Self   *Duration: 10 mins/lvl*

Caster can move in water as freely as they can in air. This spell gives no ability to breather underwater.

6) Fly (15'/rnd)

Range: Self   *Duration: 1 min/lvl*

Caster may fly at a speed of 15'/rnd (1mph).

7) Levitate (50'/rnd)

Range: Self   *Duration: 1 min/lvl*

Caster may move vertically at 50'/round and hover in place.

8) Dive

Range: Self   *Duration: 1 rnd*

Caster may dive into water from a height of up to 50' per level providing they land in a depth of water at least equal to their own height.

10) Hide in Object

Range: Self   *Duration: 1 min/lvl*

Caster can step inside any inanimate object large enough to hold them and hide for the duration. Caster can not see out of the object, and can perform no action while hidden.

11) Fly (75'/rnd)

Range: Self   *Duration: 1 min/lvl*

Caster may fly at a speed of 75'/rnd (5mph).

12) Greater Feather Fall   **S**

Range: Self   *Duration: 1 rnd*

Caster can land safely on their feet after a fall of any length.

13) Levitate (200'/rnd)

Range: Self   *Duration: 1 min/lvl*

Caster may move vertically at 200'/round and hover in place.

14) Phasing

Range: Self   *Duration: 1 min/lvl*

Caster may pass through any inanimate material at a rate of 1' per round. This provides no protection from attacks. If the duration ends while the caster is inside solid material, the caster dies instantly.

15) Fly (150'/rnd)

Range: Self   *Duration: 1 min/lvl*

Caster may fly at a speed of 150'/rnd (10mph).

17) Spy From Object

Range: 10'   *Duration: 1 min/lvl*

Target can step inside any inanimate object large enough to hold them and hide for the duration. Target can see out of the object, and can move around to look out in different directions but perform no other actions while hidden.

20) Merge With Object

Range: 10'   *Duration: 1 min/lvl*

Target can step inside any inanimate object large enough to hold them and hide for the duration. Target can see out of the object, and can move around to look out in different directions, and can cast spells on themselves; but can perform no other actions while hidden.

PSYCHIC SPEED

(ESOTERIC PSYCHIC PATH)

1) Jog   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster can run at 2x normal walking speed without tiring. If the caster stops before the duration is up, the spell ends prematurely.

3) Speed (1 round)   **S**
Range: Self   *Duration: 1 rnd*
Caster is Hasted for one round, but then Slowed for the following round.

5) Speed (2 rounds)   **S**
Range: Self   *Duration: 2 rnds total*
Caster is Hasted for two rounds, but then Slowed for the following two rounds.

6) Haste (1 round)   **S**
Range: Self   *Duration: 1 rnd*
Caster is Hasted for one round.

7) Speed (3 rounds)   **S**
Range: Self   *Duration: 2 rnds total*
Caster is Hasted for three rounds, but then Slowed for the following three rounds.

8) Run   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster can run at 3x normal walking speed without tiring. If the caster stops before the duration is up, the spell ends prematurely.

9) Haste (2 rounds)   **S**
Range: Self   *Duration: 1 rnd*
Caster is Hasted for two rounds.

10) Swim   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster can swim at 2x normal speed without tiring. If the caster stops before the duration is up, the spell ends prematurely.

11) Speed (5 rounds)   **S**
Range: Self   *Duration: 2 rnds total*
Caster is Hasted for five rounds, but then Slowed for the following five rounds.

12) Haste (3 rounds)   **S**
Range: Self   *Duration: 1 rnd*
Caster is Hasted for three rounds.

15) Haste (5 rounds)   **S**
Range: Self   *Duration: 1 rnd*
Caster is Hasted for five rounds.

17) Jog   **S**
Range: Self   *Duration: 10 mins/lvl*
Caster can run at 4x normal walking speed without tiring. If the caster stops before the duration is up, the spell ends prematurely.

20) Speed (10 rounds)   **S**
Range: Self   *Duration: 2 rnds total*
Caster is Hasted for ten rounds, but then Slowed for the following ten rounds.

PSYCHOPORTATION

5) Dimension Door (100')

Range: Self   *Duration: Instant*

Caster is teleported up to 100' providing there is nothing partially or wholly blocking their way.

8) Dimension Door (300')

Range: Self   *Duration: Instant*

Caster is teleported up to 300' providing there is nothing partially or wholly blocking their way.

10) Teleport (50')

Range: Self   *Duration: Instant*

Caster is teleported up to 50' including through barriers. If the intended destination (specified in terms of absolute distance and direction) is not empty, the spell fails.

11) Dimension Door (500')

Range: Self   *Duration: Instant*

Caster is teleported up to 500' providing there is nothing partially or wholly blocking their way.

12) Teleport (100')

Range: Self   *Duration: Instant*

Caster is teleported up to 100' including through barriers. If the intended destination (specified in terms of absolute distance and direction) is not empty, the spell fails.

15) Dimension Door (100'/lvl)

Range: Self   *Duration: Instant*

Caster is teleported up to 100' per level providing there is nothing partially or wholly blocking their way.

16) Teleport (300')

Range: Self   *Duration: Instant*

Caster is teleported up to 300' including through barriers. If the intended destination (specified in terms of absolute distance and direction) is not empty, the spell fails.

18) Teleport (500')

Range: Self   *Duration: Instant*

Caster is teleported up to 500' including through barriers. If the intended destination (specified in terms of absolute distance and direction) is not empty, the spell fails.

20) Teleport To Other

Range: Self   *Duration: Instant*

Caster is teleported directly to another being with which they are currently in mental contact, providing that being is within 100 miles.

SIXTH SENSE

1) Acute Hearing

Range: Self   *Duration: 10 mins/lvl*

Caster gains acute hearing, giving them a +10 bonus to all Spot checks involving hearing.

2) Night Vision (100')

Range: Self   *Duration: 10 mins/lvl*

Caster can see in shadowy light such as night-time in a forest within a 100' radius as if it were day.

3) Peripheral Vision

Range: Self   *Duration: 10 mins/lvl*

Caster can see in a 300° arc, and cannot therefore be flanked.

4) Illusionsight

Range: Self   *Duration: C (1 min/lvl)*

Caster can see a glow around any illusion or conjuration or any item containing an illusion or conjuration. The glow may shine through thin objects such as containers.

5) Underwater Vision (100')

Range: Self   *Duration: 10 mins/lvl*

Caster can see through even the murkiest of water within a 100' radius as if it were clear air.

6) Wolf Scent

Range: Self   *Duration: 10 mins/lvl*

Caster gains a very acute sense of smell, enabling them to track like a wolf.

7) Smoke Vision (100')

Range: Self   *Duration: 10 mins/lvl*

Caster can see through even the thickest of smoke, fog or gas clouds within a 100' radius as if it were clear air.

8) Acute Feeling

Range: Self   *Duration: 10 mins/lvl*

Caster gains an extremely accurate sense of touch, giving them a +5 bonus to rolls that require such (including Pick Lock and Disable Device checks).

9) Dark Vision (100')

Range: Self   *Duration: 10 mins/lvl*

Caster can see in complete darkness within a 100' radius as if it were day.

10) Remote Hearing (100'/lvl)

Range: 100'/lvl   *Duration: C (1 min/lvl)*

Caster can hear as if at a fixed point up to 100' away per caster level. The point can be through intervening objects, but must be a point that the caster has previously visited.

11) Remote Vision (100'/lvl)

Range: 100'/lvl   *Duration: C (1 min/lvl)*

Caster can see as if at a fixed point up to 100' away per caster level. The point can be through intervening objects, but must be a point that the caster has previously visited. The caster may rotate their viewpoint.

12) Ignore Illusion

Range: 100'   *Duration: Instant*

One illusion or conjuration within range ceases to exist for the caster. Caster can no longer see, hear or smell the illusion and cannot interact with any "touch" aspects that it might have.

13) Lasting Illusionsight

Range: Self   *Duration: 10 mins/lvl*

Caster can see a glow around any illusion or conjuration or any item containing an illusion or conjuration. The glow may shine through thin objects such as containers.

14) Truesight (100')

Range: Self   *Duration: 10 mins/lvl*

Caster is affected by Peripheral Vision, Underwater Vision (100'), Smoke Vision (100'), and Dark Vision (100') simultaneously.

15) Night Vision

Range: Self   *Duration: 10 mins/lvl*

Caster can see in shadowy light such as night-time in a forest as if it were day with full normal visual range.

17) Mass Ignore Illusion

Range: 100'   *Duration: Instant*

All illusions and conjurations within range cease to exist for the caster. Caster can no longer see, hear or smell the illusions and cannot interact with any "touch" aspects that they might have.

18) Underwater Vision

Range: Self   *Duration: 10 mins/lvl*

Caster can see through even the murkiest of water with full normal visual range as if it were clear air.

19) Smoke Vision

Range: Self   *Duration: 10 mins/lvl*

Caster can see through even the thickest of smoke, fog or gas clouds with full normal visual range as if it were clear air.

20) Truesight (100')

Range: Self   *Duration: 10 mins/lvl*

Caster is affected by Peripheral Vision, Dark Vision (100'), Night Vision, Underwater Vision, and Smoke Vision simultaneously.

SOLID MOULDING

1) Stone Warmth
Range: Touch   *Duration: 24 hrs*
Caster warms 1 cubic foot of stone per level to a temperature up to 50 degrees centigrade above the ambient temperature.

2) Metal Warmth
Range: Touch   *Duration: 24 hrs*
Caster warms 6 cubic inches of metal per level to a temperature up to 50 degrees centigrade above the ambient temperature.

3) Solid Warmth
Range: Touch   *Duration: 24 hrs*
Caster warms 1 cubic foot of any non-living solid material per level (other than metal) to a temperature up to 50 degrees centigrade above the ambient temperature.

4) Stone Heat
Range: Touch   *Duration: 1 min/lvl*
Caster warms 1 cubic foot of stone per level to a temperature up to 250 degrees centigrade above the ambient temperature. The temperature of the object rises at 50 degrees per round.

5) Metal Heat
Range: Touch   *Duration: 1 min/lvl*
Caster warms 6 cubic inches of metal per level to a temperature up to 250 degrees centigrade above the ambient temperature. The temperature of the object rises at 50 degrees per round.

6) Solid Heat
Range: Touch   *Duration: 1 min/lvl*
Caster warms 1 cubic foot of any non-living solid material per level (other than metal) to a temperature up to 250 degrees centigrade above the ambient temperature. The temperature of the object rises at 50 degrees per round.

7) Solid Cool
Range: Touch   *Duration: 24 hrs*
Caster cools 1 cubic foot of any non-living solid material per level (including metal) to a temperature up to 50 degrees centigrade below the ambient temperature.

10) Expand Cracks
Range: 100'   *Duration: Instant*
All existing cracks in 10'x10'x10' of non-living solid material expand greatly, causing the material to break into chunks. If the material has no existing cracks, this spell has no effect.

11) Solid Melt
Range: Touch   *Duration: 1 min/lvl*
Caster warms 1 cubic foot of any non-living solid material per level (including metal) up to its melting point. The temperature of the object rises at 50 degrees per round.

12) Solid Chill
Range: Touch   *Duration: 1 min/lvl*
Caster cools 1 cubic foot of any non-living solid material per level (including metal) to a temperature up to 250 degrees centigrade below the ambient temperature. The temperature of the object lowers at 50 degrees per round.

13) Powder
Range: 100'   *Duration: Instant*
Up to 10'x10'x10' of non-living solid material within range is reduced to an equal quantity of fine powder.

14) Snap Wood
Range: 100'   *Duration: Instant*
One piece of wood up to 1' in diameter snaps in half. If the wood is being held by a creature, the caster must make a Penetration check against that creature.

15) Stone Passage
Range: Touch   *Duration: Instant*
Caster creates a 3'x6' passage through stone up to 1' thick.

16) Metal Passage
Range: Touch   *Duration: Instant*
Caster creates a 3'x6' passage through metal up to 1" thick.

17) Snap Metal
Range: 100'   *Duration: Instant*
One piece of metal up to 3" in diameter snaps in half. If the wood is being held by a creature, the caster must make a Penetration check against that creature.

18) Fuse Lock
Range: Touch   *Duration: Instant*
One lock or similar mechanism comprised of fine moving parts (but not living being comprised of such) is fused into a solid lump of metal. In the case of a lock, it may be fused while either locked or unlocked, and will be permanently stuck in that state.

19) Solid Passage
Range: Touch   *Duration: Instant*
Caster creates a 3'x6' passage through any non-living solid material up to 1" thick.

20) Shone Shape
Range: Touch   *Duration: C*
Caster may shape stone as if it were soft clay.

TELEKINETICS

1) Moving Force (1lb)

Range: 100'   *Duration: C (1 min/lvl)*

A gentle force of 1lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

2) Holding Force (5lb)

Range: 100'   *Duration: 1 min/lvl*

A force of 5lb in strength resists all attempts to move the target unattended object, including gravity.

3) Moving Force (5lb)

Range: 100'   *Duration: C (1 min/lvl)*

A gentle force of 5lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

4) Holding Force (25lb)

Range: 100'   *Duration: 1 min/lvl*

A force of 25lb in strength resists all attempts to move the target unattended object, including gravity.

5) Moving Force (5lb, 2 Objects)

Range: 100'   *Duration: C (1 min/lvl)*

A gentle force of 5lb in strength carries two unattended objects. The objects can be carried no quicker than 1'/second, and cannot be thrown.

6) Holding Force (5lb, 2 Objects)

Range: 100'   *Duration: 1 min/lvl*

A force of 5lb in strength resists all attempts to move each of two unattended objects, including gravity.

7) Moving Force (25lb)

Range: 100'   *Duration: C (1 min/lvl)*

A gentle force of 25lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

8) Holding Force (50lb)

Range: 100'   *Duration: 1 min/lvl*

A force of 50lb in strength resists all attempts to move the target unattended object, including gravity.

9) Moving Force (50lb)

Range: 100'   *Duration: C (1 min/lvl)*

A gentle force of 50lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

10) Fling Object (Small)   **W(S)**

Range: 10'   *Duration: Instant*

Caster may fling one unattended object within 10' at a target within 100'. Attack uses the Brawling table with a small size and does Blunt, Sharp or Piercing critical strikes depending on its shape.

11) Holding Force (100lb)

Range: 100'   *Duration: 1 min/lvl*

A force of 50lb in strength resists all attempts to move the target unattended object, including gravity.

12) Moving Force (100lb)

Range: 100'   *Duration: C (1 min/lvl)*

A gentle force of 100lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

13) Fling Object (Medium)   **W(S)**

Range: 10'   *Duration: Instant*

Caster may fling one unattended object within 10' at a target within 100'. Attack uses the Brawling table with a medium size and does Blunt, Sharp or Piercing critical strikes depending on its shape.

14) Holding Force (200lb)

Range: 100'   *Duration: 1 min/lvl*

A force of 200lb in strength resists all attempts to move the target unattended object, including gravity.

15) Moving Force (25lb, 3 Objects)

Range: 100'   *Duration: C (1 min/lvl)*

A gentle force of 25lb in strength carries three unattended objects. The objects can be carried no quicker than 1'/second, and cannot be thrown.

16) Holding Force (25lb, 3 Objects)

Range: 100'   *Duration: 1 min/lvl*

A force of 25lb in strength resists all attempts to move each of three unattended objects, including gravity.

17) Moving Force (200lb)

Range: 100'   *Duration: C (1 min/lvl)*

A gentle force of 200lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

18) Fling Object (Large)   **W(S)**

Range: 10'   *Duration: Instant*

Caster may fling one unattended object within 10' at a target within 100'. Attack uses the Brawling table with a large size and does Blunt, Sharp or Piercing critical strikes depending on its shape.

19) Holding Force (500lb)

Range: 100'   *Duration: 1 min/lvl*

A force of 500lb in strength resists all attempts to move the target unattended object, including gravity.

20) Moving Force (500lb)

Range: 100'   *Duration: C (1 min/lvl)*

A gentle force of 500lb in strength carries the target unattended object. The object can be carried no quicker than 1'/second, and cannot be thrown.

APPENDIX VII - FOES

This appendix contains statistics for various "foes" that player characters might encounter. Although the term foe is used generically, not all the creatures in this appendix are particularly monstrous. Many are simply wild animals or even people. The term foe is simply used generically to refer to any potential opponent that player characters may face.

Reading The Foe Statistics

The statistics for each type of creature are listed in tables with one type of foe per row, with a set of further descriptions of the creatures following the table. The columns in each table are as follows:

Name: This column contains the name of the creature.

In the case of a demon, undead or artificial life form the name is followed by capital letter from A to E in parentheses, this is to indicate the relative ranking of the creature for the purposes of certain spells that use these rankings in order to determine which creatures of a that type the spell can affect.

Level: This column contains the level of the creature. Unless there are textual notes about the creature that say otherwise, also use this number for all of the creature's save DCs and Penetration checks.

Speed: This column contains the base speed of the creature (in feet per round) followed by its initiative bonus in combat in parentheses.

Armour Class: This column contains a short code representing the armour class of the creature, followed by the creature's Dodge Bonus.

Note that the armour class of a creature might not exactly represent its appearance - for example most snakes have an armour class of "fur" even though they are obviously not actually furry. This is because their skin is of a similar toughness to that of most furred creatures.

The armour class codes are as follows:

> "Una" = Unarmoured
> "Fur" = Furred Creature
> "Sca" = Scaled Creature
> "Hug" = Huge Creature
> "Sol" = Solid Creature
> "Arm" = Creature will wear manufactured armour, and its armour class will therefore vary.

Hit Points: This column shows the number of hit points that an average creature of this type has.
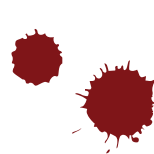
Critical Modifier: This column contains one or more codes showing how critical strikes against the creature are modified.

The critical modifier codes are as follows:

> "<" = All critical strikes done to this creature are reduced by one level of severity ("A" severity critical strikes are ignored). This symbol may appear more than once, in which case the severity of critical strikes is reduced by more than one level.
> "$" = The creature is unaffected by stun-like effects, and cannot be dazed, stunned, put on the defensive, or forced to lose initiative.
> "!" = The creature does not bleed.
> "*" = The creature has an unusual modification to critical effects that will be listed in its description.

Attacks: This column shows the types of attack that a creature can make. Creatures do not normally make multiple attacks unless their description explicitly says that they do. Instead, choose one of the listed attacks for the creature each round depending on its situation.

The format of each attack gives the type of attack followed by the attack bonus (with maximum size if relevant). For example, a "Bite +6M" attack is an attack that uses the bite attack table with a +6 bonus and which is limited to a medium size.

See *Chapter 8 - Combat* for more details about the size of attacks.

Social Group: This column gives a rough guide to the number of individuals that will commonly be found in the social group of the type of creature. Obviously, varied circumstances may mean that more or fewer creatures are together in one place so it should be taken as a rough guideline only.

People							
Name	Level	Speed	Armour Class	Hit Points	Critical Modifier	Attacks	Social Group
Commoner	0	40 (+0)	Una +0	15	-	Brawling +0M	-
Adventurer (lvl 1)	1	40 (+0)	Arm +5	30	-	Weapon +5	-
Adventurer (lvl 3)	3	40 (+0)	Arm +5	50	-	Weapon +10	-
Adventurer (lvl 5)	5	40 (+0)	Arm +5	65	-	Weapon +14 or Spells (1 path, 10 mana)	-
Adventurer (lvl 10)	10	40 (+0)	Arm +5	110	-	Weapon +20 or Spells (1 path, 20 mana)	-
Adventurer (lvl 15)	15	40 (+0)	Arm +5	150	-	Weapon +25 or Spells (1 path, 45 mana)	-
Adventurer (lvl 20)	20	40 (+0)	Arm +5	170	-	Weapon +29 or Spells (2 paths, 60 mana)	-
Artificer (lvl 1)	1	40 (+0)	Una +0	25	-	Weapon +1 or Spells (2 paths, 2 mana)	-
Artificer (lvl 3)	3	40 (+0)	Una +0	35	-	Weapon +2 or Spells (4 paths, 6 mana)	-
Artificer (lvl 5)	5	40 (+0)	Una +0	45	-	Weapon +3 or Spells (7 paths, 15 mana)	-
Artificer (lvl 10)	10	40 (+0)	Una +0	70	-	Weapon +6 or Spells (12 paths, 30 mana)	-
Artificer (lvl 15)	15	40 (+0)	Una +0	95	-	Weapon +8 or Spells (19 paths, 60 mana)	-
Artificer (lvl 20)	20	40 (+0)	Una +0	120	-	Weapon +10 or Spells (24 paths, 80 mana)	-
Assassin (lvl 1)	1	40 (+0)	Arm +4	30	-	Weapon +4	-
Assassin (lvl 3)	3	40 (+0)	Arm +4	45	-	Weapon +9	-
Assassin (lvl 5)	5	40 (+0)	Arm +4	60	-	Weapon +13	-
Assassin (lvl 10)	10	40 (+0)	Arm +4	100	-	Weapon +18 or Spells (1 path, 20 mana)	-
Assassin (lvl 15)	15	40 (+0)	Arm +4	135	-	Weapon +22 or Spells (1 path, 30 mana)	-
Assassin (lvl 20)	20	40 (+0)	Arm +4	170	-	Weapon +25 or Spells (2 paths, 40 mana)	-
Bard (lvl 1)	1	40 (+0)	Una +0	30	-	Weapon +3 or Spells (1 path, 2 mana)	-
Bard (lvl 3)	3	40 (+0)	Una +0	45	-	Weapon +7 or Spells (2 paths, 6 mana)	-
Bard (lvl 5)	5	40 (+0)	Una +0	60	-	Weapon +10 or Spells (3 paths, 15 mana)	-
Bard (lvl 10)	10	40 (+0)	Una +0	100	-	Weapon +15 or Spells (7 paths, 30 mana)	-
Bard (lvl 15)	15	40 (+0)	Una +0	135	-	Weapon +17 or Spells (10 paths, 60 mana)	-
Bard (lvl 20)	20	40 (+0)	Una +0	170	-	Weapon +20 or Spells (12 paths, 80 mana)	-
Conjurer (lvl 1)	1	40 (+0)	Una +0	25	-	Weapon +1 or Spells (2 paths, 2 mana)	-
Conjurer (lvl 3)	3	40 (+0)	Una +0	35	-	Weapon +2 or Spells (4 paths, 6 mana)	-
Conjurer (lvl 5)	5	40 (+0)	Una +0	45	-	Weapon +3 or Spells (7 paths, 15 mana)	-
Conjurer (lvl 10)	10	40 (+0)	Una +0	70	-	Weapon +6 or Spells (12 paths, 30 mana)	-
Conjurer (lvl 15)	15	40 (+0)	Una +0	95	-	Weapon +8 or Spells (19 paths, 60 mana)	-
Conjurer (lvl 20)	20	40 (+0)	Una +0	120	-	Weapon +10 or Spells (24 paths, 80 mana)	-
Elementalist (lvl 1)	1	40 (+0)	Una +0	25	-	Weapon +1 or Spells (2 paths, 2 mana)	-
Elementalist (lvl 3)	3	40 (+0)	Una +0	35	-	Weapon +2 or Spells (4 paths, 6 mana)	-
Elementalist (lvl 5)	5	40 (+0)	Una +0	45	-	Weapon +3 or Spells (7 paths, 15 mana)	-
Elementalist (lvl 10)	10	40 (+0)	Una +0	70	-	Weapon +6 or Spells (12 paths, 30 mana)	-
Elementalist (lvl 15)	15	40 (+0)	Una +0	95	-	Weapon +8 or Spells (19 paths, 60 mana)	-
Elementalist (lvl 20)	20	40 (+0)	Una +0	120	-	Weapon +10 or Spells (24 paths, 80 mana)	-
Empath (lvl 1)	1	40 (+0)	Una +0	25	-	Weapon +1 or Spells (2 paths, 2 mana)	-
Empath (lvl 3)	3	40 (+0)	Una +0	35	-	Weapon +2 or Spells (4 paths, 6 mana)	-
Empath (lvl 5)	5	40 (+0)	Una +0	45	-	Weapon +3 or Spells (7 paths, 15 mana)	-
Empath (lvl 10)	10	40 (+0)	Una +0	70	-	Weapon +6 or Spells (12 paths, 30 mana)	-
Empath (lvl 15)	15	40 (+0)	Una +0	95	-	Weapon +8 or Spells (19 paths, 60 mana)	-
Empath (lvl 20)	20	40 (+0)	Una +0	120	-	Weapon +10 or Spells (24 paths, 80 mana)	-

People: These statistics show average people with a variety of classes and levels, and can be used as a guide for quickly creating non-player characters. Given the different ways that a character can spend their skill points, these are necessarily only approximations. However, many NPCs that only appear once (especially those destined to die by the PC's swords) only need a minimum of statistics, not a full character sheet.

When using these statistics for people, you should bear the following points in mind:

> These statistics assume that adventurers and warriors will be using large shields, assassins and psychic or divine spell users will be using normal shields, and arcane spell users will not be using shields at all. If your specific NPC does

People (Continued)							
Name	Level	Speed	Armour Class	Hit Points	Critical Modifier	Attacks	Social Group
Guide (lvl 1)	1	40 (+0)	Arm +4	30	-	Weapon +3 or Spells (1 path, 2 mana)	-
Guide (lvl 3)	3	40 (+0)	Arm +4	45	-	Weapon +7 or Spells (2 paths, 6 mana)	-
Guide (lvl 5)	5	40 (+0)	Arm +4	60	-	Weapon +10 or Spells (3 paths, 15 mana)	-
Guide (lvl 10)	10	40 (+0)	Arm +4	100	-	Weapon +15 or Spells (7 paths, 30 mana)	-
Guide (lvl 15)	15	40 (+0)	Arm +4	135	-	Weapon +17 or Spells (10 paths, 60 mana)	-
Guide (lvl 20)	20	40 (+0)	Arm +4	170	-	Weapon +20 or Spells (12 paths, 80 mana)	-
Martial Artist (lvl 1)	1	40 (+0)	Una +3	35	-	Martial Arts +4	-
Martial Artist (lvl 3)	3	40 (+0)	Una +6	60	-	Martial Arts +9	-
Martial Artist (lvl 5)	5	40 (+0)	Una +9	85	-	Martial Arts +13	-
Martial Artist (lvl 10)	10	40 (+0)	Una +13	145	-	Martial Arts +18	-
Martial Artist (lvl 15)	15	40 (+0)	Una +14	170	-	Martial Arts +22	-
Martial Artist (lvl 20)	20	40 (+0)	Una +16	170	-	Martial Arts +25	-
Martyr (lvl 1)	1	40 (+0)	Arm +4	40	-	Weapon +1 or Spells (2 paths, 2 mana)	-
Martyr (lvl 3)	3	40 (+0)	Arm +4	65	-	Weapon +2 or Spells (4 paths, 6 mana)	-
Martyr (lvl 5)	5	40 (+0)	Arm +4	90	-	Weapon +3 or Spells (7 paths, 15 mana)	-
Martyr (lvl 10)	10	40 (+0)	Arm +4	155	-	Weapon +6 or Spells (12 paths, 30 mana)	-
Martyr (lvl 15)	15	40 (+0)	Arm +4	170	-	Weapon +8 or Spells (19 paths, 60 mana)	-
Martyr (lvl 20)	20	40 (+0)	Arm +4	170	-	Weapon +10 or Spells (24 paths, 80 mana)	-
Necromancer (lvl 1)	1	40 (+0)	Una +0	25	-	Weapon +1 or Spells (2 paths, 2 mana)	-
Necromancer (lvl 3)	3	40 (+0)	Una +0	35	-	Weapon +2 or Spells (4 paths, 6 mana)	-
Necromancer (lvl 5)	5	40 (+0)	Una +0	45	-	Weapon +3 or Spells (7 paths, 15 mana)	-
Necromancer (lvl 10)	10	40 (+0)	Una +0	70	-	Weapon +6 or Spells (12 paths, 30 mana)	-
Necromancer (lvl 15)	15	40 (+0)	Una +0	95	-	Weapon +8 or Spells (19 paths, 60 mana)	-
Necromancer (lvl 20)	20	40 (+0)	Una +0	120	-	Weapon +10 or Spells (24 paths, 80 mana)	-
Priest (lvl 1)	1	40 (+0)	Arm +4	25	-	Weapon +2 or Spells (2 paths, 2 mana)	-
Priest (lvl 3)	3	40 (+0)	Arm +4	35	-	Weapon +4 or Spells (4 paths, 6 mana)	-
Priest (lvl 5)	5	40 (+0)	Arm +4	45	-	Weapon +6 or Spells (7 paths, 15 mana)	-
Priest (lvl 10)	10	40 (+0)	Arm +4	70	-	Weapon +10 or Spells (12 paths, 30 mana)	-
Priest (lvl 15)	15	40 (+0)	Arm +4	95	-	Weapon +12 or Spells (19 paths, 60 mana)	-
Priest (lvl 20)	20	40 (+0)	Arm +4	120	-	Weapon +14 or Spells (24 paths, 80 mana)	-
Scourge (lvl 1)	1	40 (+0)	Una +0	25	-	Weapon +1 or Spells (2 paths, 2 mana)	-
Scourge (lvl 3)	3	40 (+0)	Una +0	35	-	Weapon +2 or Spells (4 paths, 6 mana)	-
Scourge (lvl 5)	5	40 (+0)	Una +0	45	-	Weapon +3 or Spells (7 paths, 15 mana)	-
Scourge (lvl 10)	10	40 (+0)	Una +0	70	-	Weapon +6 or Spells (12 paths, 30 mana)	-
Scourge (lvl 15)	15	40 (+0)	Una +0	95	-	Weapon +8 or Spells (19 paths, 60 mana)	-
Scourge (lvl 20)	20	40 (+0)	Una +0	120	-	Weapon +10 or Spells (24 paths, 80 mana)	-
Telepath (lvl 1)	1	40 (+0)	Arm +4	25	-	Weapon +1 or Spells (2 paths, 2 mana)	-
Telepath (lvl 3)	3	40 (+0)	Arm +4	35	-	Weapon +2 or Spells (4 paths, 6 mana)	-
Telepath (lvl 5)	5	40 (+0)	Arm +4	45	-	Weapon +3 or Spells (7 paths, 15 mana)	-
Telepath (lvl 10)	10	40 (+0)	Arm +4	70	-	Weapon +6 or Spells (12 paths, 30 mana)	-
Telepath (lvl 15)	15	40 (+0)	Arm +4	95	-	Weapon +8 or Spells (19 paths, 60 mana)	-
Telepath (lvl 20)	20	40 (+0)	Arm +4	120	-	Weapon +10 or Spells (24 paths, 80 mana)	-

not follow this pattern you will need to adjust the dodge bonus accordingly.

> The speed of 40' per round given for all characters assumes they are not wearing armour. It will need to be adjusted for whatever armour your specific NPC is wearing (a plate suit or maille hauberk reduces movement to 20' per round; other armour reduces it to 30' per round).

> Bonuses or penalties due to high or low ability scores have not been included in the values here. A high dexterity will affect both the character's initiative bonus and their dodge bonus, and a high strength or dexterity (depending on weapon) will affect their attack bonus.

> Similarly, the values here do not affect magical equipment. If your NPC has magical weapons or armour (or a

APPENDIX VII - FOES

People (Continued)							
Name	**Level**	**Speed**	**Armour Class**	**Hit Points**	**Critical Modifier**	**Attacks**	**Social Group**
Transcendental (lvl 1)	1	40 (+0)	Una +2	30	-	Martial Arts +3 or Spells (1 path, 2 mana)	-
Transcendental (lvl 3)	3	40 (+0)	Una +4	40	-	Martial Arts +7 or Spells (2 paths, 6 mana)	-
Transcendental (lvl 5)	5	40 (+0)	Una +6	50	-	Martial Arts +10 or Spells (3 paths, 15 mana)	-
Transcendental (lvl 10)	10	40 (+0)	Una +10	80	-	Martial Arts +15 or Spells (7 paths, 30 mana)	-
Transcendental (lvl 15)	15	40 (+0)	Una +12	110	-	Martial Arts +17 or Spells (10 paths, 60 mana)	-
Transcendental (lvl 20)	20	40 (+0)	Una +14	140	-	Martial Arts +20 or Spells (12 paths, 80 mana)	-
Visionary (lvl 1)	1	40 (+0)	Arm +4	25	-	Weapon +1 or Spells (2 paths, 2 mana)	-
Visionary (lvl 3)	3	40 (+0)	Arm +4	35	-	Weapon +2 or Spells (4 paths, 6 mana)	-
Visionary (lvl 5)	5	40 (+0)	Arm +4	45	-	Weapon +3 or Spells (7 paths, 15 mana)	-
Visionary (lvl 10)	10	40 (+0)	Arm +4	70	-	Weapon +6 or Spells (12 paths, 30 mana)	-
Visionary (lvl 15)	15	40 (+0)	Arm +4	95	-	Weapon +8 or Spells (19 paths, 60 mana)	-
Visionary (lvl 20)	20	40 (+0)	Arm +4	120	-	Weapon +10 or Spells (24 paths, 80 mana)	-
Warlock (lvl 1)	1	40 (+0)	Una +0	25	-	Weapon +1 or Spells (2 paths, 2 mana)	-
Warlock (lvl 3)	3	40 (+0)	Una +0	35	-	Weapon +2 or Spells (4 paths, 6 mana)	-
Warlock (lvl 5)	5	40 (+0)	Una +0	45	-	Weapon +3 or Spells (7 paths, 15 mana)	-
Warlock (lvl 10)	10	40 (+0)	Una +0	70	-	Weapon +6 or Spells (12 paths, 30 mana)	-
Warlock (lvl 15)	15	40 (+0)	Una +0	95	-	Weapon +8 or Spells (19 paths, 60 mana)	-
Warlock (lvl 20)	20	40 (+0)	Una +0	120	-	Weapon +10 or Spells (24 paths, 80 mana)	-
Warrior (lvl 1)	1	40 (+0)	Arm +5	40	-	Weapon +5	-
Warrior (lvl 3)	3	40 (+0)	Arm +5	65	-	Weapon +10	-
Warrior (lvl 5)	5	40 (+0)	Arm +5	90	-	Weapon +14	-
Warrior (lvl 10)	10	40 (+0)	Arm +5	155	-	Weapon +20	-
Warrior (lvl 15)	15	40 (+0)	Arm +5	170	-	Weapon +25	-
Warrior (lvl 20)	20	40 (+0)	Arm +5	170	-	Weapon +29	-
Witch (lvl 1)	1	40 (+0)	Arm +4	25	-	Weapon +2 or Spells (2 paths, 2 mana)	-
Witch (lvl 3)	3	40 (+0)	Arm +4	35	-	Weapon +4 or Spells (4 paths, 6 mana)	-
Witch (lvl 5)	5	40 (+0)	Arm +4	45	-	Weapon +6 or Spells (7 paths, 15 mana)	-
Witch (lvl 10)	10	40 (+0)	Arm +4	70	-	Weapon +10 or Spells (12 paths, 30 mana)	-
Witch (lvl 15)	15	40 (+0)	Arm +4	95	-	Weapon +12 or Spells (19 paths, 60 mana)	-
Witch (lvl 20)	20	40 (+0)	Arm +4	120	-	Weapon +14 or Spells (24 paths, 80 mana)	-
Wizard (lvl 1)	1	40 (+0)	Una +0	20	-	Weapon +1 or Spells (1 paths, 2 mana)	-
Wizard (lvl 3)	3	40 (+0)	Una +0	25	-	Weapon +2 or Spells (3 paths, 6 mana)	-
Wizard (lvl 5)	5	40 (+0)	Una +0	30	-	Weapon +3 or Spells (5 paths, 15 mana)	-
Wizard (lvl 10)	10	40 (+0)	Una +0	45	-	Weapon +6 or Spells (8 paths, 30 mana)	-
Wizard (lvl 15)	15	40 (+0)	Una +0	55	-	Weapon +8 or Spells (12 paths, 60 mana)	-
Wizard (lvl 20)	20	40 (+0)	Una +0	65	-	Weapon +10 or Spells (15 paths, 80 mana)	-

mana enhancer) then these items will alter the numbers listed here.

> The listing only shows gross combat statistics. Actual NPCs will have many other skills that are not shown here.

> Finally, depending on species not all characters will be able to achieve the number of hit points listed here. Some species have a lower maximum hit points.

Name	Level	Speed	Armour Class	Hit Points	Critical Modifier	Attacks	Social Group
Baboon	4	85 (+2)	Fur +6	65	-	Bite +9S / Grapple +10M	2-20
Bear (Large)	10	60 (+1)	Fur +6	230	<	Grapple +17L / Claw +13L / Bash +19M	1-5
Bear (Small)	5	55 (+1)	Fur +4	150	-	Grapple +12L / Claw +10L / Bash +14M	1-5
Bull	4	60 (+1)	Fur +2	150	<	Horn +10M / Bash +12L	1-50
Camel	3	40 (+0)	Fur +2	110	-	Bite +8M	-
Cobra	2	25 (+3)	Una +8	20	-	Sting +6S (+Pen 4 Blood Poison)	1-2
Crocodile (Large)	3	20 (+0)	Sca +0	120	-	Bite +8L / Bash +12M	1-10
Crocodile (Small)	1	15 (+0)	Sca +0	85	-	Bite +6S / Bash +6S	1-10
Deer	2	85 (+2)	Fur +8	70	-	Horn +4M / Trample +4M	2-20
Dog (Guard or Hunting)	4	80 (+2)	Fur +8	65	-	Bite +9M	-
Dolphin/Porpoise	8	55 (+2)	Una +8	80	-	Bash +10M / Bite +8M	20-100
Donkey	3	40 (+1)	Fur +8	90	-	Bash +8S	-
Eagle	3	85 (+2)	Una +6	30	-	Claw +10M / Beak +7S	1-2
Elephant	7	85 (+2)	Sca +4	375	<<	Horn +17H / Bash +16H / Trample +15H	1-10
Gorilla	5	50 (+2)	Fur +4	100	-	Grapple +12L / Bite +10M	1-10
Hawk	2	100 (+4)	Una +10	25	-	Claw +8M / Beak +5S	1-2
Hippopotamus	5	40 (+0)	Fur +4	170	<<	Bite +12L / Bash +12L	1-10
Horse (Draft)	2	55 (+0)	Fur +2	130	-	Bite +2M	-
Horse (Pony)	2	45 (+1)	Fur +8	75	-	Bite +4S	-
Horse (Riding)	3	75 (+2)	Fur +6	110	-	Bite +6M	-
Horse (War)	5	60 (+2)	Fur +6	140	-	Bite +8M / Trample +10M	-
Leopard	5	65 (+1)	Fur +8	100	-	Bite +12M / Claw +8M	1-2
Lion	5	75 (+1)	Fur +4	150	-	Bite +17L / Claw +17L	2-10
Llama	3	65 (+1)	Fur +4	60	-	Bite +4S	-
Lynx	3	75 (+3)	Fur +12	60	-	Bite +4S / Claw +6M	1-2
Monkey	2	35 (+2)	Fur +8	35	-	Grapple +8S / Bite +6S	2-20
Mule	4	60 (+2)	Fur +6	110	-	Bash+8M	-
Octopus (Large)	6	55 (+1)	Una +6	70	<<	Grapple +16L / Beak +12M	1-2
Orca	9	65 (+3)	Fur +4	450	<<	Bash +20L / Bite +22H	1-5
Python	3	20 (+0)	Fur +0	85	-	Grapple +18L	1-2
Rattlesnake	2	30 (+4)	Fur +8	20	-	Diminutive +8 (+Pen 2 Muscle Poison)	1-2
Scorpion	0	1 (+3)	Sca +6	1	-	Diminutive +0 (+Pen 3 Nerve Poison)	1-2
Shark (Large)	5	65 (+2)	Sca +4	180	<	Bite +20L	1-10
Shark (Small)	2	55 (+3)	Fur +8	90	-	Bite +12M	1-20
Sheep	2	75 (+2)	Fur +8	45	-	Bash +12M	1-10
Tiger	5	65 (+3)	Fur +6	150	-	Claw +15L / Bite +22L	1-2
Viper	1	25 (+3)	Fur +6	15	-	Diminutive +8 (+Pen 2 Muscle Poison)	1-2
Whale (Large)	9	75 (+1)	Sca +8	550	<<<	Bash +16H / Bite +18H	2-20
Whale (Small)	7	60 (+2)	Sca +10	300	<<	Bash +12L / Bite +15L	2-10
Wild Boar	3	55 (+1)	Fur +6	110	-	Horn +10M / Trample +8S	2-20
Wolf	3	45 (+3)	Fur +6	110	-	Bite +13M	2-20

Animals: The creatures in this list are natural animals, and are therefore all affected by spells (for example those of Witches) that target one or more "animals". The statistics for other animals should be extrapolated from those presented here; although the Game Master should be careful about giving combat statistics to animals the size of housecats or smaller. This can result in ridiculous scenarios where a small animal can make a lucky extended roll and kill a person in a completely unrealistic manner.

Artificial Life							
Name	Level	Speed	Armour Class	Hit Points	Critical Modifier	Attacks	Social Group
Air Elemental (Greater) (D)	20	80 (+3)	Una +10	120	<<<$!*	Bash +8L (+ extra Knockdown critical strike)	-
Air Elemental (Lesser) (B)	10	95 (+3)	Una +12	80	<<$!*	Bash +6L (+ extra Knockdown critical strike)	-
Bronze Golem (B)	10	50 (+0)	Sol +2	150	<<$!	Bash +30M or Grapple +10M	-
Clay Golem (B)	8	25 (+0)	Fur +4	120	<<$!	Bash +18M or Grapple +12M	-
Clockwork Automaton (Greater) (C)	13	55 (+1)	Sol +4	400	<<$!	Weapon +36 (twice) or Heavy Crossbow +20	-
Clockwork Automaton (Lesser) (B)	8	40 (+1)	Sol +2	250	<$!	Weapon +24 (twice) or Light Crossbow +15	-
Clockwork Automaton (Minor) (A)	5	25 (+0)	Sol +0	150	$!	Weapon +12 (twice) or Light Crossbow +10	-
Cold Elemental (Greater) (D)	20	45 (+1)	Una +8	120	<<<$!*	Bash +8M (+ extra Frost critical strike)	-
Cold Elemental (Lesser) (B)	10	60 (+1)	Una +10	80	<<$!*	Bash +6M (+ extra Frost critical strike)	-
Earth Elemental (Greater) (D)	20	30 (+0)	Sca +2	120	<<<$!*	Bash +24H (+ extra Blunt critical strike)	-
Earth Elemental (Lesser) (B)	10	30 (+0)	Sca +4	80	<<<$!*	Bash +18L (+ extra Blunt critical strike)	-
Elemental Wisp (A)	5	65 (+4)	Una +12	50	<<$!*	Fireball +16 (alternate critical strike)	-
Fire Elemental (Greater) (D)	20	60 (+2)	Una +6	120	<<<$!*	Bash +10M (+ extra Fire critical strike)	-
Fire Elemental (Lesser) (B)	10	75 (+2)	Una +8	80	<<$!*	Bash +8M (+ extra Fire critical strike)	-
Flesh Golem (A)	5	40 (+1)	Una +11	100	<$	Bash +16S or Grapple +10M or Weapon +20	-
Homunculus	2	45 (+2)	Una +10	40	$	Diminutive +6 (+Pen 7 Muscle Poison)	-
Iron Golem (C)	15	35 (+0)	Sol +6	200	<<<$!	Bash +24L or Grapple +14L	-
Light Elemental (Greater) (D)	20	100 (+3)	Una +12	120	<<<$!*	Bash +6M (+ extra Lightning critical strike)	-
Light Elemental (Lesser) (B)	10	120 (+3)	Una +14	80	<<$!*	Bash +4S (+ extra Lightning critical strike)	-
Obsidian Golem (E)	25	50 (+0)	Sol +10	400	<<<$!	Bash +40H or Grapple +18L	-
Stone Golem (B)	10	25 (+0)	Hug +4	170	<<$!	Bash +20L or Grapple +12L	-
Titanium Golem (D)	20	40 (+0)	Sol +8	250	<<<$!	Bash +30L or Grapple +14L	-
Water Elemental (Greater) (D)	20	35 (+2)	Fur +4	120	<<<$!*	Bash +20H (+ extra Knockdown critical strike)	-
Water Elemental (Lesser) (B)	10	40 (+2)	Fur +6	80	<<$!*	Bash +12L (+ extra Knockdown critical strike)	-

Clockwork Automata: Clockwork automata are artificial warriors comprised of armoured suits filled with intricate brass and bronze cogs. They normally have melee weapons permanently attached to their hands (and they can therefore not be disarmed) and have in-built crossbows for ranged combat.

Elementals: Elementals are artificial humanoid creatures made from a single elemental substance. Critical strikes done to elementals by attacks of their opposite element are increased in severity by three levels instead of decreased:

<div align="center">

Fire <> Cold
Air <> Earth
Water <> Lightning

</div>

Elemental Wisps: These creatures are flying orbs of whirling particles of elemental matter around 1' in diameter. They attack by flying at a target then bursting into a 5' diameter ball of their element. This attack is resolved on the Fireball table, but does a type of critical strike based on the elemental wisp's element (the same type that larger elementals enhance their attacks with). As with larger elementals, critical strikes done to elemental wisps by attacks of their opposite element are increased in severity by three levels instead of decreased.

Golems: Golems are heavily build humanoids made from a single physical substance. With the exception of flesh golems, they do not normally use weapons.

Homunculi: A homunculus is the transformed familiar of a Lifemaster. It is an exact copy of its creator, except in miniature (only 1' high). Unlike other artificial life, it has free will and does not need an Instruction. A homunculus has a poisonous bite that it can use if severely pressed.

Undead							
Name	**Level**	**Speed**	**Armour Class**	**Hit Points**	**Critical Modifier**	**Attacks**	**Social Group**
Ghost (Greater) (E)	15	85 (+3)	Una +10	165	<<$!	Weapon +22	1
Ghost (Lesser) (C)	7	65 (+2)	Una +6	100	<<$!	Bash +12M or Weapon +10	1
Ghost (Minor) (B)	3	50 (+1)	Una +8	55	<<$!	Claw +8M	1
Husk (Level 1) (A)	1	25 (+0)	Una +2	25	$!	Bash +5S	-
Husk (Level 2) (A)	2	30 (+0)	Una +3	35	$!	Bash +7S	-
Husk (Level 3) (A)	3	35 (+0)	Una +4	50	$!	Bash +8M	-
Husk (Level 4) (A)	4	35 (+0)	Una +5	70	$!	Bash +10M	-
Husk (Level 5) (A)	5	35 (+1)	Una +6	100	$!	Bash +12M	-
Husk (Level 6) (A)	6	40 (+1)	Una +7	115	$!	Bash +14M	-
Husk (Level 7) (A)	7	40 (+2)	Una +8	135	<$!	Bash +14L	-
Husk (Level 8) (A)	8	50 (+2)	Una +8	145	<$!	Bash +16L	-
Husk (Level 10) (A)	10	55 (+3)	Una +8	165	<<$!	Bash +18L	-
Mummy (Greater) (D)	10	35 (+1)	Sca +8	150	<<!	Bash +22L or Grapple +30L or Spells	1
Mummy (Lesser) (C)	6	30 (+0)	Sca +6	100	<!	Bash +14L or Grapple +24L	1-10
Shade (A-F)	Varies	40 (+0)	Una +0	150	<<<$!	Diminutive +5 (inflicts Frost critical strikes)	-
Skeleton (A-F)	Varies	Varies	Varies	Varies	!	Varies	-
Spectral Hound (D)	10	80 (+3)	Fur +11	200	<<$!	Bite +20L	1-6
Vampire (Greater) (F)	20	65 (+3)	Una +16	140	<<<$!	Weapon +30 or Bite +24M or Spells	1
Vampire (Lesser) (E)	15	65 (+3)	Una +18	120	<<$!	Weapon +22 or Bite +18M or Spells	1
Vampire (Minor) (D)	10	80 (+4)	Una +20	110	<$!	Weapon +18 or Bite +14M or Spells	1
Zombie (A)	2	20 (-1)	Una +3	45	$!	Bash +6M (+Pen 2 Zombie Infection)	10-100

Ghosts: Naturally occurring spirits of tragedy, Ghosts are the incorporeal souls of those who have died with unfinished business. Although they can be physically disrupted by weapons and magic, this does not permanently destroy them and they will rise again after a week unless the business tying them to the world is completed or made impossible, at which point they will fade and return no more.

Although ghosts retain some memories of their life, particularly remembering emotional attachments, their minds are clouded and they are often unable to articulate (or even clearly think about) the problem that keeps them coming back again and again.

Husks: Husks are mindlessly animated corpses created by Necromancers' spells. They have no personality or mind of their own whatsoever, and exist only to serve their creator's bidding. See *Chapter 5 - Magic* for more information about husks.

Mummies: Although generally thought of as the bandage-wrapped creatures of Egyptian myth, the statistics for mummies can be used for any variety of ritually awakened tomb guardian.

Shades: Similar to ghosts, shades are the incorporeal souls of those who have died. Unlike ghosts, shades do not occur naturally and are the result of the work of Necromancers. Like ghosts they can be disrupted by spells and weapons, but unlike ghosts they will not rise again unless re-summoned.

Shades have all the memories and skills they had in life, but their inability to touch the physical world makes them unable to cast spells. See *Chapter 5 - Magic* for more information about shades.

Skeletons: Skeletons are the result of the forced possession of a husk by a shade. They are by far the most numerous undead and also the most "socially acceptable". Skeletons retain all the personality and skills they had in life, and can use magic (if they could in life). See *Chapter 5 - Magic* for more information about skeletons.

Spectral Hounds: These large shadowy black creatures in the shape of dogs or wolves haunt desolate moors and fells; their howls bringing ill portent to the locals.

Vampires: Alone amongst the undead, vampires are able to pass for the living in anything but a close examination. Vampires must drink the blood of the living to survive, Vampires can only be permanently killed by a stake through the heart. Any lesser damage can be slowly regenerated. At night, vampires can cast spells as if both Necromancers and Warlocks of their level, but during the day they lose this power.

Zombies: Created by an infectious disease, zombies are cannibalistic undead that constantly seek out the living to eat. In large numbers they will completely devour their victims but in small numbers they'll take a few bites and then lose interest - leaving their victims infected to become more zombies.

Zombies are slow and never run, although they are not as mindless as they are sometimes thought to be. Although they show no recognition of the living other than as food, they are capable of basic problem solving in order to get at food sources and can sometimes remember how to use basic tools.

Demons							
Name	Level	Speed	Armour Class	Hit Points	Critical Modifier	Attacks	Social Group
Daemonium de Avaritia (C)	13	105 (+2)	Fur +12	120	<<	Weapon +18 or Spells (39 mana)	1-5
Daemonium de Invidia (D)	17	45 (+1)	Hug +12	250	<<<*	Weapon +32 (+ additional Fire critical) or Spells (68 mana)	1
Daemonium de Neglegentia (B)	6	45 (+0)	Fur +9	135	<*	Weapon +20 (+ additional Frost critical) or Spells (24 mana)	2-8
Daemonium de Superbia (D)	18	65 (+2)	Sca +12	300	<<!	Martial Arts +30H or Spells (72 Mana)	1
Daemonium Gulae (C)	12	55 (+0)	Fur +10	140	-	Weapon +20 or Spells (48 mana)	1-10
Daemonium Irae (E)	27	100 (+2)	Sca +12	250	<<$!	Claw +36H or Bash +26L or Bite +20M	1
Daemonium Libidinis (A)	4	40 (+2)	Una +8	65	<	Weapon +14 or Spells (16 mana)	1
Hell Hound (Air) (A)	5	95 (+2)	Fur +6	80	-	Bite +12M or Breath (Pen 5 respiratory poison)	5-15
Hell Hound (Earth) (A)	5	95 (+2)	Fur +6	80	-	Bite +12M or Fire Bolt +10 (does Knockdown criticals)	5-15
Hell Hound (Fire) (B)	6	95 (+2)	Fur +6	90	-	Bite +14M or Fire Bolt +10	5-15
Hell Hound (Ice) (B)	6	95 (+2)	Fur +6	90	-	Bite +14M or Ice Bolt +10	5-15
Hell Hound (Storm) (A)	3	95 (+2)	Fur +6	60	-	Bite +10M or Magic Missile +12	5-15
Hell Hound (Water) (A)	4	95 (+2)	Fur +6	70	-	Bite +10M or Water Bolt +12	5-15
Imp (A)	1	45 (+2)	Una +8	30	-	Diminutive +5 (+ Pen 3 Nerve Poison)	5-50
Night Mare (B)	7	100 (+2)	Fur +8	160	<	Bash +14M or Bite +12M or Trample +12M	10-100

Daemones de Avarita: These demons appear as humanoid magpies or crows, although they have arms as well as wings. Embodying the vice of greed and avarice, they like nothing more than to steal and hoard. Daemones de avarita may cast spells as if bards of their level.

Daemones de Invidia: These demons appear as normal humans (or similar humanoid species), although their bright red skin and hair is constantly wreathed in flame. Driven by envy, they try to spitefully destroy anything they can't have with a combination of physical violence (they prefer war mattocks for smashing things) and magic. Daemones de invidia may cast spells from the Fire Mastery exclusive elementalist path and are not subtle about doing so.

Daemones de Neglegentia: Physically unimposing, resembling grossly obese and unkempt humans (or similar humanoid species), these demons are the ones who can best pass for being mortals without using magical aid. Lazy and slothful to the point of indolence, daemones de neglegentia shun physical confrontation preferring to advise and control from behind the scenes; casting spells as if both a telepath and visionary.

Daemones de Superbia: The pride of these demons knows no bounds. These demons appear to be human from the waist up, with the legs and horns of a goat. Consummate warriors, they offer boastful challenges and will fight anyone who does not acknowledge their superiority, aided by their ability to cast spells as a transcendental of their level. Surprisingly, they rarely kill - preferring opponents to live knowing they have been defeated.

Daemones Gulae: As spirits of gluttony, these demons are paradoxically thin no matter how much they eat, appearing as emaciated humans (or similar humanoid species), but having a thin coating of skin and muscle over their bones on closer inspection. Possibly the least intelligent of the sapient demons, eating is all they care about; trying exotic and especially illegal delicacies and caring little for power. Daemones gulae are able to cast spells as a conjurer of their level.

Daemones Irae: Constantly angry and incredibly violent, these are the most physically powerful of demons. Eschewing magic in favour of pure physical might, these tall muscular winged humanoid demons with heads like those of diseased rams or goats are surprisingly intelligent, able to strategize with the best. Unfortunately their plans are often spoiled by their eagerness to lay their careful preparations aside and enter physical combat.

Daemones Libidinis: The weakest of the true demons, these appear almost human (or a similar humanoid species) except for their bat-like wings. Always beautiful, and able to change gender at will, these demons love to foment chaos by seduction and charm. They can cast spells as if a warlock of their level.

Hell Hounds: These large dogs with long mane-like fur on the shoulders and neck are able to breathe out elemental matter of one type or another. They are no more intelligent than normal dogs, but can be trained only by demons or those of an evil disposition.

Imps: The lowest rung in the infernal hierachy, these wretched things are barely demons and barely intelligent. More mischievous than evil, imps are 1' tall humanoids with ruddy skin and large pointed ears, wings, and a tail with a scorpion-like stinger on the end.

Night Mares: Infernal steeds, these jet black horses can run through the air as well as on land. Their favourite trick is to let a ride think they are tame, and then drop them from a great height.

Miscellaneous Foes							
Name	Level	Speed	Armour Class	Hit Points	Critical Modifier	Attacks	Social Group
Antfolk (Queen)	10	35 (+0)	Sca +9	100	<	Weapon +16 or Spells (40 mana)	1
Antfolk (Warrior)	3	40 (+0)	Sca +11	80	$	Weapon +14 or Pincer +20L	20-40
Antfolk (Worker)	1	25 (+0)	Sca +2	40	-	Weapon +2 or Grappling +4M	50-500
Feral Folk (Scavenger)	2	35 (+0)	Una +1	50	-	Weapon +8	10-50
Feral Folk (Brawler)	4	40 (+0)	Una +2	70	-	Weapon +16	5-10
Goblin	1	40 (+0)	Arm +2	30	-	Weapon +6	10-30
Ogre (Large)	8	55 (+1)	Fur +2	160	<	Weapon +14 or Bash +20M or Claw +16M	2-6
Ogre (Small)	4	55 (+1)	Fur +4	100	-	Weapon +8 or Bash +15M or Claw +10M	2-6
Spiderfolk	3	35 (+0)	Sca +7	50	-	Weapon +10 or Grappling +12L	1-2
Waspfolk	3	40 (+0)	Sca +2	40	-	Weapon +4 or Sting +8S (+ Pen 3 Nerve Poison) or Spells (9 mana)	1-20

Antfolk: These humanoid insects form large colonies with a rigid hierarchical structure. Workers build and farm, warriors protect, and the queen reproduces. The three castes are more properly three genders, and there is zero social mobility with each antfolk having no inclination to perform any role other than that into which it was born. Although sapient, the mindset of antfolk is coldly logical and completely emotion free. This, combined with their treatment of any non-antfolk as a threat at best and food at worst, makes it very difficult for other species to get on with them, and when they form a colony near a town it's normally only a matter of time before one of them destroys the other.

An antfolk queen can cast spells as if an elementalist of her level.

Feral Folk: Feral folk are technically the same mix of species as the people in the civilised areas that PCs come from. However, without any shared cultural upbringing they have grown up obeying their animal instincts. Feral folk are just as intelligent as their civilised counterparts, but because they lack the centuries of shared culture that more civilised folk do they do not even have the language to express complex concepts (either internally or to each other).

Feral folk normally scavenge and raid and live like animals, and are both afraid of and fascinated by magic and fire. The weapons that feral folk use are normally simple clubs or sticks, but they are smart enough to use weapons that others have manufactured if they can get their hands on them.

Occasionally a group of feral folk will be befriended and taught language and cultural knowledge by people with greater learning. This takes patience and time, but eventually both individuals and family groups have been brought into society in this manner. Once this happens, such ex-feral folk are no different from any other members of society and cease to be feral.

Goblins: Goblins are 3' tall yellowish green humanoids with pointed ears and noses. They often live in mountains and other wilderness away from the bigger folk. They speak their own language and live in extended clans, each of which treats all other clans with murderous hostility. Goblins will cheerfully rob any strangers who venture into their land, and will often raid villages or farms outside that area. They are canny enough to keep such raiding to a minimum if there is a risk of heavy reprisals, and have sometimes been known to trade with other species. For all their belligerence to other species (and outright hatred of other clans of their own species) relationships within a goblin clan are surprisingly tight knit and the members care for and look after each other.

A few rare goblins are psychic and are able to become spell casters from that sphere. Those that do usually rapidly rise to be the chiefs of their clans, having no compunction about using magic to control (but not harm) their extended family.

Ogres: Ogres are large and ugly humanoids that tend to live in fens and swamps. They are responsible for many tails of "giants" and "hags" from those areas. Ogres look like humans, but are around 8' tall and are always heavily built. Ogres live simple lives farming and fishing, and are generally content to be left alone.

However, ogres are cursed with overwhelming cannibalistic urges and will often be unable to resist the temptation to kidnap people. Normally the people will be kept prisoner while the ogres both fatten them up and wrestle with their consciences, but sadly their baser instincts almost always win out and they end up eating their captives rather than letting them go.

Spiderfolk: These humanoid arachnids are highly territorial and isolationist. Spiderfolk are extremely intelligent and seem obsessed with constructing elaborate traps, both to trap animals for food and to deter trespassers. They normally avoid open combat, but if forced to fight they will spin webs around their opponents in melee. This tactic means that spiderfolk do not have to maintain any holds they get as a result of their grappling attacks, since it is the web that is holding the target.

Waspfolk: Waspfolk are nomadic, rarely settling in one area for long. Although undoubtedly intelligent, waspfolk are very aggressive and are very easily provoked into a fight. They are rarely contemplative and their language is very rudimentary, like that of feral folk. Unfortunately their temperament means it is rare indeed that a waspfolk will be able to join civilised society. All waspfolk are able to cast spells like telepaths of their level.

AXE, BATTLE

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
						Armour Class							
30	45E	41E	34E	40E	36E	33E	24E	20E	39E	35E	33E	19E	30
29	42E	38E	32E	37E	34E	32E	23E	20E	37E	33E	32E	19E	29
28	40E	36E	31E	35E	32E	30E	22E	19D	34E	31E	30E	18D	28
27	37E	34E	29E	32E	30E	28D	21D	18D	31E	28E	28D	17D	27
26	34E	31E	27D	30D	28D	27D	20D	17C	28E	26D	27D	16C	26
25	32E	29D	26D	28D	26D	25D	18D	16C	25D	24D	25D	15C	25
24	29D	27D	24D	25D	24D	23C	17C	15B	22D	22D	23C	15A	24
23	26D	25D	22D	23D	22C	22C	16C	15A	19D	20C	22C	14A	23
22	23D	23D	21C	20C	20C	20C	14C	14A	17C	17C	20B	13	22
21	21D	21C	19C	18C	18C	18B	13B	13	14C	15C	18A	12	21
20	18C	18C	17C	15C	16C	17A	12A	12	11C	13C	17A	11	20
19	15C	16C	15C	13C	14B	15A	10A	11	8B	11B	15	11	19
18	13B	14B	14B	10B	12B	13	9A	9	2	9A	14	8	18
17	6A	12B	12B	8B	9A	12	8	9	-	6A	12	9	17
16	5A	9A	10A	5A	7A	10	6	8	-	4	10	8	16
15	-	7A	8A	2A	5	8	6	7	-	2	9	7	15
14	-	2	6	-	3	6	4	6	-	1	7	7	14
13	-	-	3	-	1	4	2	5	-	-	4	6	13
12	-	-	-	-	-	2	1	4	-	-	3	6	12
11	-	-	-	-	-	1	-	3	-	-	1	4	11
10	-	-	-	-	-	-	-	2	-	-	-	4	10
9	-	-	-	-	-	-	-	2	-	-	-	3	9
8	-	-	-	-	-	-	-	1	-	-	-	2	8
7	-	-	-	-	-	-	-	1	-	-	-	1	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Slashing, Blunt

Notes: -

AXE, HAND

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	27E	25E	18E	24E	21E	18E	16E	12E	22E	19E	18E	11E	30
29	26E	24E	18E	23E	20E	18E	16E	12D	21E	18E	18E	11D	29
28	25E	23E	17E	22E	19E	17D	15D	12C	20E	18E	17D	11C	28
27	24E	21E	16D	20E	18D	16D	14D	11B	18E	17D	16D	10B	27
26	22E	20D	15D	19D	17D	15C	14C	11B	17D	16D	15C	10A	26
25	21D	19D	15D	18D	16C	14C	13C	10A	16D	15C	14C	9A	25
24	19D	18D	14C	16D	15C	14B	12B	10A	15C	13C	14B	9	24
23	18D	17D	13C	15C	14C	13B	12B	9	13C	12C	13A	8	23
22	17D	15C	12C	14C	13B	12A	11B	9	12B	11B	12A	8	22
21	16C	14C	12B	13C	12B	11A	10A	8	11B	10B	11	8	21
20	14C	13B	11B	11C	11B	10	9A	8	10A	9B	10	7	20
19	13B	12B	10B	10B	10A	10	8	7	8	8A	10	7	19
18	11A	10B	9A	9B	9A	9	8	7	7	7A	9	6	18
17	10A	9A	9	7B	8	8	7	6	6	7	8	6	17
16	6	8A	8	6A	7	7	6	6	3	5	7	5	16
15	5	7	7	5A	6	6	5	5	1	4	6	5	15
14	1	6	6	3	5	6	4	5	-	3	6	5	14
13	-	1	3	1	3	4	3	4	-	1	4	4	13
12	-	-	2	-	2	3	2	4	-	-	4	4	12
11	-	-	-	-	1	3	2	3	-	-	3	3	11
10	-	-	-	-	1	2	2	3	-	-	3	3	10
9	-	-	-	-	-	1	1	2	-	-	2	2	9
8	-	-	-	-	-	1	-	2	-	-	1	2	8
7	-	-	-	-	-	-	-	2	-	-	-	2	7
6	-	-	-	-	-	-	-	1	-	-	-	1	6
5	-	-	-	-	-	-	-	1	-	-	-	1	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt, Slashing

Notes: Hand Axes can be thrown, with a range of 10/25/50'.

BASH

Roll		Armour Class											Roll
	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	
30	20E	18E	15E	17E	17E	14E	16E	11E	15E	12E	14E	10E	30
29	18E	16E	14E	16E	15E	13D	15E	10D	14E	11D	13D	9D	29
28	18E	16E	13E	15E	15E	12D	14E	10D	13E	10D	12C	9D	28
27	17E	15D	12D	14D	14D	11C	13D	9C	12D	10C	11C	8C	27
26	16D	14D	11C	13D	13D	10C	12D	8C	11C	9C	10C	7C	26
25	15D	13C	11C	13C	12C	10C	12D	8C	11C	8C	10B	7B	25
24	14C	12C	10C	12C	11C	9B	11C	7B	10B	8B	9B	6B	24
23	13B	11B	9B	11B	10B	8B	10C	7B	9B	7B	8B	6B	23
22	12B	11A	8B	10B	10B	7B	9B	6B	9A	7B	7B	5B	22
21	11A	10A	7A	9A	9A	7A	8B	6A	8A	6A	7A	5A	21
20	10A	9A	6A	8A	8A	6A	7A	5A	7A	5A	6A	4A	20
19	9A	8A	6A	8A	7A	5A	7A	4A	6A	5A	5A	4A	19
18	8A	7A	5A	7A	6A	4A	6A	4A	5A	4A	4A	3A	18
17	7	6	4A	6A	5A	3A	5A	3A	5	3A	3A	2A	17
16	7	6	3A	5	5A	3A	4A	2A	4	2A	3A	2A	16
15	6	5	2	4	4	2A	3A	2A	3	1A	2A	1A	15
14	4	4	1	3	3	1	2	1A	2	1	1	1A	14
13	4	3	1	3	2	1	2	1	2	-	1	-	13
12	3	2	-	2	1	-	1	-	1	-	-	-	12
11	2	1	-	1	-	-	1	-	-	-	-	-	11
10	1	1	-	1	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt, Knockdown

Notes: The Bash table can also be used for attacks where a creature butts or rams its target, although if such butts or rams involve sharp horns then the horn attack table should be used instead. Bash attacks are normally limited by the size of the creature making the attack, and are not normally used for the punches of humans and other humanoids of similar size, who should use the Martial Arts (Hard Forms) table.

BEAK

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	29E	27E	19E	24E	22E	17E	21E	14E	23E	15E	16E	13E	30
29	27E	25E	17E	22E	20E	15D	19E	12D	21E	13D	14D	11C	29
28	26E	24E	16D	21E	19E	15C	19D	12C	20E	13D	14C	11C	28
27	24E	22D	15C	20D	18D	14C	17D	11C	18D	12C	13C	10B	27
26	22D	20D	13C	18C	17C	12B	16C	10B	17C	10B	11B	9A	26
25	22D	19C	12C	17C	16C	12B	15C	9B	16C	10B	11B	8A	25
24	20D	17C	11B	16C	14C	11A	14B	8A	14C	9A	10A	7A	24
23	18C	15C	9B	14B	13B	9A	13B	7A	12B	7A	9A	6A	23
22	17C	14B	8A	13B	12B	9A	12A	6A	11B	7A	8A	5A	22
21	15B	12B	7A	12A	11A	8A	11A	5	10A	6A	7A	4	21
20	14B	10A	5A	10A	9A	6	9A	4	8A	4	6	3	20
19	13B	9A	5A	9A	9A	6	9A	3	7A	4	5	2	19
18	11A	7A	3	8A	7A	5	7	2	5A	3	4	1	18
17	9A	5A	1	6	6	3	6	1	4	2	3	-	17
16	8A	4A	1	5	5	3	5	1	3	1	2	-	16
15	7A	2	-	4	4	2	4	-	1	-	1	-	15
14	5A	1	-	2	2	1	3	-	1	-	-	-	14
13	4	1	-	1	1	-	2	-	-	-	-	-	13
12	2	-	-	1	-	-	1	-	-	-	-	-	12
11	1	-	-	-	-	-	-	-	-	-	-	-	11
10	-	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt, Slashing

Notes: The Beak table can also be used for bite attacks made with the pincers such as those of a giant crab or scorpion. Beak attacks are normally limited by the size of the creature making the attack.

BITE

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
						Armour Class							
30	43E	39E	29E	34E	30E	22E	28E	20E	31E	22E	22E	16E	30
29	41E	37E	27E	32E	28E	20D	26E	18D	29E	20D	20D	14C	29
28	39E	35E	26E	31E	27E	19C	25E	17C	28E	19C	19C	13C	28
27	37E	33E	24D	28D	25D	17C	23D	15C	26D	17C	17C	11B	27
26	34E	31D	22D	26D	23D	15B	21C	13B	24D	15B	15B	10B	26
25	33E	29D	21C	24C	22C	15B	20C	12B	23D	14B	14B	9A	25
24	30D	26D	19C	22C	20C	13B	18B	10A	20C	12B	12B	7A	24
23	28D	24C	17B	20B	18B	11A	16B	9A	18C	10A	11A	6A	23
22	26C	22C	15B	18B	17B	10A	15A	8A	17B	9A	10A	5A	22
21	24B	20B	13B	16A	14A	8A	13A	6A	15B	7A	8A	3	21
20	21B	17B	11A	13A	12A	7A	11A	4	13A	5A	6A	1	20
19	20B	16A	10A	12A	11A	6	11A	3	11A	4	5	1	19
18	17B	13A	8A	9A	9	4	9	2	9A	3	3	-	18
17	15A	10A	6A	7	7	2	7	1	7A	1	1	-	17
16	13A	9A	5A	6	6	1	6	-	6	1	1	-	16
15	10A	6	3	4	4	-	4	-	4	-	-	-	15
14	8A	4	1	2	2	-	2	-	2	-	-	-	14
13	6A	3	-	2	1	-	1	-	1	-	-	-	13
12	4	1	-	1	-	-	1	-	-	-	-	-	12
11	2	-	-	-	-	-	-	-	-	-	-	-	11
10	1	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing, Slashing, Blunt

Notes: The Bite table is intended for creatures with mouths and teeth. Bites from creatures with hard beaks should use the Pincer table instead. Bite attacks are normally limited by the size of the creature making the attack.

BOLAS

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	19E	17E	10E	22E	18E	15E	13E	9C	14E	17E	15E	8C	30
29	19E	16E	10E	21E	17E	15D	13D	9B	14E	16E	15D	8A	29
28	18E	16E	10E	20D	16D	14C	12C	9A	13E	16D	14C	8	28
27	17E	15E	9D	18D	15D	13B	12B	8	12E	15C	13B	7	27
26	17E	14D	9D	17D	14C	12B	11B	8	11D	14C	12A	7	26
25	16D	13D	9D	16C	13C	12A	10A	8	11D	13C	12A	7	25
24	15D	12D	8C	14C	12B	11A	10A	7	10D	11B	11	6	24
23	14D	12C	8C	13C	11B	10	9	7	9C	10B	10	6	23
22	13D	11C	7C	12B	10A	9	8	7	9B	9A	9	6	22
21	12C	10C	7B	10B	9A	9	8	6	8A	8A	9	5	21
20	11C	10B	7B	9B	9	8	7	6	7	7	8	5	20
19	11A	9B	6A	8A	8	7	6	5	6	7	7	5	19
18	10A	8A	6	6A	7	7	5	5	6	6	7	4	18
17	9	7A	6	5	6	6	5	4	5	5	6	4	17
16	9	6	5	4	5	5	4	4	4	3	5	4	16
15	6	5	5	2	4	4	3	4	2	2	4	3	15
14	2	4	4	-	2	3	3	3	1	1	3	3	14
13	-	2	3	-	-	2	2	3	-	-	2	3	13
12	-	-	3	-	-	1	1	2	-	-	1	2	12
11	-	-	3	-	-	1	1	2	-	-	1	2	11
10	-	-	3	-	-	-	-	2	-	-	-	2	10
9	-	-	2	-	-	-	-	1	-	-	-	1	9
8	-	-	-	-	-	-	-	1	-	-	-	1	8
7	-	-	-	-	-	-	-	1	-	-	-	1	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Grappling, Blunt

Notes: A Bolas is a thrown weapon, with a range of 50/100/150'.

BOW, COMPOSITE

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	25E	28E	21E	26E	25E	22E	16E	12E	19E	21E	22E	11E	30
29	24E	27E	20E	24E	24E	21E	15E	12D	18E	20E	21E	11D	29
28	23E	25E	19E	23E	22E	20D	14D	11C	17E	19D	20D	10C	28
27	21E	23D	18D	21D	21D	19D	14D	11C	15D	17D	19D	10B	27
26	20E	22D	17D	19D	19D	17C	13D	10B	14D	16D	17C	9A	26
25	18D	20D	16D	17D	17D	16C	12C	10A	13D	14C	16C	9A	25
24	17D	19D	15D	16C	16C	15C	11C	9A	11C	13C	15B	8	24
23	15D	17C	14C	14C	14C	14B	9B	8	10C	11B	14B	8	23
22	14C	16C	13C	12C	13C	13B	8B	8	9B	10B	13A	7	22
21	13C	14C	12C	10B	11B	11A	7A	7	7B	9B	11A	6	21
20	11B	13B	11B	9B	10B	10A	6A	6	6A	7A	10	6	20
19	8B	11B	10B	7B	8B	9	5	5	3	6A	9	5	19
18	5A	10B	9B	5A	6A	8	4	5	1	4	8	5	18
17	4A	8A	8A	4A	5A	7	3	4	-	3	7	4	17
16	-	6A	7A	1	3	5	2	4	-	2	5	4	16
15	-	5A	6	-	1	4	1	3	-	1	4	3	15
14	-	-	3	-	-	3	-	3	-	-	3	3	14
13	-	-	1	-	-	1	-	2	-	-	2	2	13
12	-	-	-	-	-	-	-	1	-	-	-	2	12
11	-	-	-	-	-	-	-	1	-	-	-	1	11
10	-	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing

Notes: The range of a composite bow is 100/200/300'.

BOW, LONG

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	27E	29E	22E	27E	26E	23E	17E	13E	22E	22E	23E	12E	30
29	26E	27E	21E	25E	24E	22E	16E	13C	21E	21E	22E	12C	29
28	25E	26E	20E	23E	23E	21E	15D	12C	19E	19D	21E	11C	28
27	23E	24E	19D	22D	21E	19E	14D	12B	18E	18D	19E	11B	27
26	21E	22D	18D	20D	19E	18D	13C	11B	16D	16D	18D	10A	26
25	20D	21D	17D	18D	18D	17D	12C	10A	14D	15C	17D	9A	25
24	18D	19D	15D	16C	16D	15D	11B	10A	13C	13C	15D	9A	24
23	17D	18C	14C	14C	14D	14C	10B	9A	11C	12C	14C	8	23
22	16D	16C	13C	13C	13D	13C	8A	8	10B	10B	13C	7	22
21	14C	15C	12C	11B	11C	11C	7A	7	8B	9B	11B	7	21
20	12C	13B	11C	9B	9C	10B	6A	6	7A	7B	10A	6	20
19	11B	12B	10B	7B	8C	9A	5A	6	4A	6A	9	6	19
18	7A	10B	9B	5A	6B	8	4	5	-	4A	8	5	18
17	5A	8A	7B	4A	4A	6	3	4	-	2	6	4	17
16	2	7A	6A	1	3A	5	2	4	-	1	5	4	16
15	-	5A	5A	-	1	3	1	3	-	-	4	3	15
14	-	-	2	-	-	2	-	3	-	-	2	3	14
13	-	-	-	-	-	1	-	2	-	-	1	2	13
12	-	-	-	-	-	-	-	1	-	-	-	1	12
11	-	-	-	-	-	-	-	-	-	-	-	-	11
10	-	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing

Notes: The range of a Long Bow is 100/200/400'.

BOW, SHORT

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	21E	22E	15E	21E	20E	17E	11E	7D	16E	16E	17E	6C	30
29	20E	21E	15E	20E	19E	16D	11D	7C	15E	15E	16D	6B	29
28	19E	20E	14E	18E	17D	15D	10D	7B	14E	14D	15C	6B	28
27	18E	18D	13D	17D	16D	14C	9C	6B	13D	13D	14C	5A	27
26	17D	17D	12D	15D	15D	13B	9C	6A	12D	12C	13B	5A	26
25	15D	16D	12D	14C	13C	12B	8B	6A	10C	11C	12B	5	25
24	14D	14C	11C	12C	12C	11A	7B	6	9C	9B	11A	5	24
23	13C	13C	10C	11C	10B	10A	6A	5	8B	8B	10A	4	23
22	12C	12C	9C	9B	9B	9A	6A	5	7B	7B	9	4	22
21	11B	11B	9B	8B	8B	8	5A	4	6A	6A	8	4	21
20	10B	10B	8B	6B	6A	7	4	4	3	5	7	3	20
19	5A	9B	7B	5A	5A	6	3	3	1	4	6	3	19
18	4A	7A	6A	3A	3	5	2	3	-	2	5	3	18
17	-	6A	6A	1	1	4	2	2	-	1	4	2	17
16	-	5A	5	-	-	3	1	2	-	1	3	2	16
15	-	-	2	-	-	1	-	2	-	-	2	2	15
14	-	-	-	-	-	-	-	1	-	-	-	1	14
13	-	-	-	-	-	-	-	1	-	-	-	1	13
12	-	-	-	-	-	-	-	1	-	-	-	1	12
11	-	-	-	-	-	-	-	-	-	-	-	-	11
10	-	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing

Notes: The range of a Short Bow is 100/180/240'.

BRAWLING

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
						Armour Class							
30	9E	8E	4E	5E	5D	2C	5C	2	6E	2D	2B	2	30
29	9E	8D	4D	5D	5C	2A	5A	2	6D	2C	2	2	29
28	8D	8D	4C	5C	5B	2	5A	2	5C	2B	2	2	28
27	8D	7C	4C	4C	5A	2	5	2	5C	2B	2	2	27
26	7C	7B	4B	4B	4A	2	4	2	4B	2A	2	2	26
25	7C	6B	3A	4B	4	2	4	2	4A	2	2	2	25
24	6B	6B	3A	3A	4	2	4	2	4A	2	2	2	24
23	5B	5A	3	3A	3	2	3	2	4	2	2	2	23
22	5A	5A	3	3	3	2	3	2	3	1	2	2	22
21	4A	4	2	2	3	1	3	2	3	1	1	2	21
20	3	3	2	2	2	1	2	1	2	1	1	1	20
19	3	3	2	2	2	1	2	1	2	1	1	1	19
18	2	2	2	1	2	1	2	1	1	1	1	1	18
17	2	2	2	1	1	1	1	1	1	1	1	1	17
16	1	1	1	1	1	1	1	1	1	1	1	1	16
15	1	1	1	-	1	1	1	1	-	1	1	1	15
14	-	-	1	-	-	1	-	1	-	-	1	1	14
13	-	-	1	-	-	1	-	1	-	-	1	1	13
12	-	-	-	-	-	-	-	1	-	-	-	1	12
11	-	-	-	-	-	-	-	1	-	-	-	1	11
10	-	-	-	-	-	-	-	1	-	-	-	1	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt, Knockdown

Notes: The Brawling table can be used for attacks with improvised weapons such as hitting people with bottles or chairs or throwing rocks at people. In some cases (depending on the improvised weapon used) it may be possible to do Slashing or Piercing criticals instead of Blunt criticals. Unarmed attacks without an improvised weapon should use the Martial Arts (Hard Forms) table instead. In cases where an improvised weapon is used, the attack result may be limited by the size of the weapon in question at the discretion of the Game Master.

CLAW

	Armour Class												
Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	24E	22E	15E	19E	18E	14D	17E	12E	20E	14E	14D	10E	30
29	23E	20E	13E	17E	16E	13C	15E	11D	18E	12D	13C	9C	29
28	23E	20E	13E	17E	16E	12C	15D	10C	18E	12C	12C	8C	28
27	21E	18E	12D	16D	15D	11C	14D	9C	16D	11C	11B	7B	27
26	20E	17D	11C	14D	14D	10B	13C	8B	15D	10B	10B	7B	26
25	19E	16D	10C	14D	13D	10B	12C	8B	15D	9B	10A	6A	25
24	18D	15D	9C	13C	12C	9A	11B	7B	13C	8B	9A	5A	24
23	17D	14C	8B	11B	11C	8A	10B	6A	12C	7A	8A	4A	23
22	16C	13C	8B	11B	10B	7A	10A	5A	11B	7A	7A	4	22
21	15B	12B	7B	10B	9B	6	9A	4A	10B	6A	6	3	21
20	13B	10B	6A	9A	8A	5	8A	3	9A	5	5	2	20
19	13B	10A	5A	8A	8A	5	7A	3	8A	4	5	2	19
18	12B	8A	4A	7A	6	4	6A	2	7A	3	4	1	18
17	10A	7A	3	6A	5	3	5	1	6A	2	3	-	17
16	10A	6A	3	5	5	2	5	1	5A	2	2	-	16
15	8A	5	2	4	4	1	4	1	4	1	1	-	15
14	7A	4	1	3	2	1	3	-	3	-	-	-	14
13	6A	3	-	2	2	-	2	-	2	-	-	-	13
12	5	2	-	1	1	-	1	-	1	-	-	-	12
11	4	1	-	1	-	-	-	-	1	-	-	-	11
10	3	1	-	-	-	-	-	-	-	-	-	-	10
9	2	-	-	-	-	-	-	-	-	-	-	-	9
8	1	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Slashing, Piercing

Notes: Claw attacks are normally limited by the size of the creature making the attack.

CLUB

Roll	Armour Class												Roll
	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	
30	21E	20E	13E	19E	18E	15E	13E	9D	16E	14E	15E	8C	30
29	20E	19E	13E	18E	17D	15D	13D	9C	15E	14E	15C	8B	29
28	20E	18E	12D	17D	16D	14C	12D	9B	14E	13D	14C	8A	28
27	19E	17D	12D	16D	16C	13B	12C	8A	14D	12C	13B	7A	27
26	18D	16D	11C	15D	14C	12B	11B	8A	13D	12C	12A	7	26
25	17D	15D	11C	14C	13B	12A	10B	8	13C	11C	12A	7	25
24	15D	14C	10C	13C	12B	11A	10A	7	11B	10B	11	6	24
23	14C	13C	10B	11C	11B	10	9A	7	10B	9B	10	6	23
22	13C	12B	9B	10B	10A	9	9A	7	9A	8A	9	6	22
21	13B	11B	9B	9B	9A	9	8	6	8	7A	9	5	21
20	12A	10B	8A	8B	8	8	7	6	7	6	8	5	20
19	11A	9A	8	7A	7	7	6	5	6	6	7	5	19
18	10	8A	7	6A	6	7	6	5	5	5	7	4	18
17	6	7	7	5	5	6	5	5	2	4	6	4	17
16	4	6	6	4	4	5	4	4	1	3	5	4	16
15	1	5	6	2	3	4	3	4	-	2	4	3	15
14	-	3	5	1	2	3	3	3	-	1	3	3	14
13	-	-	2	-	1	2	2	2	-	-	2	2	13
12	-	-	-	-	-	2	1	2	-	-	2	2	12
11	-	-	-	-	-	1	1	2	-	-	1	2	11
10	-	-	-	-	-	-	-	2	-	-	-	2	10
9	-	-	-	-	-	-	-	1	-	-	-	1	9
8	-	-	-	-	-	-	-	1	-	-	-	1	8
7	-	-	-	-	-	-	-	1	-	-	-	1	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt

Notes: -

CROSSBOW, HEAVY

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	32E	30E	23E	29E	27E	24E	19E	15E	27E	24E	24E	14E	30
29	31E	29E	22E	27E	26E	23E	18E	15D	25E	23E	23E	14D	29
28	29E	27E	21E	25E	24E	22E	17E	14D	23E	22E	22E	13D	28
27	27E	25E	20D	24D	22D	20D	16D	13C	21E	20D	20D	12C	27
26	25E	24D	19D	22D	21D	19D	15D	13B	19D	18D	19D	12B	26
25	23E	22D	18D	20D	19D	18C	14C	12B	18D	17C	18C	11A	25
24	22D	20D	17D	18D	18D	17C	13C	12A	16D	15C	17C	11A	24
23	20D	19D	16C	16C	16C	15C	12C	11A	14C	14C	15C	10	23
22	18D	17C	14C	14C	15C	14B	11B	10	12C	12C	14B	9	22
21	16D	16C	13C	13C	13C	13B	10B	9	10B	11B	13A	9	21
20	14C	14C	12C	11B	11B	12A	9A	8	9B	9B	12A	8	20
19	13C	13B	11B	9B	10B	10A	7A	8	7A	8A	10	7	19
18	11B	11B	10B	7B	8A	9	6	7	3	6A	9	7	18
17	5A	10B	9B	5A	6A	8	5	6	1	5	8	6	17
16	5A	8A	8B	4A	5A	7	4	6	-	3	7	6	16
15	-	6A	7A	1	3	5	3	5	-	2	5	5	15
14	-	5A	6	-	1	4	2	4	-	1	4	4	14
13	-	-	3	-	-	3	1	4	-	-	3	4	13
12	-	-	-	-	-	-	-	3	-	-	-	3	12
11	-	-	-	-	-	-	-	2	-	-	-	2	11
10	-	-	-	-	-	-	-	1	-	-	-	2	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing

Notes: The range or a Heavy Crossbow is 100/200/300'.

CROSSBOW, LIGHT

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	25E	27E	20E	25E	24E	21E	15E	11E	20E	20E	21E	10D	30
29	24E	26E	19E	23E	23E	20E	14E	11C	19E	19E	20E	10C	29
28	23E	24E	18E	22E	21D	19D	14D	10B	17E	18D	19D	9B	28
27	21E	22E	17D	20D	20D	18D	13C	10B	16E	17D	18C	9A	27
26	20E	21D	16D	18D	18D	17C	12C	9A	14D	15D	17C	8A	26
25	18D	19D	15D	17D	17C	15C	11B	9A	13D	14C	15B	8	25
24	17D	18D	14C	15C	15C	14B	10B	8	12C	12C	14B	7	24
23	16D	16C	13C	13C	14C	13B	9A	8	10C	11B	13A	7	23
22	15C	15C	12C	12C	12B	12A	8A	7	9B	10B	12A	7	22
21	13C	13B	11C	10B	11B	11A	7A	7	7B	9B	11	6	21
20	11B	12B	10B	8B	9A	10	6	6	6A	7A	10	6	20
19	10B	10B	9B	7B	8A	9	5	5	3	6A	9	5	19
18	5A	9B	8B	5A	6A	7	4	5	1	4	7	5	18
17	4A	7A	7A	3A	5	6	3	4	-	3	6	4	17
16	-	5A	6	1	3	5	3	4	-	2	5	4	16
15	-	2	5	-	1	4	2	3	-	1	4	3	15
14	-	-	3	-	-	3	1	3	-	-	3	3	14
13	-	-	1	-	-	1	-	2	-	-	2	2	13
12	-	-	-	-	-	-	-	1	-	-	-	1	12
11	-	-	-	-	-	-	-	1	-	-	-	1	11
10	-	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing

Notes: The range of a Light Crossbow is 100/200/300'.

CRUSH

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	48E	44E	35E	36E	41E	33E	33E	23E	42E	29E	31E	20E	30
29	46E	42E	33E	34E	39E	31E	31E	21D	40E	27D	29E	18D	29
28	45E	41E	32E	33E	38E	30D	30E	20D	39E	26D	28D	17D	28
27	42E	39E	30E	31E	36E	28D	28E	19C	36E	24C	26D	16C	27
26	40E	37E	28D	29E	33D	26C	26D	17C	34E	22C	24C	14B	26
25	39E	35E	27D	28D	32D	25C	25D	16C	33D	21C	23C	14B	25
24	36D	33D	25D	26D	30D	23C	23D	15B	31D	20B	22C	12B	24
23	34D	31D	23C	24D	28D	21C	21C	13B	29D	18B	20B	11A	23
22	33D	30D	22C	23D	27D	20B	20C	12B	27D	17B	19B	10A	22
21	30C	27C	20C	21C	25C	18B	19B	11A	25C	15B	17B	9A	21
20	28C	25C	18C	19C	23C	17B	17B	9A	23C	13A	16B	7A	20
19	27C	24C	18B	18C	21C	16B	16B	8A	22C	12A	15A	6A	19
18	24C	21C	16B	16B	19B	14A	14A	7A	20B	11A	13A	5A	18
17	22B	19B	14B	14B	17B	12A	12A	5A	17B	9A	11A	3A	17
16	20B	17B	13A	13A	16A	11A	11A	5A	16A	8A	10A	3	16
15	18A	15A	11A	11A	13A	9A	9A	3A	14A	6A	8A	1	15
14	16A	13A	9A	9A	11A	8A	7A	2	11A	4A	7A	-	14
13	14A	12A	8A	8A	10A	7A	7A	1	10A	3	6A	-	13
12	12A	9A	6A	6A	8A	5A	5	1	8A	1	4	-	12
11	9A	7A	4A	4A	6A	3	3	-	6A	1	2	-	11
10	8A	6A	3A	3	5A	2	2	-	5A	-	1	-	10
9	5A	4A	2A	2	3	1	1	-	3A	-	-	-	9
8	3A	2A	-	-	1	-	-	-	1	-	-	-	8
7	2A	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt

Notes: Crush attacks are normally limited by the size of the creature making the attack. This table can also be used for falling damage, with an Attack Bonus of +1 per 5' fallen. Falling attacks are also limited by the distance fallen. See *Chapter 10 - Adventuring* for more details about falling.

DAGGER

Roll	Armour Class												Roll
	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	
30	17E	15E	8E	12E	10E	7D	5E	4C	12E	7E	7D	3B	30
29	17E	14E	8E	12E	10D	7C	5C	4A	12E	7D	7C	3	29
28	16E	13D	8D	11D	9C	7B	5B	4	11D	7C	7B	3	28
27	15E	13D	7D	10C	9C	6A	5B	4	10D	6C	6A	3	27
26	14D	12D	7C	9C	8B	6A	5A	4	9C	6B	6	3	26
25	13D	11C	7C	8C	7B	6	4A	4	9C	6B	6	3	25
24	12C	10C	6C	8B	7A	5	4	3	8B	5A	5	3	24
23	11C	10B	6B	7B	6A	5	4	3	7B	4A	5	3	23
22	11C	9B	6B	6B	6	5	4	3	6A	4	5	2	22
21	10B	8B	5B	5A	5	4	3	3	6A	3	4	2	21
20	9B	7B	5A	4A	5	4	3	2	5	3	4	2	20
19	8A	6A	5A	4	4	3	3	2	4	2	3	2	19
18	5A	5A	4	3	3	3	2	2	2	2	3	2	18
17	4	5A	4	2	3	3	2	2	1	2	3	2	17
16	1	4	4	1	2	2	2	2	-	1	2	2	16
15	-	2	3	-	2	2	1	1	-	1	2	1	15
14	-	1	3	-	1	2	1	1	-	-	2	1	14
13	-	-	1	-	-	1	1	1	-	-	1	1	13
12	-	-	-	-	-	1	-	1	-	-	1	1	12
11	-	-	-	-	-	-	-	1	-	-	-	1	11
10	-	-	-	-	-	-	-	1	-	-	-	1	10
9	-	-	-	-	-	-	-	1	-	-	-	1	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing, Slashing

Notes: The Dagger table can also be used for other similar weapons such as knives or cleavers. Daggers may be thrown with a range of 10/25/50'.

DIMINUTIVE

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
						Armour Class							
30	15A	12A	8A	11A	11A	6A	11A	6A	12A	6A	6A	5A	30
29	14A	11A	7A	10A	10A	5A	10A	5A	11A	5A	5A	4A	29
28	13A	11A	7A	10A	10A	5A	10A	5A	11A	5A	5A	4A	28
27	13A	10A	6A	9A	9A	5A	9A	5A	10A	5A	5A	4	27
26	12A	9A	6A	8A	8A	4	8A	4A	9A	4A	4	3	26
25	12A	9A	5A	8A	8A	4	8A	4	9A	4	4	3	25
24	11A	8A	5A	8A	8A	4	8A	4	8A	4	4	3	24
23	10A	8A	4A	7A	7A	3	7A	3	8A	3	3	2	23
22	10A	7A	4A	7A	7A	3	7	3	7A	3	3	2	22
21	9A	7A	4	6A	6A	3	6	3	7A	3	3	2	21
20	8A	6A	3	5	5	2	5	2	6	2	2	1	20
19	8A	6	3	5	5	2	5	2	6	2	2	1	19
18	7A	5	2	5	5	2	5	2	5	2	2	1	18
17	6A	5	2	4	4	1	4	1	4	1	1	-	17
16	6A	4	2	4	4	1	4	1	4	1	1	-	16
15	5	4	1	3	3	1	3	1	3	-	1	-	15
14	5	3	1	2	2	-	2	-	3	-	-	-	14
13	4	3	-	2	2	-	2	-	2	-	-	-	13
12	3	2	-	2	2	-	2	-	2	-	-	-	12
11	3	1	-	1	1	-	1	-	1	-	-	-	11
10	2	1	-	1	1	-	1	-	1	-	-	-	10
9	2	1	-	-	-	-	-	-	-	-	-	-	9
8	1	-	-	-	-	-	-	-	-	-	-	-	8
7	1	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing, Slashing

Notes: The Diminutive attack table should be used for small creatures for which it would be unrealistic to use the other creature attack tables. Diminutive attacks are initially limited to being "small", but each successive attack by the same creature that does more than one point of damage raises the effective size of the next attack against the same target by one category.

FIREBALL

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
					Armour Class								
30	30E	29E	23E	26E	22E	17D	21E	15D	26E	19E	17D	13D	30
29	27D	25D	20D	22D	19C	14C	18C	12C	22D	16C	14C	10C	29
28	26D	24D	19D	21D	19C	14C	18C	12C	20D	15C	14C	10C	28
27	24D	22D	17C	19D	18C	13C	17C	11C	18C	13C	13B	9B	27
26	23D	20D	16C	18C	17C	13B	16C	10B	17C	12C	12B	8B	26
25	22D	19C	15C	17C	16C	12B	16C	10B	16C	11C	12B	8B	25
24	21C	18C	14C	16C	15C	12B	15C	9B	15C	10C	11B	7B	24
23	20C	16C	12B	14C	13B	11B	13B	8B	13B	8B	10A	6A	23
22	19C	15C	11B	13C	12B	10A	12B	8A	12B	8B	9A	6A	22
21	18C	14C	10B	12B	11B	9A	11B	7A	11B	7B	8A	5A	21
20	17C	13B	9B	11B	10B	8A	10B	7A	10B	6B	7A	5A	20
19	15B	11B	7A	9B	8B	6A	8A	5A	8A	5A	5A	4A	19
18	14B	10B	6A	8B	7A	5A	7A	4A	7A	4A	4A	3	18
17	13B	8B	5A	7A	6A	4A	6A	4A	6A	3A	3A	3	17
16	11A	7A	4A	6A	5A	3	5A	3	5A	3A	2	2	16
15	9A	5A	2	4A	3A	1	3A	1	3A	1	-	-	15
14	7A	3A	1	3A	2	-	2	-	2	1	-	-	14
13	4A	2	-	2	1	-	1	-	1	-	-	-	13
12	2	1	-	1	-	-	-	-	-	-	-	-	12
11	-	-	-	-	-	-	-	-	-	-	-	-	11
10	-	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Fire

Notes: Fireball attacks use a static +10 Attack Bonus rather than a character's normal attack bonus (this bonus may be different for the attacks of some creatures). Similarly, shields do not contribute to a character's Dodge Bonus against Fireball attacks. If a Fireball is centred on a particular creature, the attack gets a +4 bonus against that creature. When multiple creatures are hit by a single Fireball, a separate roll is made for each target.

FIRE BOLT

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
													Armour Class
30	38E	31E	23E	28E	27E	17E	26E	13E	32E	14E	17E	11D	30
29	35E	29E	21E	26E	25E	16D	24E	12D	30E	13E	15D	10D	29
28	33E	27E	20E	25E	24E	15D	23E	12D	28E	13D	14D	10C	28
27	31E	25E	19E	24E	23E	14D	22E	11C	26E	12D	13D	9C	27
26	29E	24E	18E	23E	22E	13C	21E	11C	24E	12C	12C	9C	26
25	27E	22E	17E	22E	22E	13C	20E	11C	22E	12C	12C	9C	25
24	25E	20E	16D	21E	21E	12C	19D	10C	20D	11C	11C	8B	24
23	23E	18E	15D	20E	20D	11B	18D	9B	18D	10C	10B	8B	23
22	21E	17E	14D	19E	18D	11B	17D	9B	16D	10B	10B	7B	22
21	19E	15E	13C	18D	17D	10B	16C	8B	14C	9B	9B	7A	21
20	18D	14D	12C	17D	16C	10B	15C	8B	13C	8B	8B	7A	20
19	16D	13D	11B	16D	15C	9A	14C	7B	12C	7B	8A	6A	19
18	15D	12C	10B	15C	14C	9A	13C	7A	11B	7A	7A	6A	18
17	13D	11C	9A	13C	12C	8A	12B	7A	10B	6A	6A	6A	17
16	12C	10B	8A	11C	11B	8A	10B	6A	9B	5A	6A	5	16
15	11C	8B	7A	9B	10B	7A	9B	6A	8A	5	5A	5	15
14	10B	7B	6	8B	9A	6	8A	6	7A	4	4	5	14
13	9B	5A	5	6A	8A	5	7A	5	6A	4	4	4	13
12	8A	4A	4	5A	6A	4	6A	5	5A	3	3	4	12
11	7A	2A	3	3	5A	3	5A	4	4A	2	2	3	11
10	5A	1	2	1	3	3	3A	4	3	1	2	3	10
9	3A	-	1	-	1	2	2	3	2	1	2	2	9
8	2	-	-	-	-	1	1	2	-	-	1	2	8
7	1	-	-	-	-	1	-	1	-	-	1	1	7
6	-	-	-	-	-	-	-	1	-	-	-	1	6
5	-	-	-	-	-	-	-	1	-	-	-	1	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Fire

Notes: The range of a Fire Bolt is 50/200/500', although not all spells will be able to reach the furthest ranges.

FLAIL

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	43E	41E	34E	35E	31E	28E	26E	22E	38E	30E	28E	21E	30
29	41E	39E	33E	33E	30E	27E	25E	22E	35E	29E	27E	21E	29
28	38E	36E	31E	31E	28E	26E	24E	21D	33E	27E	26E	20D	28
27	36E	34E	29E	29E	26E	24D	23D	20D	30E	26E	24D	19D	27
26	33E	32E	28D	27E	25D	23D	22D	19C	28E	24D	23D	18C	26
25	31E	30D	26D	25D	23D	22D	20D	18C	26D	22D	22D	17C	25
24	29E	28D	25D	23D	22D	21C	19C	17B	23D	20D	21C	16A	24
23	27D	26D	23D	22D	20C	19C	18C	16A	21D	19C	19C	16A	23
22	24D	24D	22C	20D	19C	18C	16C	15A	18D	17C	18B	15	22
21	22D	22C	20C	18C	17C	17B	15B	14	16C	16C	17A	14	21
20	20D	20C	19C	16C	16C	16A	14B	13	14C	14C	16A	13	20
19	18C	17C	17C	14C	14B	14A	12A	12	11B	12B	14	12	19
18	15C	15B	15B	12C	12B	13	11A	11	9B	11B	13	11	18
17	13C	13B	14B	10B	11A	12	10	11	6A	9A	12	11	17
16	7A	11B	12A	8B	9A	10	9	10	1	7A	10	10	16
15	5A	9A	10A	6A	7	9	7	9	-	6	9	9	15
14	1	6A	9	4A	6	8	6	8	-	3	8	8	14
13	-	1	4	1	3	6	5	7	-	1	6	7	13
12	-	-	2	-	1	4	3	6	-	-	4	6	12
11	-	-	-	-	-	3	1	5	-	-	3	5	11
10	-	-	-	-	-	1	-	4	-	-	2	4	10
9	-	-	-	-	-	-	-	3	-	-	-	3	9
8	-	-	-	-	-	-	-	1	-	-	-	2	8
7	-	-	-	-	-	-	-	1	-	-	-	2	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt, Piercing

Notes: -

FROSTBALL

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
					Armour Class								
30	24D	21D	15D	20D	19D	14D	18D	12D	20D	13D	14D	10C	30
29	22C	19C	13B	18C	17C	12B	16C	10B	18C	11B	12B	8B	29
28	22C	18C	13B	17C	16C	12B	16C	10B	18C	11B	11B	8B	28
27	20C	16C	11B	16C	15C	11B	15C	9B	17C	10B	10B	8B	27
26	19C	16C	11B	16C	15C	10B	14B	8B	16C	9B	9B	7B	26
25	18C	15C	10B	15C	14B	10B	14B	8B	15C	9B	9B	7A	25
24	17C	14C	10B	15B	14B	9B	13B	8B	14B	8B	9A	7A	24
23	15C	12B	9B	13B	12B	8A	12B	7A	12B	8A	8A	6A	23
22	14C	11B	8A	12B	11B	8A	11B	7A	11B	7A	7A	6A	22
21	13B	10B	8A	10B	10B	7A	10A	6A	10B	7A	6A	5A	21
20	12B	9B	7A	9A	9A	6A	9A	6A	9A	6A	5A	5A	20
19	10B	7A	5A	7A	7A	4A	7A	5A	7A	5A	3	4	19
18	9A	6A	4	6A	6A	3	6A	4	6A	4	2	3	18
17	8A	5A	3	5A	5A	2	5A	3	5A	3	1	2	17
16	7A	4A	2	4A	4A	1	4A	2	4A	2	1	1	16
15	5A	2	-	2	2	-	2	-	2	-	-	-	15
14	4A	1	-	1	1	-	1	-	1	-	-	-	14
13	3A	1	-	-	-	-	-	-	-	-	-	-	13
12	2	-	-	-	-	-	-	-	-	-	-	-	12
11	-	-	-	-	-	-	-	-	-	-	-	-	11
10	-	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Frost

Notes: Frostball attacks use a static +10 Attack Bonus rather than a character's normal attack bonus (this bonus may be different for the attacks of some creatures). Similarly, shields do not contribute to a character's Dodge Bonus against Frostball attacks. If a Frostball is centred on a particular creature, the attack gets a +4 bonus against that creature. When multiple creatures are hit by a single Frostball, a separate roll is made for each target.

GRAPPLING

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
						Armour Class							
30	15E	14E	12E	13E	12E	10E	11E	6E	12E	7E	9E	4E	30
29	13E	13E	11E	12E	11E	9E	10E	5E	10E	6E	8E	3E	29
28	13D	12D	10E	11E	10E	9E	10E	5E	10D	6E	8E	3E	28
27	12D	11D	9D	10D	10D	8D	9D	4D	9D	6D	7D	3D	27
26	10C	10C	9D	9D	9D	7D	8D	4D	8C	5D	7D	3D	26
25	10B	10C	8C	9C	8C	7C	8C	4D	7C	5C	6C	3D	25
24	9B	8B	7C	8C	8C	6C	7C	3C	6B	5C	6C	2C	24
23	8A	7A	7B	7B	7B	6B	7B	3C	5A	4B	5B	2C	23
22	7A	7A	6B	7B	7B	5B	6B	3C	5A	4B	5B	2C	22
21	5A	5A	5B	6B	6B	5B	5B	3B	4A	4B	4B	2B	21
20	5A	4A	5A	5A	5A	4A	5A	3B	2A	3A	4A	2B	20
19	4A	4A	4A	4A	4A	4A	4A	3B	2A	3A	4A	2B	19
18	3A	3A	3A	3A	3A	3A	3A	2A	1A	2A	3A	1A	18
17	2A	2	3A	2A	2A	2A	3A	2A	-	2A	2A	1A	17
16	1	1	2A	2A	2A	2A	2A	2A	-	2A	2A	1A	16
15	-	1	2A	1	1	2A	1A	1A	-	1A	2A	1A	15
14	-	-	1	-	-	1A	1	1A	-	1A	1A	1A	14
13	-	-	1	-	-	1A	-	1A	-	1	1A	1A	13
12	-	-	-	-	-	-	-	-	-	-	-	-	12
11	-	-	-	-	-	-	-	-	-	-	-	-	11
10	-	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Grappling

Notes: Grappling attacks are normally limited by the size of the creature making the attack. This table is also used for Martial Arts (Grappling) attacks. Characters with no martial arts skills are limited to small attacks.

HAMMER, WAR

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
					Armour Class								
30	25E	24E	17E	24E	22E	19E	17E	13E	20E	19E	19E	12E	30
29	24E	23E	17E	23E	21E	18E	17E	13E	19E	18E	18E	12E	29
28	23E	22E	16E	22E	20E	18D	16E	12D	18E	18E	18D	11D	28
27	22E	20E	15D	20D	19D	17D	15D	12C	16E	17D	17D	11C	27
26	20E	19D	15D	19D	18D	16D	14D	11C	15D	16D	16C	10B	26
25	19E	18D	14D	18D	17D	15C	14C	11B	14D	15C	15C	10A	25
24	18D	17D	13C	17D	16C	14C	13C	11A	13D	14C	14C	10A	24
23	16D	16D	13C	15C	15C	13B	12C	10A	12C	13C	13B	9	23
22	15D	15C	12C	14C	14C	12B	11B	10	11B	11B	12A	9	22
21	14C	14C	11C	13C	12B	12A	10A	9	9B	10B	12A	8	21
20	13C	12B	10B	12B	11B	11A	9A	8	8A	9A	11	8	20
19	11B	11B	10B	10B	10B	10	9A	8	7	9A	10	7	19
18	10A	10B	9A	9B	9A	9	8	7	6	8	9	7	18
17	6A	9A	8A	8A	8A	8	7	7	3	7	8	6	17
16	5	8A	8	7A	7	7	6	6	1	6	7	6	16
15	1	7A	7	5	6	6	5	5	-	5	6	5	15
14	-	5	6	3	5	5	4	5	-	3	5	5	14
13	-	2	5	1	3	4	3	4	-	2	4	4	13
12	-	-	5	-	2	3	2	4	-	1	3	4	12
11	-	-	2	-	1	2	1	3	-	-	2	3	11
10	-	-	2	-	-	2	1	2	-	-	2	2	10
9	-	-	-	-	-	1	-	2	-	-	1	2	9
8	-	-	-	-	-	-	-	2	-	-	-	2	8
7	-	-	-	-	-	-	-	1	-	-	-	1	7
6	-	-	-	-	-	-	-	1	-	-	-	1	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt

Notes: -

HORN

Roll				Armour Class									Roll
	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	
30	34E	31E	24E	28E	26E	22E	25E	19E	30E	22E	22E	18E	30
29	32E	29E	22E	26E	24E	20D	23E	17D	28E	20D	20D	16C	29
28	31E	28E	21E	25E	23E	19D	22E	16D	27E	19D	19C	15C	28
27	29E	26E	19D	23D	21D	17C	20D	14C	25D	17C	17C	13B	27
26	27E	24D	17C	21D	19D	16B	19C	13B	23D	15C	16B	12A	26
25	26E	23D	16C	20D	18D	15B	18C	12B	22D	14B	15B	11A	25
24	24D	21D	14C	18C	16C	13A	16B	10B	20C	12B	13A	9A	24
23	22D	19C	13B	16C	14C	11A	15B	9A	18B	11A	11A	7A	23
22	21D	18C	12B	15C	13B	11A	14A	8A	17B	10A	11A	6A	22
21	19B	16B	10B	13B	12B	9A	12A	6A	15A	8A	9A	5	21
20	17B	14B	8A	11A	10A	7	10A	4A	13A	6A	7	3	20
19	16B	13A	7A	11A	9A	6	10A	4	12A	5A	6	2	19
18	14A	11A	5A	9A	7A	5	8	2	10A	3	5	1	18
17	12A	9A	4	7A	6	3	6	1	8A	2	3	-	17
16	11A	8A	3	6A	5	2	5	1	7A	1	2	-	16
15	9A	6A	1	4	3	1	4	-	5	-	1	-	15
14	7A	4	-	2	1	-	2	-	3	-	-	-	14
13	6A	3	-	1	1	-	1	-	2	-	-	-	13
12	4	1	-	-	-	-	1	-	1	-	-	-	12
11	2	-	-	-	-	-	-	-	-	-	-	-	11
10	1	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing, Blunt, Knockdown

Notes: The Horn table can also be uses for attacks by creatures with long tusks or spikes. Horn attacks are normally limited by the size of the creature making the attack.

ICE BOLT

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
					Armour Class								
30	36G	34F	28F	23F	23F	17F	19F	13F	32F	15F	17F	11E	30
29	34F	32E	26E	21E	21E	16E	18E	12E	30E	14E	15E	10D	29
28	32E	30E	24E	20E	20E	15D	17E	12D	28E	13E	14D	10D	28
27	30E	28E	22E	19E	18E	14D	16E	11D	26E	13E	13D	9C	27
26	28E	26E	20E	18E	17E	13D	15D	11C	24E	12E	12D	9C	26
25	26E	24E	18E	17E	16D	13C	15D	11C	22E	12D	12C	9C	25
24	24E	22E	17E	16E	15D	12C	14D	10C	20E	11D	11C	8C	24
23	22E	20E	15E	15D	14D	11C	13C	9C	18E	11D	10C	8B	23
22	20E	18E	14D	14D	13C	11C	13C	9B	16E	10C	10C	7B	22
21	18E	16D	13D	13C	12C	10B	12C	8B	14D	10C	9B	7B	21
20	17D	14D	12D	12D	11C	10B	11C	8B	13D	9C	8B	7B	20
19	15D	12D	11C	11C	10B	9A	10B	7B	12D	8B	8A	6A	19
18	14D	9C	10C	10C	9B	9A	10B	7A	11C	7B	7A	6A	18
17	13D	7C	9C	9B	8A	8A	9A	7A	10C	7A	6A	6A	17
16	12C	6B	8B	8B	7A	8A	8A	6A	9B	6A	6A	5A	16
15	11C	5B	7B	7A	6A	7A	7A	6A	8B	5A	5A	5A	15
14	10B	4B	6A	6A	5	6A	7A	6A	7A	4A	4A	5A	14
13	6A	3A	5A	4	4	5A	6	5A	2	3	4A	4A	13
12	4A	2	4A	3	3	4	5	5A	-	2	3	4A	12
11	1	1	3	1	2	3	4	4A	-	1	2	3A	11
10	-	-	2	-	1	3	3	4	-	1	2	3	10
9	-	-	1	-	1	2	2	3	-	-	2	2	9
8	-	-	-	-	-	1	1	2	-	-	1	2	8
7	-	-	-	-	-	1	-	1	-	-	1	1	7
6	-	-	-	-	-	-	-	1	-	-	-	1	6
5	-	-	-	-	-	-	-	1	-	-	-	1	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Frost, Blunt, Slashing

Notes: The range of an Ice Bolt is 50/200/500', although not all spells will be able to reach the furthest ranges.

JAVELIN

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	25E	23E	16E	22E	18E	15E	11E	7D	20E	17E	15E	6D	30
29	24E	22E	16E	21E	17E	15E	11E	7C	19E	16E	15E	6C	29
28	23E	20E	15E	19E	16D	14D	10D	7B	17E	15D	14D	6A	28
27	22E	19E	14D	18D	15D	13C	10C	7A	16D	14D	13C	6	27
26	20E	18D	13D	16D	14D	12C	9B	6	15D	13C	12B	5	26
25	18D	16D	13D	15D	13C	11B	9B	6	13D	12C	11A	5	25
24	17D	15D	12C	14C	12C	10A	8A	6	12C	11C	10A	5	24
23	16D	14C	11C	12C	11B	10A	7A	5	11C	10B	10	4	23
22	15C	13C	10C	11C	10B	9	7	5	9B	9B	9	4	22
21	13C	12B	10B	9C	9A	8	6	5	8B	8A	8	4	21
20	12C	10B	9B	8B	7A	7	5	4	7A	7A	7	4	20
19	10B	9B	8B	6B	6	6	4	4	4	5	6	3	19
18	6A	8B	7A	5A	5	6	4	4	1	4	6	3	18
17	5A	6A	7	4A	4	5	3	3	-	3	5	3	17
16	1	5A	6	1	3	4	2	3	-	2	4	3	16
15	-	2	5	-	2	3	2	2	-	1	3	2	15
14	-	-	4	-	1	2	1	2	-	-	2	2	14
13	-	-	2	-	-	2	1	2	-	-	2	2	13
12	-	-	-	-	-	-	-	1	-	-	-	1	12
11	-	-	-	-	-	-	-	1	-	-	-	1	11
10	-	-	-	-	-	-	-	1	-	-	-	1	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing

Notes: The Javelin table should be used for any thrown spear. The throw range for a javelin is 10/50/100'.

LIGHTNING BOLT

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	40I	35I	25H	26I	29I	23H	28I	20H	35I	18H	23H	19G	30
29	38I	32I	23H	25H	28H	22H	27H	19G	33I	16G	21H	18F	29
28	37I	31H	22H	24H	27H	21G	26H	19G	32H	15F	20G	18F	28
27	36I	30H	21G	23G	26H	20G	25G	18F	30H	15F	19G	17F	27
26	34H	28H	20G	22G	25G	19F	24G	18F	29G	14E	18F	17E	26
25	33H	26G	19G	21F	24G	18F	23G	18E	28G	14E	17F	17E	25
24	31H	24G	18F	20F	23F	17E	22F	17E	27F	13D	17E	16D	24
23	30G	22G	17F	19E	22F	16E	21F	17D	26F	13D	16E	16D	23
22	28G	20F	16E	18E	21E	16D	20E	16D	25E	12C	16D	16C	22
21	26G	16F	15E	17D	20E	15D	19E	16C	24E	12C	15D	15C	21
20	24F	16F	14E	16C	19D	15C	18D	15C	22D	11C	15C	15C	20
19	22F	15E	13E	15C	18D	15C	17D	15C	20D	11B	14C	14B	19
18	20F	14E	12D	14C	17C	14C	16D	14B	18C	10B	14C	14B	18
17	18E	12E	11D	12B	16C	14B	15C	14B	16C	9B	13B	13B	17
16	16E	11D	10C	11B	15B	13B	14C	13B	14B	8A	13B	12B	16
15	14D	10C	9C	9A	14B	13B	13C	12B	12B	7A	12B	11A	15
14	12D	8B	8B	7A	12B	12B	12B	11A	10A	6A	11B	10A	14
13	10C	7B	7B	5	11B	11A	11B	10A	8A	5	10A	9A	13
12	8B	5A	6A	3	9A	10A	10A	9A	6	4	9A	8A	12
11	6A	3	5A	1	7A	9A	8A	8A	4	2	8A	7A	11
10	4A	1	4	-	5	8A	7	7A	2	1	7A	6A	10
9	2A	-	2	-	3	6	5	6A	-	-	6	5A	9
8	1	-	1	-	1	5	3	5	-	-	5	4	8
7	-	-	-	-	-	3	2	3	-	-	4	2	7
6	-	-	-	-	-	1	-	2	-	-	1	1	6
5	-	-	-	-	-	-	-	1	-	-	-	1	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Lightning, Knockdown

Notes: The range of a Lightning Bolt is 50/200/500', although not all spells will be able to reach the furthest ranges.

MACE

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
							Armour Class						
30	22E	22E	15E	20E	22E	19E	17E	13E	17E	15E	19E	12E	30
29	21E	21E	15E	19E	21E	19E	17E	13D	16E	15E	19E	12D	29
28	20E	20E	14D	18E	20E	18D	16D	12C	15E	14D	18D	11C	28
27	19E	19D	13D	17D	19D	17D	15D	12C	14D	13D	17D	11B	27
26	18E	17D	13D	16D	18D	16C	14D	12B	13D	12C	16C	11A	26
25	17D	16D	12C	15D	17D	15C	14C	11A	12C	12C	15C	10A	25
24	16D	15C	12C	14C	16C	14B	13C	11A	11C	11C	14B	10	24
23	15D	14C	11C	13C	15C	14B	12B	10	10B	10B	14A	9	23
22	14C	13B	10B	11C	14C	13A	12B	10	9B	9B	13A	9	22
21	13C	12B	10B	10C	13B	12A	11A	9	8A	8B	12	8	21
20	12B	11B	9B	9B	12B	11	10A	9	7A	7A	11	8	20
19	10B	10B	8A	8B	11A	10	9	8	6	6A	10	7	19
18	8A	8A	8A	7B	10A	10	8	7	4	6	10	7	18
17	5A	7A	7	6A	9	9	7	7	1	5	9	6	17
16	3	6A	7	5A	8	8	6	6	-	4	8	6	16
15	-	5	6	4	7	7	6	6	-	3	7	6	15
14	-	2	5	2	5	6	4	5	-	2	6	5	14
13	-	-	4	-	4	5	4	4	-	1	5	4	13
12	-	-	2	-	3	4	3	4	-	-	4	4	12
11	-	-	-	-	2	3	3	4	-	-	3	4	11
10	-	-	-	-	1	2	2	3	-	-	2	3	10
9	-	-	-	-	-	2	1	3	-	-	2	3	9
8	-	-	-	-	-	1	-	2	-	-	1	2	8
7	-	-	-	-	-	-	-	2	-	-	-	2	7
6	-	-	-	-	-	-	-	1	-	-	-	1	6
5	-	-	-	-	-	-	-	1	-	-	-	1	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt

Notes: -

MAGIC MISSILE

Roll		Armour Class											Roll
	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	
30	15B	13A	11B	12B	15C	13C	15C	11C	13B	8B	13C	11C	30
29	14B	12A	10B	11B	14B	12B	14B	10B	12B	7B	12B	10B	29
28	13B	11A	10B	10B	14B	11B	13B	10B	11B	6A	11B	10B	28
27	12B	11A	9A	10B	13B	11B	13B	9B	11B	6A	11B	9B	27
26	12B	10A	9A	9B	13B	10B	12B	9B	10B	6A	10B	9B	26
25	11B	10A	8A	9A	12B	10B	12B	9B	10A	6A	10B	9B	25
24	11B	9A	8A	8A	12B	9B	11B	8B	9A	5A	9B	8A	24
23	10B	8A	7A	8A	11B	9A	11B	8A	9A	5A	9A	8A	23
22	10B	8A	7A	7A	11B	8A	10A	8A	8A	4A	8A	8A	22
21	9A	7A	6A	6A	10A	8A	10A	7A	8A	4A	8A	7A	21
20	9A	6A	6A	5A	10A	7A	9A	7A	7A	3A	7A	7A	20
19	8A	6A	5A	5A	9A	7A	9A	7A	7A	3	7A	7A	19
18	7A	5A	5	4A	8A	6A	8A	6A	6A	2	6A	6A	18
17	6A	4A	4	3	8A	6A	8A	6A	5A	2	6A	6A	17
16	5A	3	4	2	7A	5A	7A	6A	4	2	5A	6A	16
15	4A	2	3	1	6	5A	7A	5A	3	1	5A	5A	15
14	3A	1	3	-	5	4A	6	5A	2	1	4A	5A	14
13	2	1	2	-	4	4	6	4A	1	-	4	4A	13
12	1	-	1	-	3	3	5	4	-	-	3	4	12
11	1	-	1	-	2	3	4	3	-	-	3	3	11
10	1	-	1	-	1	2	2	3	-	-	2	3	10
9	-	-	-	-	-	2	1	2	-	-	2	2	9
8	-	-	-	-	-	1	1	2	-	-	1	2	8
7	-	-	-	-	-	1	-	1	-	-	1	1	7
6	-	-	-	-	-	-	-	1	-	-	-	1	6
5	-	-	-	-	-	-	-	1	-	-	-	1	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Lightning

Notes: The range of a Magic Missile is 50/200/500', although not all spells will be able to reach the furthest ranges.

MARTIAL ARTS (HARD FORMS)

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	25E	23E	18E	18E	21E	17E	17E	12E	21E	14E	16E	10E	30
29	23E	21E	17E	17E	19E	16E	15E	11E	19E	13E	15E	9D	29
28	23E	21E	16E	16E	19E	15E	15E	10D	19E	12D	14E	8D	28
27	21D	19E	15D	15D	18D	14D	14D	9D	18D	11D	13D	8C	27
26	20D	18D	14D	14D	16D	13D	13D	8C	16D	10C	12D	7B	26
25	19D	18D	14D	14C	16C	13C	12C	8B	16D	10C	12C	6A	25
24	18C	16C	13C	13C	15C	12C	11C	7B	15C	9B	11C	6A	24
23	17C	15C	12C	12B	14B	11B	10B	6A	14C	8A	10B	5A	23
22	16C	14C	11C	11B	13B	10B	10B	6A	13C	8A	9B	4A	22
21	15B	13C	10B	10B	12B	9B	9B	5A	12B	7A	8B	4A	21
20	13B	12C	9B	9A	11A	8A	8A	4A	11B	6A	7A	3	20
19	13B	11B	9B	9A	10A	8A	7A	4A	10B	5A	7A	2	19
18	11A	10B	8A	8A	9A	7A	6A	3	9A	4A	6A	2	18
17	10A	9B	7A	7A	8A	6A	6A	2	8A	3	5A	1	17
16	9A	8B	6A	6A	7A	5A	5	2	7A	3	4	1	16
15	8A	7A	5A	5A	6A	4	4	1	6A	2	3	-	15
14	7A	6A	4A	4	5	3	3	1	5A	1	2	-	14
13	6A	5A	3A	3	4	3	3	-	4A	1	2	-	13
12	5A	4A	2	2	3	2	2	-	3	-	1	-	12
11	3	2A	1	1	2	1	1	-	2	-	-	-	11
10	3	2A	1	1	1	1	-	-	1	-	-	-	10
9	1	1	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Martial Arts (Hard Forms)

Notes: Martial Arts attacks are normally limited by the Grade of the Martial Arts skill used for the attack. Characters with no martial arts skills are limited to small attacks.

MARTIAL ARTS (SOFT FORMS)

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	12E	12E	10E	11E	10E	8E	9E	5E	10E	6E	8E	4E	30
29	10E	11E	9E	10E	9E	7E	8E	4E	9E	5E	7E	3E	29
28	10D	10E	9E	9E	9E	7E	8E	4E	8D	5E	7E	3E	28
27	9D	9D	8D	9D	8D	6D	7D	4D	7D	5D	6D	3D	27
26	8C	8D	7D	8D	7D	6D	7D	4D	6C	5D	6D	3D	26
25	7C	8C	7D	7C	7C	6D	6D	4D	6C	4D	6D	3D	25
24	6B	7C	6C	7C	6C	5C	6C	4C	5B	4C	5C	3C	24
23	5A	6B	6C	6B	6B	5C	5C	3C	4A	4C	5C	2C	23
22	4A	6B	5C	5B	5B	5C	5C	3C	3A	4C	5C	2C	22
21	3A	5B	5B	5B	5B	4B	5B	3B	3A	3B	4B	2B	21
20	2A	4A	4B	4A	4A	4B	4B	3B	2A	3B	4B	2B	20
19	2A	3A	4B	3A	4A	3B	4B	3B	1A	3B	3B	2B	19
18	1	3A	3A	3A	3A	3A	3A	2A	1	2A	3A	2A	18
17	-	2A	3A	2A	2A	3A	3A	2A	-	2A	3A	2A	17
16	-	1A	2A	2A	2A	2A	2A	2A	-	2A	2A	1A	16
15	-	1	2A	1	1A	2A	2A	2A	-	1A	2A	1A	15
14	-	-	1A	-	1	1A	1A	1A	-	1A	1A	1A	14
13	-	-	1	-	1	1A	1A	1A	-	1	1A	1A	13
12	-	-	-	-	-	1	1	1A	-	-	1	1A	12
11	-	-	-	-	-	-	-	1	-	-	-	1	11
10	-	-	-	-	-	-	-	1	-	-	-	1	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Martial Arts (Soft Forms)

Notes: Martial Arts attacks are normally limited by the Grade of the Martial Arts skill used for the attack. Characters with no martial arts skills are limited to small attacks.

MATTOCK, WAR

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
					Armour Class								
30	41E	40E	33E	36E	33E	30E	28E	24E	35E	31E	30E	23E	30
29	39E	37E	31E	34E	31E	29E	27E	23E	33E	29E	29E	22E	29
28	36E	35E	30E	31E	29E	27E	25E	22D	30E	27E	27E	21D	28
27	34E	33E	28E	29E	27E	25D	24E	21D	28E	25D	25D	20D	27
26	31E	30D	26D	27D	25D	24D	22D	20C	25E	23D	24D	19C	26
25	29E	28D	24D	25D	23D	22D	21D	19C	23D	21D	22D	18C	25
24	27D	26D	23D	22D	21D	21C	19D	18C	20D	19C	21C	17B	24
23	24D	24D	21D	20C	19D	19C	17C	17B	18D	17C	19C	16A	23
22	22D	22C	19C	18C	17C	18C	15C	15A	15C	15C	18C	15A	22
21	20D	20C	17C	16C	15C	16B	14C	14A	13C	13C	16B	14	21
20	17C	18C	16C	14C	13C	14A	12B	13	10C	11B	14A	13	20
19	15C	15B	14C	11B	11B	13A	11A	12	8B	9B	13	12	19
18	12B	13B	12B	9B	9B	11	9A	11	3	7A	11	11	18
17	6A	11B	10B	7B	7A	9	8A	10	-	5A	10	10	17
16	5A	8A	9A	4A	5A	8	6	9	-	2	8	9	16
15	-	6A	7A	1	3	6	5	7	-	-	7	8	15
14	-	-	2	-	1	4	2	6	-	-	5	7	14
13	-	-	-	-	-	2	1	5	-	-	3	6	13
12	-	-	-	-	-	1	-	4	-	-	2	5	12
11	-	-	-	-	-	-	-	3	-	-	-	4	11
10	-	-	-	-	-	-	-	2	-	-	-	3	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt

Notes: -

MORNING STAR

Roll	Armour Class												Roll
	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	
30	34E	32E	25E	27E	25E	22E	20E	16E	29E	22E	22E	15E	30
29	33E	31E	24E	26E	24E	21E	19E	16D	28E	21E	21E	15D	29
28	31E	29E	23E	25E	23E	20D	19D	15C	26E	20E	20D	14C	28
27	29E	27E	22D	23E	22D	19D	18D	15C	24E	19D	19D	14C	27
26	28E	26D	21D	22D	21D	19C	17D	14B	23D	18D	19C	13B	26
25	26E	24D	20D	20D	19D	18C	16C	14A	21D	17D	18C	13A	25
24	24D	23D	19D	19D	18C	17C	15C	13A	19D	16C	17B	12A	24
23	23D	21D	18C	18D	17C	16B	14B	12A	18D	15C	16B	11	23
22	21D	20D	17C	16C	16C	15B	13B	12	16C	14C	15A	11	22
21	19D	18C	16C	15C	15B	14A	12A	11	14C	12B	14A	10	21
20	18C	17C	15B	14C	13B	13A	11A	10	13B	11B	13	10	20
19	16C	15B	14B	12C	12B	12	10A	10	11A	10B	12	9	19
18	14C	13B	13B	11B	11A	11	9	9	10	9A	11	9	18
17	13A	12B	12A	10B	10A	10	8	8	8	8	10	8	17
16	11A	11A	11	8A	9	9	7	8	7	7	9	7	16
15	7	9A	10	7A	8	8	6	7	3	6	8	7	15
14	5	7	9	5	6	7	6	6	1	5	7	6	14
13	-	4	6	2	3	5	4	5	-	2	5	5	13
12	-	2	6	1	3	4	3	4	-	2	4	5	12
11	-	-	5	-	2	4	2	4	-	1	4	4	11
10	-	-	2	-	1	3	2	4	-	-	3	4	10
9	-	-	-	-	-	2	1	3	-	-	2	3	9
8	-	-	-	-	-	2	1	3	-	-	2	3	8
7	-	-	-	-	-	2	-	3	-	-	2	3	7
6	-	-	-	-	-	-	-	1	-	-	-	2	6
5	-	-	-	-	-	-	-	1	-	-	-	1	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt, Piercing

Notes: -

MOUNTED LANCE

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	48E	46E	40E	41E	35E	32E	30E	26E	43E	37E	32E	25E	30
29	46E	44E	38E	39E	32E	30E	28E	25E	40E	34E	30E	24E	29
28	43E	41E	35E	36E	30E	28E	26E	24E	37E	32E	28E	23E	28
27	40E	38E	33E	34E	28E	26E	24E	22D	34E	30E	26E	21D	27
26	37E	36E	31E	31D	25D	24D	22D	21D	31E	27D	24D	20D	26
25	34E	33D	29D	28D	23D	22D	20D	19C	28D	24D	22D	19C	25
24	32D	30D	27D	26D	20D	20D	18D	18C	25D	22D	20D	17C	24
23	28D	28D	24D	23D	18D	17C	16C	16B	22D	19C	18C	16B	23
22	26D	25D	22D	21C	16C	15C	14C	15A	19C	17C	16C	15A	22
21	23D	23C	20C	18C	13C	13C	11C	13A	16C	14C	14C	13	21
20	20C	20C	18C	15C	11C	11B	9B	12	13C	12C	11B	12	20
19	17C	18C	16C	13C	9B	9A	7B	11	10B	10B	9A	11	19
18	13B	15C	13C	10B	6B	7A	5A	9	3	7A	7	9	18
17	7A	13B	11B	7B	4A	4	3A	7	-	4A	5	8	17
16	6A	10A	9B	4A	1	2	1	6	-	-	3	7	16
15	-	7A	7A	-	-	1	-	4	-	-	1	5	15
14	-	-	-	-	-	-	-	3	-	-	-	4	14
13	-	-	-	-	-	-	-	2	-	-	-	3	13
12	-	-	-	-	-	-	-	1	-	-	-	1	12
11	-	-	-	-	-	-	-	-	-	-	-	-	11
10	-	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing, Knockdown

Notes: The Mounted Lance table can be used for any spear-like weapon used from a mounted position. If a lance is used on foot, use the Spear table.

POLE ARM

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
						Armour Class							
30	39E	37E	30E	32E	28E	25E	21E	17E	34E	27E	25E	16E	30
29	37E	35E	29E	30E	27E	24E	20E	17D	31E	26E	24E	16C	29
28	34E	32E	27E	28E	25D	23D	19D	16C	29E	24E	23D	15B	28
27	32E	30E	26E	26E	23D	21C	18D	15B	27E	22D	21C	14A	27
26	30E	28D	24D	24D	22D	20C	17C	14A	25E	21D	20C	13A	26
25	28E	26D	23D	22D	20C	19B	16C	14A	22D	19D	19B	13	25
24	25D	24D	22D	20D	19C	18B	14B	13	20D	17C	18A	12	24
23	23D	22D	20C	18C	17C	16A	13B	12	17D	16C	16A	11	23
22	21D	20C	19C	16C	15B	15A	12A	11	15C	14C	15	11	22
21	19D	18C	17C	14C	14B	14	11A	10	13C	12B	14	10	21
20	16C	16C	16C	12C	12A	13	9	9	10B	10B	13	9	20
19	14C	14B	14B	10B	11A	11	8	8	8A	9A	11	8	19
18	11B	12B	13B	8B	9	10	7	8	4	7	10	8	18
17	6A	10B	11A	6A	7	9	6	7	-	6	9	7	17
16	4A	8A	10	4A	6	8	5	6	-	3	8	6	16
15	-	6A	8	-	4	6	4	5	-	2	6	5	15
14	-	-	6	-	1	5	2	5	-	-	5	5	14
13	-	-	3	-	-	2	1	4	-	-	2	4	13
12	-	-	-	-	-	-	-	3	-	-	-	3	12
11	-	-	-	-	-	-	-	2	-	-	-	2	11
10	-	-	-	-	-	-	-	1	-	-	-	1	10
9	-	-	-	-	-	-	-	1	-	-	-	1	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Slashing, Piercing, Blunt

Notes: This attack table can be used for any pole arm like weapon, such as halberds, glaives, pikes and bill hooks.

QUARTERSTAFF

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	37E	35E	28E	26E	21E	18D	16E	12C	32E	21E	18D	11C	30
29	36E	34E	27E	25E	20D	18C	16D	12B	31E	20D	18C	11A	29
28	34E	32D	26D	24D	20C	17B	15C	12A	29D	20C	17B	11	28
27	33D	31D	25D	23D	19C	16B	15B	11	28D	19C	16A	10	27
26	31D	29D	24C	22C	18B	15A	14B	11	26C	18C	15A	10	26
25	30D	27C	23C	20C	17B	15A	13A	10	24C	17B	15A	9	25
24	28C	26C	22C	19C	16B	14A	13A	10	23B	16B	14	9	24
23	26C	25B	21B	18B	15A	13	12	10	21A	15A	13	9	23
22	25B	23B	20B	17B	14A	13	11	9	20A	14A	13	8	22
21	23B	22B	19A	16B	13A	12	11	9	18	13A	12	8	21
20	22A	21A	18A	14A	12	11	10	8	17	12	11	7	20
19	20A	19A	17A	13A	11	10	9	8	15	11	10	7	19
18	19	18A	16	12A	10	10	9	7	14	10	10	6	18
17	17	16A	15	11	10	9	8	7	12	9	9	6	17
16	15	14	14	10	9	8	7	6	11	8	8	6	16
15	14	13	13	9	8	8	6	6	9	7	8	5	15
14	10	11	11	6	6	6	5	5	7	6	6	5	14
13	1	9	10	5	5	5	4	5	-	5	5	4	13
12	-	7	9	4	4	4	4	4	-	4	4	4	12
11	-	6	8	3	3	4	3	4	-	3	4	3	11
10	-	5	7	1	3	3	3	3	-	2	3	3	10
9	-	2	6	-	2	2	2	3	-	1	2	2	9
8	-	-	5	-	1	2	1	2	-	-	2	2	8
7	-	-	2	-	-	1	1	2	-	-	1	2	7
6	-	-	-	-	-	-	-	1	-	-	-	1	6
5	-	-	-	-	-	-	-	1	-	-	-	1	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt

Notes: -

SLING

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
							Armour Class						
30	27E	25E	18E	24E	20E	17E	15E	11E	22E	19E	17E	10E	30
29	26E	24E	17E	23E	19E	16E	14E	11D	21E	18E	16E	10C	29
28	24E	22E	17D	21E	18D	15D	14D	10C	19E	17D	15D	9B	28
27	23E	20D	16D	19D	16D	14C	13D	10B	18D	16D	14C	9A	27
26	21E	19D	15D	18D	15D	13C	12C	9A	16D	15D	13C	8A	26
25	19D	18D	14C	16D	14C	12B	11C	9A	14C	13C	12B	8	25
24	18D	17C	13C	15C	13C	12A	10B	8	13C	12C	12A	7	24
23	16D	15C	12B	13C	11B	11A	9B	8	11B	11B	11	7	23
22	15C	14B	12B	12C	10B	10	8A	7	10A	10B	10	6	22
21	13C	12B	11B	10C	9A	9	6A	6	8A	8B	9	6	21
20	11B	10B	10A	8B	7A	8	5	6	7	7A	8	5	20
19	8A	9A	9	7B	6	7	4	5	4	6	7	5	19
18	5A	8A	8	5A	5	6	4	4	1	4	6	4	18
17	3	7	7	4A	3	5	3	4	-	3	5	4	17
16	-	4	6	1	2	4	2	3	-	2	4	3	16
15	-	2	6	-	1	3	1	3	-	1	3	3	15
14	-	-	4	-	-	2	-	2	-	-	2	2	14
13	-	-	2	-	-	1	-	2	-	-	1	2	13
12	-	-	-	-	-	-	-	1	-	-	-	1	12
11	-	-	-	-	-	-	-	1	-	-	-	1	11
10	-	-	-	-	-	-	-	-	-	-	-	-	10
9	-	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt

Notes: The range of a Sling is 60/120/180'.

SPEAR

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	29E	27E	20E	26E	23E	20E	13E	9D	24E	21E	20E	8C	30
29	28E	26E	19E	25E	22E	19D	13D	9C	23E	20E	19D	8B	29
28	27E	24E	19D	23E	21D	18C	12D	9B	21E	19D	18C	8B	28
27	25E	23D	18D	22D	20D	18C	12C	8A	20E	18D	18C	7A	27
26	24E	21D	17D	20D	19C	17B	11B	8A	19D	17C	17B	7A	26
25	22D	20D	16C	19D	17C	16B	10B	8A	17D	16C	16B	7	25
24	20D	19C	15C	17C	16C	15B	10A	7	16C	14C	15A	6	24
23	19D	18C	14C	16C	15B	14A	9A	7	14C	13B	14A	6	23
22	18D	16C	13B	15C	14B	13A	9A	7	13B	12B	13A	6	22
21	17C	15B	13B	13C	13B	12A	8A	6	12B	11B	12	6	21
20	15C	13B	12B	12B	12A	11	7	6	10A	10A	11	5	20
19	13B	12B	11A	10B	10A	10	6	6	9A	9A	10	5	19
18	12B	10A	10A	9B	9A	9	6	5	7	8	9	5	18
17	10A	9A	9	7A	8	8	5	5	6	6	8	4	17
16	6A	8A	8	6A	7	7	4	4	3	5	7	4	16
15	5	7	7	4	6	7	4	4	1	4	7	4	15
14	1	4	6	2	4	5	3	3	-	2	5	3	14
13	-	2	5	-	1	3	2	3	-	1	3	3	13
12	-	-	5	-	1	2	2	2	-	-	2	2	12
11	-	-	2	-	-	1	1	2	-	-	1	2	11
10	-	-	-	-	-	-	-	2	-	-	-	2	10
9	-	-	-	-	-	-	-	2	-	-	-	2	9
8	-	-	-	-	-	-	-	1	-	-	-	1	8
7	-	-	-	-	-	-	-	1	-	-	-	1	7
6	-	-	-	-	-	-	-	1	-	-	-	1	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing, Slashing

Notes: The Spear table should be used for any spear, lance or javelin like weapon that is being used in melee. If a spear is thrown, use the Javelin table instead.

STINGER

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
						Armour Class							
30	12B	12B	7A	11B	10B	6A	9B	5A	11B	6A	6A	4A	30
29	11B	11A	6A	10A	9A	5A	8A	4A	10A	5A	5A	3A	29
28	11B	10A	6A	10A	9A	5A	8A	4A	10A	5A	5A	3A	28
27	10A	10A	5A	9A	8A	5A	7A	4A	9A	5A	4A	3	27
26	9A	9A	5A	8A	8A	4	7A	3	8A	4A	4	2	26
25	9A	9A	5A	8A	7A	4	7A	3	8A	4A	4	2	25
24	8A	8A	4A	7A	7A	4	6A	3	7A	4	3	2	24
23	8A	7A	4	7A	6A	3	6A	3	7A	3	3	2	23
22	8A	7A	4	6A	6A	3	5	2	7A	3	3	1	22
21	7A	6A	3	6	5	3	5	2	6A	2	2	1	21
20	6A	6	3	5	5	2	4	2	5	2	2	1	20
19	6A	5	3	5	4	2	4	2	5	2	2	1	19
18	5A	5	2	4	4	2	4	1	4	1	1	-	18
17	5	4	2	3	3	1	3	1	4	1	1	-	17
16	4	4	2	3	3	1	3	1	4	-	1	-	16
15	4	3	1	2	2	1	2	-	3	-	-	-	15
14	3	2	1	2	2	-	2	-	2	-	-	-	14
13	3	2	1	2	1	-	1	-	2	-	-	-	13
12	2	1	-	1	1	-	1	-	1	-	-	-	12
11	2	1	-	-	-	-	-	-	1	-	-	-	11
10	1	-	-	-	-	-	-	-	1	-	-	-	10
9	1	-	-	-	-	-	-	-	-	-	-	-	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing

Notes: The Stinger table should be used for creatures with piercing attacks of limited penetration. Stinger attacks are normally limited by the size of the creature making the attack.

SWORD, BROAD

| Roll | Armour Class | | | | | | | | | | | | Roll |
	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	
30	29E	27E	20E	22E	18E	15E	13E	9D	24E	17E	15E	8D	30
29	28E	26E	20E	21E	18E	15D	13E	9C	23E	17E	15D	8C	29
28	27E	25E	19E	20E	17D	14D	12D	9B	22E	16D	14D	8B	28
27	26E	23E	18D	19D	16D	13C	12D	9B	20E	15D	13C	8A	27
26	24E	22D	17D	18D	15D	13B	11C	8A	19E	14D	13B	7A	26
25	22E	20D	16D	16D	14C	12B	11C	8A	17D	13C	12B	7A	25
24	21D	19D	15D	15D	13C	11B	10B	8A	16D	12C	11A	7	24
23	19D	18D	15C	14C	12B	11A	9B	7	15D	11C	11A	6	23
22	18D	17C	14C	13C	11B	10A	9A	7	13C	10B	10A	6	22
21	17D	15C	13C	12C	10B	9A	8A	6	12C	9B	9	6	21
20	15C	14C	12B	10B	9A	8	7A	6	10B	8A	8	5	20
19	14C	13B	11B	9B	8A	8	6	6	9B	7A	8	5	19
18	12C	11B	10B	8B	7A	7	6	5	8A	7A	7	5	18
17	11B	10B	10A	7A	6	6	5	5	6	6	6	4	17
16	7A	9A	9A	5A	5	6	4	4	4	5	6	4	16
15	5A	7A	8	4A	4	5	4	4	1	4	5	4	15
14	2	5A	7	2	3	4	3	3	-	2	4	3	14
13	-	2	5	-	1	3	2	2	-	1	3	2	13
12	-	-	5	-	1	2	1	2	-	-	2	2	12
11	-	-	2	-	-	2	1	2	-	-	2	2	11
10	-	-	-	-	-	1	-	2	-	-	1	2	10
9	-	-	-	-	-	-	-	1	-	-	-	1	9
8	-	-	-	-	-	-	-	1	-	-	-	1	8
7	-	-	-	-	-	-	-	1	-	-	-	1	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Slashing, Blunt, Piercing

Notes: The Broadsword attack table can also be used for similar swords such as a long sword, or a katana.

SWORD, FALCHION

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	33E	31E	24E	28E	24E	21E	19E	15E	28E	23E	21E	14E	30
29	32E	29E	23E	27E	23E	20E	18E	15D	26E	22E	20E	14D	29
28	30E	28E	22E	25E	22E	19D	18D	14C	24E	21D	19D	13C	28
27	28E	26E	21D	23D	20D	18D	17D	14C	23E	20D	18D	13B	27
26	26E	24D	20D	22D	19D	17C	16D	13B	21D	19D	17C	12A	26
25	24E	23D	19D	20D	18D	16C	15C	12A	19D	17C	16C	11A	25
24	22D	21D	18C	19D	17C	15B	14B	12A	17D	16C	15B	11	24
23	21D	20D	17C	17C	15C	14B	13B	11	16C	14C	14A	10	23
22	19D	18C	16C	16C	14B	13A	12A	11	14C	13B	13A	10	22
21	17D	16C	15C	14C	13B	12A	11A	10	12B	12B	12	9	21
20	15C	14B	13B	12C	12B	11	10A	9	10B	11B	11	9	20
19	13C	13B	12B	11B	10A	10	9	8	9A	10A	10	8	19
18	12B	11B	11B	9B	9A	9	8	8	7	8A	9	7	18
17	7A	10B	10A	7B	8	8	7	7	4	7	8	7	17
16	5A	8A	9	6A	7	7	6	6	1	5	7	6	16
15	2	7A	8	4A	5	6	5	6	-	4	6	6	15
14	-	4	7	2	4	5	4	5	-	3	5	5	14
13	-	-	3	-	2	4	3	4	-	1	4	4	13
12	-	-	2	-	1	3	2	4	-	-	3	4	12
11	-	-	2	-	-	2	1	3	-	-	2	3	11
10	-	-	-	-	-	1	-	3	-	-	1	3	10
9	-	-	-	-	-	-	-	2	-	-	-	2	9
8	-	-	-	-	-	-	-	1	-	-	-	1	8
7	-	-	-	-	-	-	-	1	-	-	-	1	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Slashing, Blunt

Notes: The Falchion table can also be used for other heavy chopping blades such as the kopis, falcate, and sappara.

SWORD, RAPIER

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	21E	19E	12E	14E	12E	9E	8E	4C	16E	9E	9E	3C	30
29	21E	18E	12E	14E	12E	9D	8D	4C	16E	9E	9D	3B	29
28	20E	18E	12E	13D	11D	9D	8C	4B	15E	9D	9C	3A	28
27	19E	17E	11D	12D	11D	8C	7C	4A	14E	8C	8C	3A	27
26	19E	16D	11D	12D	10C	8B	7B	4A	14E	8C	8B	3	26
25	18E	15D	10D	11C	10C	7B	7B	4	13D	8C	7B	3	25
24	17E	14D	10D	11C	9C	7B	7A	4	12D	7B	7A	3	24
23	17D	14D	10C	10C	8B	7A	6A	4	12D	7B	7A	3	23
22	16D	13C	9C	9B	8B	6A	6A	4	11D	7B	6	3	22
21	15D	12C	9C	9B	7A	6	6	3	10C	6A	6	2	21
20	14D	12C	9C	8B	7A	6	5	3	10C	6A	6	2	20
19	13D	11B	8B	7B	6A	5	5	3	9B	5A	5	2	19
18	13C	10B	8B	7A	6	5	4	3	8B	5	5	2	18
17	12C	9B	7B	6A	5	4	4	3	8A	4	4	2	17
16	11B	9A	7A	5A	4	4	3	3	7	4	4	2	16
15	11A	8A	7	5	4	4	3	2	6	3	4	2	15
14	10A	7A	6	4	3	3	3	2	6	3	3	2	14
13	6	6	5	2	2	2	2	2	3	3	2	1	13
12	-	5	5	2	2	2	2	2	1	2	2	1	12
11	-	4	5	1	1	2	1	1	-	1	2	1	11
10	-	2	5	-	-	2	1	1	-	1	2	1	10
9	-	-	4	-	-	1	1	1	-	-	1	1	9
8	-	-	2	-	-	1	-	1	-	-	1	1	8
7	-	-	-	-	-	-	-	1	-	-	-	1	7
6	-	-	-	-	-	-	-	1	-	-	-	1	6
5	-	-	-	-	-	-	-	1	-	-	-	1	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing, Slashing

Notes: -

SWORD, SCIMITAR

Roll		Armour Class												Roll
	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	
30	29E	27E	20E	22E	14E	11E	11E	7D	24E	17E	11E	7D	30
29	28E	26E	19E	21E	14E	11D	11E	7C	23E	16E	11D	7C	29
28	26E	24E	18E	19E	13D	10D	10D	7B	21E	15D	10C	7B	28
27	24E	22E	18D	18D	12D	10C	9C	7B	19E	15D	10C	7A	27
26	22E	21D	17D	17D	11C	9B	9C	6A	18D	13C	9B	6A	26
25	21E	19D	16D	15D	10C	9B	8B	6A	16D	12C	9A	6	25
24	19D	18D	15C	14C	10B	8A	8B	6	14D	11C	8A	6	24
23	18D	17D	14C	13C	9B	8A	8A	5	13C	10B	8	5	23
22	16D	15C	13C	11C	8A	7	7A	5	11C	9B	7	5	22
21	14D	13C	12B	10B	7A	6	6A	5	10B	8A	6	5	21
20	12C	12B	11B	8B	7A	6	6	5	8A	7A	6	5	20
19	11C	10B	10B	7B	6	5	5	4	7	6	5	4	19
18	6A	9B	9A	5A	5	5	5	4	3	5	5	4	18
17	5A	8A	8	4A	4	4	4	4	1	4	4	4	17
16	1	6A	7	2	4	4	4	3	-	2	4	3	16
15	-	3	6	1	3	3	3	3	-	1	3	3	15
14	-	1	5	-	2	3	3	3	-	1	3	3	14
13	-	-	5	-	1	2	2	2	-	-	2	2	13
12	-	-	2	-	1	1	1	2	-	-	1	2	12
11	-	-	-	-	-	1	1	2	-	-	1	2	11
10	-	-	-	-	-	-	-	1	-	-	-	1	10
9	-	-	-	-	-	-	-	1	-	-	-	1	9
8	-	-	-	-	-	-	-	1	-	-	-	1	8
7	-	-	-	-	-	-	-	1	-	-	-	1	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Slashing, Blunt

Notes: The Scimitar table can also be used for other curved slashing blades, such as sabres and cutlasses.

SWORD, SHORT

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	25E	23E	16E	17E	13E	10E	10E	6C	20E	12E	10E	5C	30
29	24E	22E	16E	16E	13D	10D	10D	6B	19E	12E	10C	5B	29
28	23E	21E	15E	16E	12D	9C	10C	6A	18E	11D	9C	5A	28
27	23E	20D	15D	15D	11C	9B	9C	6A	17E	11D	9B	5	27
26	22E	19D	14D	14D	11C	9B	9B	6	16D	10C	9A	5	26
25	20E	18D	13D	13C	10B	8A	8B	5	15D	10C	8A	4	25
24	19D	17D	13C	12C	9B	8A	8A	5	14D	9B	8	4	24
23	18D	16C	12C	11C	9B	7	7A	5	13C	8B	7	4	23
22	17D	15C	12C	10C	8A	7	7	5	12C	8B	7	4	22
21	16D	14B	11B	9B	7A	6	6	5	11C	7A	6	4	21
20	15C	13B	10B	9B	7	6	6	4	10B	6A	6	3	20
19	14C	12B	10B	8B	6	5	5	4	9B	6	5	3	19
18	13B	11B	9A	7A	5	5	5	4	8A	5	5	3	18
17	12B	10A	9A	6A	5	4	4	3	7	5	4	3	17
16	11A	9A	8	5	4	4	3	3	6	4	4	3	16
15	10A	8A	7	4	3	3	3	3	5	4	3	2	15
14	6	7	7	3	3	3	2	2	2	3	3	2	14
13	1	4	5	1	2	2	1	2	-	1	2	2	13
12	-	2	5	-	1	2	1	2	-	1	2	2	12
11	-	-	4	-	-	1	1	2	-	-	1	2	11
10	-	-	2	-	-	1	-	1	-	-	1	1	10
9	-	-	-	-	-	-	-	1	-	-	-	1	9
8	-	-	-	-	-	-	-	1	-	-	-	1	8
7	-	-	-	-	-	-	-	1	-	-	-	1	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Piercing, Slashing

Notes: The Short Sword table can also be used for similar weapons such as a dirk or a gladius.

SWORD, TWO-HANDED

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	47E	45E	38E	40E	33E	30E	23E	19E	41E	35E	30E	18E	30
29	44E	42E	36E	37E	31E	29E	22E	19E	39E	33E	29E	18E	29
28	42E	40E	34E	35E	29E	27E	21E	18D	36E	31E	27E	17D	28
27	39E	37E	32E	32E	27D	26D	20D	17C	33E	28E	26D	16C	27
26	36E	35E	31D	30D	26D	24D	19D	16C	30E	26D	24D	15C	26
25	34E	32D	29D	28D	24D	23C	17D	16B	27D	24D	23C	15B	25
24	31E	30D	27D	25D	22D	21C	16C	15A	25D	22D	21C	14A	24
23	28D	28D	25D	23D	20C	20C	15C	14A	22D	20C	20B	13	23
22	26D	25D	23D	20C	18C	18B	14B	13	19D	18C	18B	12	22
21	23D	23C	21C	18C	16C	17A	12B	12	16C	15C	17A	11	21
20	21D	21C	19C	15C	14B	15A	11A	11	13C	13C	15	11	20
19	18C	18C	17C	13C	12B	14	10A	10	11C	11B	14	10	19
18	15C	16C	15C	10B	10A	12	8	9	8B	9B	12	9	18
17	13B	13B	13B	8B	8A	10	7	8	2	6A	11	8	17
16	6A	11B	11B	5A	6	9	6	8	-	4	9	8	16
15	5A	8A	9A	3A	4	7	5	7	-	2	8	7	15
14	-	6A	7	-	2	6	4	6	-	1	6	6	14
13	-	-	3	-	1	2	1	4	-	-	3	4	13
12	-	-	1	-	-	1	-	4	-	-	2	4	12
11	-	-	-	-	-	-	-	3	-	-	-	3	11
10	-	-	-	-	-	-	-	2	-	-	-	3	10
9	-	-	-	-	-	-	-	1	-	-	-	2	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Slashing, Blunt

Notes: -

TRAMPLE

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
						Armour Class							
30	39E	36E	31E	28E	25E	18E	23E	16E	32E	18E	18E	14E	30
29	37E	34E	29E	26E	23E	16D	21E	15D	30E	16D	16D	13D	29
28	36E	33E	28E	25E	23E	16D	21E	15D	29E	16D	16D	13D	28
27	34E	31E	26D	23E	21E	15C	19D	13C	27E	14C	15C	11C	27
26	32E	29E	24D	22D	20D	14C	18D	12C	25D	13C	14C	10B	26
25	31E	28D	23C	21D	19C	13C	17C	11B	24D	12B	13B	10B	25
24	29C	26C	21C	19C	18C	12B	16C	10B	22C	11B	12B	8A	24
23	27C	24C	19C	18C	16C	11B	14C	9A	21C	10B	11A	7A	23
22	26C	23C	18C	17C	15C	10B	14C	8A	20C	9A	10A	7A	22
21	24C	21C	16B	15C	14C	9A	12B	7A	18C	8A	9A	5A	21
20	22C	19C	15B	14B	13B	8A	11A	6A	16B	7A	8A	4A	20
19	21C	18B	14B	13B	12B	8A	10A	5A	15B	6A	7A	4	19
18	19B	16B	12A	11A	11A	7A	9A	4A	13B	5A	6A	2	18
17	17B	14B	10A	10A	9A	5	8A	3	12A	4	5	1	17
16	16B	13A	9A	9A	8A	5	7A	2	11A	3	4	1	16
15	14A	11A	7A	7A	7A	4	6	1	9A	2	3	-	15
14	12A	9A	5A	5	5A	3	4	1	7A	1	2	-	14
13	11A	8A	4	5	5	2	3	-	6A	1	2	-	13
12	9A	6A	2	3	3	1	2	-	4	-	1	-	12
11	7A	4	-	2	2	-	1	-	2	-	-	-	11
10	6A	3	-	1	1	-	1	-	2	-	-	-	10
9	4	1	-	1	-	-	-	-	1	-	-	-	9
8	2	-	-	-	-	-	-	-	-	-	-	-	8
7	2	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt, Knockdown

Notes: Trample attacks are normally limited by the size of the creature making the attack.

WATER BOLT

						Armour Class							
Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	26D	23D	19D	17D	17D	12D	15D	9D	22D	10D	12D	8C	30
29	24C	21C	18C	15C	16C	11C	14C	8B	20C	9C	11C	7B	29
28	23C	20C	17C	15C	15C	10B	13C	8B	19C	9B	10B	7A	28
27	22C	19C	16C	15C	15C	10B	13C	8B	18C	8B	10B	7A	27
26	21C	19C	16C	14C	14B	9B	12B	7A	17C	8B	9B	6A	26
25	20C	18C	15C	14C	13B	9A	12B	7A	16C	8B	9A	6A	25
24	19C	17C	14B	13B	12B	8A	11B	7A	15B	7B	8A	6A	24
23	18C	16C	13B	13B	12B	8A	11B	6A	14B	7B	8A	5A	23
22	17C	15B	12B	12B	11B	7A	10A	6A	13B	6A	7A	5A	22
21	16C	14B	11B	12B	10A	7A	10A	6A	12A	6A	7A	5A	21
20	15B	12B	10B	11A	9A	6A	9A	5A	11A	5A	6A	4A	20
19	13B	11B	9A	10A	8A	6A	8A	5A	9A	5A	6A	4A	19
18	11B	9A	8A	9A	7A	5A	7A	5A	7A	4A	5A	4A	18
17	9B	8A	7A	7	6	5A	7	4A	5	4	5A	3A	17
16	7A	6	6A	5	5	4	6	4	3	3	4	3	16
15	5A	4	5	3	4	4	5	3	1	2	4	3	15
14	4A	2	4	1	3	3	4	3	-	1	3	2	14
13	2	1	3	-	2	3	3	2	-	1	3	2	13
12	1	1	2	-	1	2	2	2	-	-	2	2	12
11	-	-	2	-	-	2	1	1	-	-	2	1	11
10	-	-	1	-	-	1	-	1	-	-	1	1	10
9	-	-	-	-	-	-	-	1	-	-	-	1	9
8	-	-	-	-	-	-	-	-	-	-	-	-	8
7	-	-	-	-	-	-	-	-	-	-	-	-	7
6	-	-	-	-	-	-	-	-	-	-	-	-	6
5	-	-	-	-	-	-	-	-	-	-	-	-	5
4	-	-	-	-	-	-	-	-	-	-	-	-	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt, Knockdown

Notes: The range of a Water Bolt is 50/200/500', although not all spells will be able to reach the furthest ranges.

WHIP

Roll	Unarmoured	Leather	Scale	Cuir Bouilli	Maille Shirt	Hauberk	Breastplate	Plate Suit	Furred Creature	Scaled Creature	Huge Creature	Solid Creature	Roll
30	26E	17E	10E	13E	11E	8D	7D	3A	21E	8E	8C	2	30
29	25E	17E	10E	13E	11D	8C	7C	3	20E	8D	8B	2	29
28	24E	16D	10D	12D	10C	8B	7B	3	19D	8C	8A	2	28
27	23D	15D	9C	12C	10B	7A	7A	3	18D	8C	7	2	27
26	23D	14C	9C	11C	9B	7	6A	3	17C	7B	7	2	26
25	21D	13C	9C	10C	9A	7	6	3	16C	7B	7	2	25
24	20C	13C	8C	10B	8A	6	6	3	15B	7B	6	2	24
23	19C	12B	8B	9B	8	6	6	3	14B	6A	6	2	23
22	18B	11B	8B	9B	7	6	5	3	13A	6A	6	2	22
21	17B	11B	7A	8A	7	5	5	3	12A	6	5	2	21
20	16B	10B	7A	7A	6	5	5	3	11A	5	5	2	20
19	15A	10A	7A	7A	6	5	4	3	10	5	5	2	19
18	14A	9A	6	6	5	4	4	3	9	4	4	2	18
17	13A	8A	6	6	5	4	4	2	8	4	4	2	17
16	12	7	6	5	4	4	3	2	7	4	4	1	16
15	11	6	5	4	4	3	3	2	6	3	3	1	15
14	8	5	5	4	3	3	3	2	4	3	3	1	14
13	-	5	4	2	3	2	1	1	2	2	2	1	13
12	-	4	3	2	2	2	1	1	-	2	2	1	12
11	-	3	3	1	2	2	1	1	-	1	2	1	11
10	-	2	3	-	1	2	1	1	-	1	2	1	10
9	-	-	3	-	1	1	1	1	-	-	1	1	9
8	-	-	2	-	-	1	1	1	-	-	1	1	8
7	-	-	-	-	-	1	-	1	-	-	1	1	7
6	-	-	-	-	-	-	-	1	-	-	-	1	6
5	-	-	-	-	-	-	-	1	-	-	-	1	5
4	-	-	-	-	-	-	-	1	-	-	-	1	4
3	-	-	-	-	-	-	-	-	-	-	-	-	3
2	-	-	-	-	-	-	-	-	-	-	-	-	2
1	-	-	-	-	-	-	-	-	-	-	-	-	1

Critical Choice: Blunt, Slashing

Notes: -

BLUNT CRITICAL STRIKES

	Description / Location	A	B	C	D	E
1	It's superficial at best.	-	-	DMG 1	DMG 2	DMG 3
2	Nothing but bruising from this one.	DMG 1	DMG 2	DMG 3	DMG 4	DMG 4 INI
3	That looked a lot worse than it is.	DMG 3 INI	DMG 3 INI	DMG 7 INI	DMG 5 DEF 1 (-2)	DMG 6 DAZ 1 BON +1
4	Wild swing hits foe in side.	DMG 2 DEF 1	DMG 4 DEF 1 (-4)	DMG 6 DEF 1 (-4)	Broken Rib (S) DMG 5 PEN -1 INI	STN 1 BON +4
5-7	Strike foe in upper abdomen.	DMG 3 DEF 1 BON +1	DMG 4 DEF 1 (-4)	Broken Rib (S) DMG 5 DAZ 1	DMG 4 STN 1	Broken Rib (S) DMG 6 PEN -2 INI
8-9	Blow smacks foe in the calf.	DMG 6 INI PEN -1 (1 RND)	DMG 6 INI PEN -4 (2 RNDS)	DMG 9 INI PEN -5 (2 RNDS)	Muscle Damage (L) DAM 10 PEN -2 INI	Broken Tibia (S) DAM 12 PEN -2 INI
10	Hit foe in lower back as they twist.	DMG 4 DEF 1 (-4)	DMG 6 DEF 1 (-5)	DMG 5 STN 1 INI (2 RNDS)	DMG 10 STN 1	DMG 15 STN 1
11	Strike to foe's chest. It could have been a lot worse.	DMG 5 DEF 1 (-5)	DMG 6 DEF 2	Muscle Damage (L) DMG 5 PEN -2 DAZ 1	2 Broken Ribs (S) DMG 10 PEN -3	Muscle Damage (S) DMG 15 DAZ 2 PEN -5
12	Strike catches foe squarely in the thigh.	DMG 5 DEF 1 (-5)	Muscle Damage (L) DEF 1 PEN -1	Muscle Damage (L) DMG 6 DEF 1 PEN -1 BON +2	Muscle Damage (L) DMG 6 DAZ 1 PEN -2	Muscle Damage (L) DMG 10 STN 1 PEN -2
13	Foe's attempt to parry exposes their weapon arm to your strike.	DMG 5 DAZ 1 BON +4	Muscle Damage (L) DMG 9 DAZ 1 PEN -2	Disarmed DMG 8 DAZ 1	Muscle Damage (L) DMG 10 STN 1 PEN -2	Disarmed Muscle Damage (L) DMG 10 DAZ 1 PEN -3
14	Blow bounces off foe's shoulder.	DMG 8 STN 1 DAZ 2	Muscle Damage (L) DMG 10 STN 2 PEN -2	Muscle Damage (L) DMG 10 STN 2 DAZ 1 PEN -2	Shoulder Damaged (S) STN 2 PEN -4	Broken Shield If no shield: Shoulder Shattered (C) Arm Useless
15	A solid strike to foe's leg.	Muscle Damage (L) DMG 5 STN 1 DAZ 1 PEN -4	Muscle Damage (S) DMG 10 STN 1 DAZ 1 PEN -7	Cartilage Damage (C) DMG 10 STN 2 PEN -8	Cartilage Damage + Knee Damaged (C) DMG 12 STN 2 PEN -10	Broken Hip (C) DOWN DMG 15 DAZ 3 PEN -15
16	A heavy blow catches foe's arm at an awkward angle.	Broken Shield If no shield: Shattered Humerus (C) Arm Useless	Wrist Shattered (C) Shield Arm Useless DMG 6 DAZ 1	Muscle Damage (C) DMG 9 STN 1 PEN -10	Broken Ulna + Tendon Damage (C) Weapon Arm Useless DAM 8 STN 1	Elbow Shattered (C) Weapon Arm Useless DAM 9 STN 2
17	Blow hammers into foe's side.	Muscle Damage (L) DMG 10 STN 2 PEN -4	2 Broken Ribs (S) DMG 12 STN 2 PEN -5	3 Broken Ribs (S) DMG 12 STN 3 PEN -7	DOWN DMG 15 STN 3 BON +2	3 Shattered Ribs + Nerve Damage + Lung Damage (C) DMG 30 DIE 3
18	Strike glances off foe's shoulder and hits them in the neck.	Muscle Damage + Cartilage Damage (S) DMG 12 STN 3 PEN -5	Tendon Damage (S) DOWN STN 4 PEN -6	Muscle Damage + Broken Scapula (S) DOWN DMG 20 DAZ 6 PEN -10	Broken Spine + Torn Spinal Cord (C) DOWN DMG 25 DIE 2	Shattered Spine + Immobilised (C) DOWN OUT BLD 15
19	Bizarre strike catches for where they least expect it.	Broken Nose (S) DMG 15 STN 3 PEN -6 (2 DAYS)	If no helm: Brain Damage (C) COMA (3 WKS) else DMG 20 DAZ 12	Shattered Femur (C) DOWN OUT BLD 18	Shattered Ulna (C) DOWN OUT BLD 20	Shattered Spine + Organ Damage (C) DOWN DIE 6
20	Brutal strike ricochets off side of head and smashes into chest cavity from above.	DOWN DMG 20 DAZ 6 If no helm: Brain Damage (C) DIE	Shattered Ribs + Heart Damage (C) DOWN DIE BON +4	Organ Damage (C) DOWN OUT DIE 6	Shattered Ribs + Lung Damage (C) DOWN DIE 3 BON +5	Shattered Skull + Brain Damage (C) DIE BON +4

FIRE CRITICAL STRIKES

	Description / Location	A	B	C	D	E
1	A warm draft at most.	-	-	DMG 1	DMG 2	DMG 3
2	More smoke than flame.	DMG 1	DMG 2	DMG 3	DMG 4	DMG 4 INI
3	Impressive sparks but not that damaging.	DMG 2 INI	DMG 2 INI	DMG 3 INI	DMG 4 INI	DMG 5 INI (2 RNDS)
4	A blast of hot air.	DMG 3 INI	DMG 4 INI (2 RNDS)	DMG 5 INI (2 RNDS)	DMG 6 DEF 1	DMG 7 DEF 1
5-7	Fire nips at foe's clothing.	DMG 4 INI (2 RNDS)	DMG 6 INI (2 RNDS)	DMG 7 DEF 1 BLD 1	DMG 8 DEF 2 BLD 1	DMG 9 DEF 2 BLD 2
8-9	Smouldering embers cover foe.	DMG 6 DEF 1	DMG 7 DEF 1 BLD 1	DMG 8 DEF 2 BLD 1	DMG 9 DAZ 1 BLD 2	Cloak destroyed DMG 10 DAZ 1 BLD 3
10	Catch foe's weapon arm in the flame.	DMG 7 DEF 1 BLD 1	DMG 8 DEF 2 BLD 1	DMG 9 DAZ 1 BLD 2	Wooden bow destroyed DMG 10 DAZ 1 BLD 3	Wooden weapon destroyed DMG 12 DAZ 2 BLD 3
11	Flickering flames surround foe.	DMG 8 DEF 2 BLD 1	DMG 8 DAZ 1 BLD 2	DMG 9 DAZ 2 If no leg armour: BLD 3 else BLD 1	DAZ 2 If no helm: DMG 11 BLD 2 else DMG 8 BLD 1	DMG 13 STN 1 BLD 3
12	Scorching blast to foe's arm.	DMG 9 DAZ 1 INI (2 RNDS) BLD 2	DMG 8 DAZ 2 If no metal arm armour: BLD 3	DMG 10 DAZ 2 BLD 2	Clothing on fire DMG 12 STN 1 BLD 9*	Shoulder Burns (L) DMG 15 STN 1 DAZ 1 PEN -2 BLD 3
13	Foe stands in a hot spot.	DMG 10 DAZ 2 If no metal leg armour: BLD 3 else BLD 1	Leg Burns (L) DMG 9 STN 1 BLD 2 PEN -1	Leg Burns (L) DMG 10 STN 1 BLD 3 PEN -2	DMG 12 STN 1 If no leg armour: BLD 6 else BLD 4	Leg Burns (L) DMG 15 STN 2 BLD 4 PEN -12
14	A gout of flame erupts against foe's chest.	Chest Burns (L) DMG 8 DAZ 2 BLD 2 PEN -1	Chest Burns (L) DMG 7 STN 1 DAZ 1 BLD 2 PEN -2	Chest Burns (L) STN 1 DAZ 1 BLD 2 PEN -3	Organic body armour destroyed DMG 15 STN 1 DOWN BLD 3	If no metal arm armour: Arm Burns (C) Arm Useless BLD 5 else Arm Burns (L) BLD 4 PEN -3
15	Fire plays about foe's chest and arms.	DMG 12 STN 1	Chest Burns (L) DMG 9 STN 1 DAZ 1 BON +2 PEN -3	DAZ 3 If no chest armour: Chest Burns (S) BLD 6 PEN -5 else Organic chest armour destroyed	If no shield: Arm Burns (C) Arm Useless DAZ 6 PEN -10 else Drop shield	If no chest armour: Chest Burns (C) DOWN BLD 6 PEN -12 else DMG 12 DAZ 3
16	Strong flame catches foe's outstretched arm.	DMG 10 STN 1 DAZ 1 BLD 2	Drop weapon DAZ 2 BLD 2	If no shield: Arm Burns (C) Arm Useless DAZ 6 PEN -10 else Drop shield Shield destroyed	Weapon hand lost (C) STN 3 BLD 5	If no shield: Shield arm lost (C) DOWN OUT else Shield destroyed Shield hand lost (C) DAZ 6
17	Foe's back is seared like a well-done steak.	Back Burns (L) DMG 8 DAZ 2 BLD 2 PEN -4	DOWN DAZ 1 BLD 2	If no leg armour: Leg Burns (C) Leg Useless PEN -16 else Leg Burns (L) BLD 2 PEN -4	Back and Arm Burns (C) Both Arms Useless DMG 15 DAZ 9	Lung Damage (C) DMG 20 DOWN OUT DIE 12
18	Fire ripples up foe's legs from the feet to the groin.	Organic footwear Destroyed DMG 10 DOWN	Clothes on fire DMG 10 DAZ 3 BLD 6*	Foot lost (C) DMG 15 STN 6 BLD 3 PEN -17	DOWN / OUT If no body armour: Organ Damage (C) DIE 12 else Body armour destroyed BLD 2	Organ Damage (C) DMG 20 DIE 9
19	Flames engulf foe with a bright flash.	Hip Burns (S) DMG 12 STN 2 PEN -6	Blind (6 RNDS) PEN -19 (6 RNDS) If no helm: Head Burns (C) BLD 8	Leg Burns (C) Leg Useless DMG 18 STN 6 BLD 4 PEN -18	Eyes Destroyed + Brain Damage (C) If no helm: DIE 6 else COMA (6 DAYS)	Nerve Damage (C) DMG 25 DIE 6
20	Devastating strike burns foe right in the chest.	DOWN BLD 8	Nerve Damage (C) DMG 20 BLD 12 DIE 9 BON +2	Organ Damage (C) If no chest armour: DIE else DIE 9	Fractured Ribs + Organ Damage (C) DMG 20 DIE 6	Muscle Damage + Lung Damage + Chest Burns (C) DIE

APPENDIX IX – CRITICAL STRIKE TABLES

FROST CRITICAL STRIKES

	Description / Location	A	B	C	D	E
1	Foe is refreshingly cooled.	-	-	DMG 1	DMG 2	DMG 3
2	A chill wind blows about foe.	DMG 1	DMG 2	DMG 3	DMG 4	DMG 4 INI
3	Foe gets a light dusting of snow and frost.	DMG 2 INI	DMG 3 INI	DMG 4 INI	DMG 5 INI	DMG 6 INI (2 RNDS)
4	Frost forms on foe's clothing.	DMG 3 INI	DMG 4 INI (2 RNDS)	DMG 5 INI (2 RNDS)	DMG 6 DEF 1	DMG 7 DEF 1
5-7	Stinging particles of ice shower over foe.	DMG 4 INI (2 RNDS)	DMG 5 INI (2 RNDS)	DMG 6 DEF 1	DMG 7 DEF 1 (-4) BLD 1	DMG 8 DEF 2 (-3)
8-9	Chilling air whistles around foe.	DMG 5 DEF 1	DMG 6 DEF 1 INI (3 RNDS)	DMG 7 DEF 2 BLD 1	Frostbite to Face (L) DMG 8 DAZ 1 BLD 2 PEN -1	DAZ 1 If no foot covering: Frostbite to foot (L) PEN -4
10	Foe's weapon arm gets caught in a mini ice storm.	DMG 6 DEF 2	DMG 7 DEF 2 BLD 2	DMG 8 DAZ 1	Frostbite to Hand (L) DMG 9 DAZ 1 BLD 2 PEN -1	Drop weapon DMG 10 DAZ 1
11	An icy wind chills foes entire front.	DMG 7 DAZ 1	DMG 8 DAZ 1 BLD 3	DAZ 2 If no leg armour: BLD 5	DMG 10 DAZ 2 BLD 3	DMG 11 STN 1 BLD 4
12	Layers of frost coat foe's shield arm.	DMG 8 DAZ 2	DMG 9 DAZ 2 BLD 2	DMG 9 STN 1	Frostbite to Arm (L) STN 1 BLD 3 PEN -3	Frostbite to Arm (L) STN 1 BLD 4 PEN -4
13	Icy cold hits foe's extremities hard.	DMG 9 STN 1	Frostbite in Foot (L) DMG 10 STN 1 BLD 3 PEN -1	Leather footwear destroyed DMG 11 DAZ 4	DAM 20 If no shield: Nerve Damage (C) Arm Useless DAZ 5	Drop Weapon Frostbite to Hand (S) DMG 13 DAZ 3 PEN -6
14	Eddies of frost play about foe's back.	Frostbite to Back (L) DMG 10 STN 1 PEN -1	Frostbite to Back (L) DMG 11 STN 1 DAZ 1 PEN -2	Frostbite to Back (L) DMG 12 STN 1 DAZ 1 PEN -3	Frostbite to Back (L) DMG 13 STN 1 DAZ 2 PEN -4	DAZ 6 If no shield: Frostbite to Shoulder (C) Arm Useless DOWN BLD 2
15	A freezing blast hits foe in side.	Frostbite to Side (L) DMG 11 DAZ 2 PEN -2	DMG 12 STN 2 BLD 3	Frostbite to Side (L) STN 2 BLD 3 PEN -4	Frostbite to Shoulder (C) Shield Arm Useless DMG 14 DAZ 2	Frostbite to Arm (C) Shield Arm Useless DMG 15 DAZ 3
16	An icy burst strikes foe directly in chest.	DMG 12 STN 1 DAZ 1	Frostbite to Chest (L) DMG 13 DAZ 4 BLD 3 PEN -3	DAZ 3 BLD 4 If no chest armour: Frostbite to Chest (S) DOWN PEN -5	Frostbite to Chest (S) DAM 15 STN 3 PEN -5	Drop everything Frostbite to Chest + Nerve Damage (S) DAZ 12 PEN -6
17	Waves of cold bear down on foe.	DMG 13 STN 2	DMG 14 STN 3 BLD 4	Broken Femur + Frostbite to Leg (S) DAZ 6 BLD 5 PEN -8	Frostbite to Arms (C) Both Arms Useless DAZ 9 BLD 6	Lung Damage (C) DMG 17 DOWN DIE 12
18	Rivulets of frost and ice run from foe's chest down to their feet.	DOWN DAZ 2 If no leg armour: Frostbite to Foot (C) Foot Useless PEN -14	DOWN DAZ 3 If no leg armour: Frostbite to Foot (C) Foot Useless PEN -15	Frostbite to Both Feet (C) DAZ 9 BLD 6 PEN -16	DOWN OUT If no chest armour: Heart Damage (C) DIE 12	Shattered Spine + Torn Spinal Cord (C) DOWN OUT DIE 9
19	Foe is coated in a layer of ice.	DOWN DAZ 6 If no helm: Frostbite to Head (S) Both Ears Lost PEN -10	Shattered Hip (C) DMG 17 STN 3 PEN -15	DMG 17 DOWN OUT If no body armour: Organ Damage (C) DIE 9	Muscle Damage + Nerve Damage (C) DMG 18 DOWN OUT DIE 9	Nerve Damage + Organ Damage (C) DMG 19 DOWN OUT DIE 6
20	Frost and ice savagely pound foe's head and body.	Frostbite to Face (L) Lips Lost Mute (2 WKS) DOWN OUT	Shattered Spine + Torn Spinal Cord (C) DOWN OUT DIE 9	Shattered Pelvis + Severed Artery + Nerve Damage (C) DMG 18 DOWN OUT DIE 6	Heart Damage + Lung Damage (C) DMG 19 DOWN OUT DIE 6	Organ Damage + Muscle Damage + Nerve Damage (C) DMG 20 DIE

GRAPPLING CRITICAL STRIKES

	Description / Location	A	B	C	D	E
1	Weak, at best.	-	-	DMG 1	DMG 2	DMG 3
2	Foe slips from your grasp.	DMG 1	DMG 2	DMG 3	DMG 4	DMG 5 INI
3	Foe proves to be squirmier than you expected.	INI	DMG 2 INI	DMG 4 INI	DMG 6 INI	DMG 6 DEF 1
4	Grasp forces foe to twist awkwardly to escape.	DMG 3 INI	DMG 2 DEF 1	DMG 4 DEF 1	DMG 5 INI (2 RNDS)	DMG 3 DAZ 1
5-7	Foe must duck and squirm to escape your grip.	DMG 5 INI	DEF 1 (-4)	DMG 2 DAZ 1	DMG 3 DAZ 1	DAZ 1 INI (2 RNDS)
8-9	Darting grab at foe's shield arm proves hard to avoid.	DEF 1	DMG 4 DEF 1 INI (2 RNDS)	DAZ 1 DEF 1	If no shield: Shield Arm Grabbed (6 RNDS) DAZ 3	STN 1
10	A good grasp of foe's body but it leaves their limbs free.	DMG 3 DEF 1 (-4)	DMG 5 DAZ 1	Waist Grabbed (3 RNDS) PEN -5*	Chest Grabbed (3 RNDS) PEN -6* INI (4 RNDS)	STN 1 DAZ 1
11	Your firm grip proves tricky to avoid.	DEF 1 INI (2 RNDS)	DMG 7 DAZ 1	STN 1	Waist Grabbed (3 RNDS) PEN -10*	DMG 5 STN 1 DAZ 1
12	Attempt to wrap foes legs has limited success.	DEF 1 (-5) INI (2 RNDS)	DAZ 1 DEF 1	DMG 3 STN 1	DMG 6 DAZ 3	Leg Grabbed (4 RNDS) PEN -5 * STN 1
13	Grab reaches for chest and shoulders.	DMG 3 DAZ 1	DAZ 2	Chest Grabbed (3 RNDS) DMG 3 PEN -10*	Chest Grabbed (3 RNDS) STN 1 PEN -4*	DMG 6 If no shield: STN 3
14	Your grasp at foe's arms catches one of them neatly.	DEF 2 (-4)	DMG 4 STN 1	Shield Arm Grabbed PEN -10*	DMG 7 STN 1 DAZ 1	Weapon Arm Grabbed (3 RNDS) STN 2 PEN -15*
15	Grab opponent firmly around waist.	Abdomen Grabbed (2 RNDS) DMG 5 PEN -10*	Abdomen Grabbed (2 RNDS) DMG 4 PEN -10*	Abdomen Grabbed (5 RNDS) DAZ 2 PEN -10*	Abdomen Grabbed (4 RNDS) STN 1 PEN -14*	DMG 9 DOWN STN 3
16	Sudden grab pins foe's arms to their chest.	Chest Grabbed (3 RNDS) INI* PEN -10*	Shield Arm Grabbed PEN -8*	Weapon Arm Grabbed (3 RNDS) STN 2 PEN -10*	Weapon Arm Grabbed DMG 3 Arm Useless*	Drop weapon Torn Ligament + Muscle Damage (L) DAZ 3 PEN -8
17	Crushing grasp makes it difficult for foe to escape.	DMG 3 DAZ 2 INI 6	Abdomen Grabbed (6 RNDS) INI* PEN -10*	Broken Rib (L) STN 3 DOWN PEN -1	Drop weapon Shield Arm Broken (L) STN 2 DOWN PEN -4	Both Arms Grabbed Arms Useless* PEN -15*
18	Grasp wraps around foe's extended arms.	If no shield: Shield Arm Grabbed Arm Useless* PEN -10* else DEF 1	Muscle Damage (L) STN 2 DOWN PEN -2	Shoulder Damaged (S) DMG 8 DAZ 6 PEN -6	Both Arms Grabbed Arms Useless* DMG 6 DAZ 9	Drop Weapon DMG 10 STN 1 DAZ 2
19	Grab envelops foe making them stumble and trip.	DMG 3 STN 2	Ankle Damaged (S) Drop Weapon STN 6 PEN -5	Both Arms Grabbed STUN 4 PEN -19*	DMG 10 STN 30	Two Broken Arms + Ankle Damage (C) DMG 20 DOWN OUT PEN -19
20	Grasp foe tightly round neck and shoulders.	Arms Grabbed (12 RNDS) Immobilised* DMG 7	Arms Grabbed Immobilised* Fractured Tibia (S) PEN -8	Broken Weapon Arm (L) DMG 20 DOWN OUT PEN -4	Neck Grabbed Strangled* DIE 6*	Neck Grabbed Immobilised* Strangled* DIE 9*

KNOCKDOWN CRITICAL STRIKES

	Description / Location	A	B	C	D	E
1	Better luck next time.	-	-	-	DMG 1	DMG 2
2	Barely a push.	-	DMG 1	DMG 2	DMG 3	DMG 5
3	Blow glances off opponent.	DMG 3	DMG 4	DMG 5	DMG 6	DMG 7
4	Abdominal blow knocks wind out of foe.	DMG 3 DEF 1	DMG 4 DEF 1	DMG 5 DEF 1	DMG 7 PEN -2 (1 RND)	DMG 8 PEN -4 (1 RND)
5-7	Blow catches foe on side of head. It could have been much worse.	DMG 4 DEF 1	DMG 5 PEN -4 (1 RND)	DMG 6 DAZ 1	DMG 8 DAZ 1	DMG 9 DAZ 1 PEN -2 (1 RND)
8-9	Blow impacts foe's leg.	DMG 4 INI	DMG 5 INI PEN -1 (2 RNDS)	DMG 5 PEN -8 (1 RND)	Muscle Damage (S) DMG 7 INI PEN -5	DMG 12 If no leg armour: DAZ 2
10	Heavy impact almost lifts foe from their feet.	DMG 5 DEF 1 (-2)	DMG 5 DEF 1 (-4)	DMG 5 STN 1	DMG 8 STN 1	DMG 12 STN 1
11	Foe avoids the brunt of it, but catches a stunning ding to the head.	DMG 5 DEF 1 (-4)	DMG 5 DAZ 1	DMG 6 STN 1	DMG 10 STN 1	DMG 12 STN 1 DAZ 1 DOWN
12	Foe is caught in the thigh by the full strength of the blow.	DMG 7 If no leg armour: DAZ 1	DMG 6 DEF 1 (-6)	DMG 7 If no leg armour: DAZ 2	DMG 12 DAZ 2 INI 3	DMG 14 DAZ 3
13	Heavy smash to foe's weapon arm.	DMG 6 DAZ 1	Drop Weapon DMG 6	Drop Weapon DMG 6 DAZ 2	Drop Weapon DMG 7 DAZ 2 BON +4	DMG 13 STN 2
14	Impact lands squarely on foe's upper chest.	DMG 6 PEN -10 (2 RNDS)	DMG 7 STN 1	Fractured Ribs (L) DMG 8 DAZ 2 PEN -4	Fractured Collar Bone (S) DMG 10 STN 1 PEN -5	Fractured Rib (L) DOWN STN 2 PEN -2
15	Leg strike unbalances foe.	DMG 7 DAZ 2	Muscle Damage (L) DMG 9 DAZ 1 PEN -2	Muscle Damage (L) DMG 10 STN 1 PEN -4	Broken Femur (C) DMG 12 STN 1 PEN -15	DMG 15 DOWN STN 3
16	Foe tries to block and catches the blow firmly on their arm.	DMG 10 If no shield: DAZ 2 else Drop Shield	Muscle Damage (L) DMG 10 BACK 5 PEN -2	Broken Radius (S) DMG 11 DAZ 3 BACK 5 PEN -5	Drop Weapon Muscle Damage (S) DMG 10 DAZ 3 BACK 10 PEN -5	Drop Everything DMG 15 BACK 5 DOWN STN 4
17	Heavy blow twists foe awkwardly.	DMG 12 STN 1 BON +2	DMG 15 DAZ 3 BACK 5	Drop Shield DAZ 6 BACK 5	Broken Ankle (S) DMG 11 BACK 5 DOWN PEN -10	Broken Fibia (S) STN 6 DOWN PEN -10
18	Foe caught by surprise by forceful impact.	DMG 13 DAZ 3 BACK 5 BON +4	DMG 12 STN 2 BACK 10	DMG 12 STN 2 BACK 10	Drop Everything DMG 14 DOWN DAZ 6 BON +4	DMG 20 STN 12 BACK 10
19	Heavy impact does more damage than knockback.	Broken Nose (L) If no helm: OUT else DAZ 3	Crushed Ear (S) DMG 9 DAZ 6 PEN -10	Drop Everything DMG 8 BACK 10	If no shield: Shattered Humerus (C) Arm Useless DMG 10 else Drop Shield DAZ 9	If no shield: Shattered Shoulder (C) Arm Useless DOWN OUT else DAZ 6
20	Smashing blow sends foe sprawling.	DMG 10 DOWN STN 3	DOWN STN 6	Drop Weapon DAZ 24 DOWN	BACK 10 If no helm: COMA (4 WEEKS) else Helm Destroyed DAZ 6	Broken Neck (C) BACK 5 DOWN OUT DIE 3

LIGHTNING CRITICAL STRIKES

	Description / Location	A	B	C	D	E
1	Fizzle.	-	-	DMG 1	DMG 2	DMG 3
2	Foes hair stands on end.	DMG 1	DMG 2	DMG 3	DMG 4	DMG 4 INI
3	Pretty light show but little damage.	DMG 3 INI	DMG 2 INI	DMG 3 INI	DMG 4 INI	DMG 5 If no metal armour: DAZ 1 else INI (2 RNDS)
4	Most of strike grounds around foe.	DMG 3 INI	DMG 4 INI	DMG 3 INI (2 RNDS)	DMG 4 DEF 1	DMG 6 DAZ 1
5-7	Shock causes foe to twitch violently.	DMG 4 INI (2 RNDS)	DMG 5 INI (2 RNDS)	DMG 6 DEF 1	DMG 5 DEF 2 BLD 1	DMG 10 DAZ 2
8-9	Strike to foes head leaves a smell of singed hair.	DMG 5 DEF 1	DMG 2 DEF 1 BLD 2	DMG 7 DEF 2	DMG 7 DAZ 1 PEN -2 (2 RNDS)	DMG 12 DAZ 2 PEN -2 (2 RNDS)
10	Foe is surrounded by a nimbus of small sparks.	DMG 2 DEF 1 BLD 1	DMG 6 DEF 2	DMG 7 If no metal armour: DAZ 1 else DAZ 2	DMG 7 DAZ 2 PEN -2 (2 RNDS)	DMG 13 If no metal armour: DAZ 2 else STN 2
11	Multiple sparks burn foe.	DMG 6 DAZ 1	DMG 7 DAZ 1 BLD 2	If no leg armour: STN 1 BLD 3 else DAZ 1	DMG 10 STN 1 DAZ 1	DMG 13 DAZ 4 INI 6
12	Heavy jolt makes foe spasm.	DMG 7 DEF 3	DMG 8 If no metal armour: DAZ 2 else STN 1 DAZ 1	DMG 9 STN 1 DAZ 1	DMG 15 If metal armour but no shield: DOWN OUT	Drop Weapon DAZ 2 BLD 2
13	Powerful body strike leaves sparking after-effects.	If no metal armour: DAZ 3 else DAZ 2	DMG 9 STN 1	DMG 10 STN 2	If body armour: DAZ 2 else DAZ 6 BLD 3	DMG 14 STN 1 DAZ 1 DOWN
14	Lightning plays down foes back.	DMG 7 STN 1	DMG 10 STN 1 DAZ 1	Back Burns (L) DMG 11 STN 2 PEN -2	Back Burns (L) DMG 12 DOWN OUT (1 RND) PEN -4	Back Burns (S) DMG 15 STN 4 PEN -5
15	Arcing strike catches foe behind shield.	DMG 8 DAZ 3 PEN -1 (6 RNDS)	If no shield: Nerve Damage (C) Shield Arm Useless STN 2 else STN 4	If no metal shield: Nerve Damage (C) Shield Arm Useless DMG 18 DOWN else DMG 12 DAZ 6	Nerve Damage (C) Weapon Arm Useless DMG 13 DAZ 3	Shattered Humerus + Muscle Damage + Cartilage Damage (C) Weapon Arm Useless DAZ 6 BLD 3
16	Pretty sparks run across foe's chest.	DMG 9 STN 1 DAZ 1	DMG 11 DOWN BLD 2	If no chest armour: DOWN OUT else Chest Burns (L) DAZ 6 BLD 2 PEN -2	If no metal chest armour: DMG 15 STN 6 else DMG 25 DOWN OUT	DMG 18 DOWN OUT BLD 3
17	Strike to hand causes foe's fist to spasm and clench.	DMG 12 STN 2	Damaged Muscle (L) DMG 13 STN 2 PEN -2	Broken Ulna (S) DMG 15 DAZ 4 PEN -8	DMG 15 DAZ 30 BLD 3	Nerve Damage (C) DOWN OUT DIE 12
18	Major arc hits foe in abdomen and runs down leg.	DOWN If no metal leg armour: DMG 15 STN 2 else Nerve Damage (C) Leg Useless	If no leg armour: Broken Tibia + Nerve Damage (S) DAZ 6 PEN -10 else STN 6	Shattered Knee + Nerve Damage (C) STN 2 PEN -12	If no body armour: Organ Damage (C) DIE 12 else DAZ 9 BLD 6	Shattered Spine (C) DOWN OUT DIE 12
19	Brutal strike lights foe up like a Christmas tree.	If no body armour: Nerve Damage (S) DAZ 3 PEN -10 else DMG 10 DAZ 6	Nose Lost (S) Blind (2 WKS) If no helm: DOWN	Organ Damage (C) If no body armour: DOWN OUT DIE 6 else BLD 5 PEN -15	Nerve Damage + Brain Damage (C) DMG 30 DOWN OUT COMA	Organ Damage (C) DMG 25 DOWN OUT DIE 9
20	Devastating charge leaves foe a twitching mass.	DMG 10 DOWN OUT	Fractured Skull + Brain Damage (C) DMG 15 DOWN OUT DIE 9	Heart Damage + Lung Damage (C) If no chest armour: DIE else DIE 6	Nerve Damage (C) DMG 20 BACK 10 DOWN OUT DIE 3	Cut in half DIE

MARTIAL ARTS CRITICAL STRIKES (HARD FORMS)

	Description / Location	A	B	C	D	E
1	Your kung fu is weak.	-	-	DMG 1	DMG 2	DMG 3
2	A flurry of attacks but only a glancing connect.	DMG 1	DMG 2	DMG 3	DMG 4	DMG 5
3	Strike to foes shoulder does less than you expected.	DMG 3 INI	DMG 4 INI	DMG 5 INI	DMG 6 INI	DMG 7 DAZ 1
4	Swift punch catches foe in side.	DMG 4 INI	DMG 5 INI (2 RNDS)	DMG 6 DEF 1	DMG 8 DEF 1 (-2)	DMG 7 DAZ 1
5-7	Boring but effective body blow.	DMG 5 DEF 1	DMG 6 DEF 1	DMG 6 DAZ 1	DMG 8 DEF 1 (-2)	Fractured Rib (L) DMG 5 DAZ 1 PEN -2
8-9	Sweeping kick to foes abdomen proves hard to block.	DMG 6 DEF 1 (-2)	DMG 7 DEF 1 (-4)	DMG 8 DAZ 1	DMG 2 DAZ 1 INI (3 RNDS)	DAZ 1 DOWN
10	Palm strike to chest knocks wind out of foe.	DMG 6 DEF 1 (-5)	DMG 5 DAZ 1	STN 1	Fractured Rib (L) DMG 3 DAZ 2 PEN -2	DMG 5 STN 1 DAZ 1
11	Double punch strikes foe hard in abdomen.	DMG 3 DAZ 1	DMG 6 DAZ 1	STN 1 BON +4	Muscle Damage (S) DMG 6 PEN -5	DMG 5 DAZ 3
12	Mantis strike catches foe off balance.	DMG 5 DAZ 1	DMG 3 DAZ 2	DMG 8 BACK 10 DAZ 2	DMG 4 DAZ 3	Muscle Damage (L) DAZ 2 PEN -2
13	Low sweep to foe's exposed ankles yields result.	Broken Foot (L) DMG 5 PEN -4	DMG 7 DAZ 2	Muscle Damage (S) DMG 5 PEN -5	DAZ 2 PEN -5 (6 RNDS)	Drop Weapon DMG 3
14	Strong open hand strike to foe's side.	DMG 2 DAZ 2	DAZ 3	Broken Humerus (C) Shield Arm Useless	STN 2	DOWN STN 2 DAZ 1
15	Scissor kick catches foe in shoulder.	Drop Weapon DAZ 1	Muscle Damage (L) DMG 6 DAZ 2 PEN -4	STN 2	Broken Collarbone (S) STN 2 PEN -5	Broken Scapula (S) DMG 5 DAZ 2 PEN -10
16	Elbow strike to foe's arm.	If no shield: Broken Humerus (C) Shield Arm Useless Else DMG 6	Tendon Damage (S) DAZ 2 PEN -5	Drop Weapon Damaged Cartilage (L) DAZ 1 PEN -2	Tendon Damage (C) PEN -15	DOWN OUT
17	Block of foes weapon arm leaves them distracted and open to a low kick.	Drop Weapon DMG 3	Drop Weapon Two Broken Fingers (L) DAZ 2 PEN -4	Broken Ankle (S) STN 2 PEN -10	Broken Femur (C) DMG 5 STN 2 PEN -15	Shattered Knee (C) DMG 6 STN 6 DOWN PEN -16
18	Textbook punch to foe's solar plexus.	DAZ 3 DOWN	Damaged Muscle (S) DAZ 9 DOWN PEN -6	Damaged Tendon (C) DMG 10 DAZ 9 DOWN PEN -16	Damaged Windpipe Cartilage (C) DIE 18	Organ Damage + Broken Neck (C) DOWN OUT DIE 9
19	Your tiger style proves too much for opponent.	DMG 8 STN 2 PEN -8 (6 RNDS)	Shattered Knee (C) STN 4 DOWN PEN -17	Drop Weapon DOWN STN 12	Eyes Damaged (C) Blind BACK 10 DAZ 18	Organ Damage (C) DOWN OUT DIE 12 BON +2
20	Roundhouse kick to head downs foe instantly.	STN 3 DOWN	DOWN OUT	DMG 30 STN 30 DOWN	Fractured Skull + Brain Damage (C) DOWN OUT DIE 9	Broken Skull + Brain Damage (C) DOWN OUT DIE 6

MARTIAL ARTS CRITICAL STRIKES (SOFT FORMS)

	Description / Location	A	B	C	D	E
1	Nary a whisper	-	-	DMG 1	DMG 2	DMG 3
2	You tug ineffectually at your foe.	DMG 1	DMG 1	DMG 2	DMG 3	DMG 4 INI
3	Attempted sweep causes foe to stagger but not fall.	DMG 1 INI	DMG 3 INI	INI BON +4	DMG 4 DEF 1	DAZ 1 BON +2
4	Your Dragon Style moves disorient your foe.	DMG 2 DEF 1	DMG 2 DEF 1 (-4)	DMG 3 DEF 1 (-4)	DMG 4 DAZ 1	DMG 2 STN 1
5-7	Your quick sweep causes foe to stumble.	DMG 2 DEF 1 (-2)	DMG 3 DEF 1 (-4)	DMG 4 DAZ 1	DMG 4 STN 1	DOWN DAZ 2
8-9	Hard throw wrenches foe's arm.	DMG 3 DEF 1 (-4)	DMG 4 PEN -5 (3 RNDS)	Muscle Damage (L) INI PEN -2	Muscle Damage (L) DMG 5 PEN -4	Muscle Damage (L) DMG 5 DAZ 1 DOWN PEN -4
10	Your open palm in just the right place unbalances foe.	DMG 4 DEF 1 (-5)	DMG 5 DAZ 1	DMG 4 DOWN DAZ 2	DMG 5 DOWN STN 1	DMG 7 STN 1 DAZ 1
11	A fine throw, but foe quickly recovers.	DMG 5 BACK 5 DEF 1 (-6)	DMG 6 DAZ 1	DMG 6 DAZ 2	Broken Ribs (L) DMG 6 DAZ 1 PEN -4	DMG 8 DOWN DAZ 3
12	Sweep catches foes leg and twists it.	DMG 6 DAZ 1	Muscle Damage (L) DAZ 1 PEN -2	BACK 5 STN 1	DMG 7 STN 1	DMG 9 DAZ 3
13	Twist foes weapon arm, but alas no throw to go with it.	DMG 7 DAZ 1	Muscle Damage (L) DMG 3 DAZ 1 PEN -4	Drop Weapon DMG 3 DAZ 1	Drop Weapon DAZ 2	Drop Weapon DAZ 3
14	You use foe's own momentum to tumble them onto their shield arm.	DMG 7 DAZ 2	DMG 8 STN 2 INI (6 RNDS)	Muscle Damage (L) BACK 5 DAZ 2 PEN -2	Broken Humerus + Broken Collarbone (C) Shield Arm Useless DMG 5	If no shield: Shattered Humerus (C) Shield Arm Useless else DMG 10 Shield Broken
15	You sweep foe's legs out from under them.	Muscle Damage (L) DMG 2 STN 1 PEN -1	Tendon Damage (L) DMG 5 STN 1 PEN -2	Muscle Damage (S) STN 1 DAZ 1 PEN -5	Fractured Fibia (S) DAZ 3 DOWN PEN -6	Fractured Hip (S) STN 2 DOWN PEN -8
16	Surprising sweep drops foe on their shoulder.	If no shield: Muscle Damage (L) DAZ 2 PEN -2 else Shield Broken	Muscle Damage (S) DAZ 2 PEN -5	Shoulder Damaged (S) DMG 6 DEF 6 PEN -8	Broken Scapula (L) DMG 9 DOWN STN 2 PEN -4	Shattered Elbow (C) Shield Arm Useless DAZ 4 DOWN
17	Foe is grabbed and thrown by their weapon arm.	DMG 3 DAZ 3 BON +5	DMG 9 BACK 10 STN 2	DMG 7 STN 2 BON +6	Broken Wrist (C) Weapon Arm Useless DMG 10	Drop Everything BACK 10 DOWN STN 6
18	You deftly land foe on their back and move in for a hold.	Muscle Damage (L) STN 2 PEN -4	Broken Rib + Tendon Damage (S) STN 2 PEN -5	Fractured Spine (S) STN 3 PEN -10	Arm Grabbed DOWN* Immobilised* STN 6	BACK 10 STN 9 DOWN
19	Foe lands heavily after your textbook sweep.	Broken Nose (S) DMG 7 STN 2 PEN -5	Drop Weapon Broken Ribs (S) BACK 10 STN 12 PEN -6	Leg Grabbed DMG 9 DOWN* Immobilised* STN 15	DOWN Your choice of: OUT or DIE	Drop Everything BACK 10 DOWN OUT
20	Perfect throw land opponent on their head.	If no helm: DOWN OUT else DAZ 9	Drop Everything DMG 20 DOWN OUT	Fractured Skull + Brain Damage (C) If no helm: DIE else COMA	Broken Rib + Lung Damage (C) DOWN OUT DIE 6	Broken Neck + Nerve Damage (C) DIE BON +5

PIERCING CRITICAL STRIKES

	Description / Location	A	B	C	D	E
1	Barely a scratch.	-	-	DMG 1	DMG 2	DMG 3
2	Near miss tears clothing but leaves barely a graze.	DMG 1	DMG 2	DMG 3	DMG 4	DMG 5 INI
3	Strike fails to penetrate, but takes foe by surprise.	DMG 1 INI	DMG 3 INI	DMG 5 INI	DMG 2 DEF 1	DMG 3 DEF 1
4	Strike to foe's side does little damage.	DMG 1 DEF 1	DMG 2 DEF 1 (-2)	DMG 3 DEF 1 (-4)	Muscle Damage (L) INI PEN -2	DAZ 1 BON +4
5-7	Abdominal strike tears through flesh but misses vital organs.	DMG 2 DEF 1 BON +2	DMG 2 DEF 1 (-4)	DAZ 1 BLD 1	DAZ 1 BLD 2	Muscle Damage (L) DMG 2 BLD 2 PEN -2
8-9	Strike hits artery in leg.	BLD 1	DMG 2 BLD 1	BLD 2	BLD 3	DMG 3 If no leg armour: BLD 3
10	Stunning strike glances off foe's head.	DMG 2 DEF 1 (-6)	DAZ 1 BLD 1	DAZ 2 BLD 1	DMG 6 STN 1	DMG 5 STN 1 BLD 3
11	Strike pierces side of neck. That was close…	BLD 2 DEF 1 (-5)	DMG 3 DAZ 2 BLD 3	DMG 3 DAZ 2 BLD 2	Muscle Damage (L) DMG 3 DEF 1 BLD 3 PEN -3	Muscle Damage (L) DMG 5 STN 1 BLD 4 PEN -2
12	Strike jabs foe hard in upper arm.	DMG 2 DAZ 1 BLD 2	DMG 3 STN 1 BLD 2	Muscle Damage (L) DMG 5 DAZ 2 BLD 2 PEN -2	DMG 3 STN 1 BLD 3	DMG 6 STN 1 BLD 5
13	Chest strike glances off ribs but tears muscle.	Muscle Damage (L) DMG 2 BLD 2 PEN -2	Muscle Damage (L) DMG 2 DAZ 1 BLD 2 PEN -2	Muscle Damage (L) DMG 3 DAZ 2 BLD 2 PEN -2	Muscle Damage (L) DMG 3 DAZ 2 BLD 3 PEN -2	Muscle Damage (L) DMG 5 DAZ 2 BLD 3 PEN -3
14	Brutal strike hits foe in shoulder.	DMG 5 STN 1 BLD 3	Muscle Damage (L) DAZ 2 BLD 3 PEN -1	STN 2 DAZ 2 BON +3	Damaged Shoulder (L) DMG 3 STN 2 PEN -4	Muscle Damage + Tendon Damage (C) Shield Arm Useless DAZ 6 BLD 3
15	Strike drives deep into foe's thigh.	Tendon Damage (S) DMG 3 STN 1 PEN -5	Muscle Damage (S) DMG 3 STN 2 PEN -8	Muscle Damage + Tendon Damage (S) DMG 5 STN 2 PEN -10	Muscle Damage + Cartilage Damage (S) STN 2 DAZ 4 PEN -10	Muscle Damage (C) STN 3 PEN -15
16	Foe's arm blocks the worst of your strike, but at a cost.	Muscle Damage (S) DMG 3 DAZ 2 BLD 3 PEN -5	Muscle Damage (S) DAZ 3 BLD 3 PEN -6	Muscle Damage + Tendon Damage (S) DAZ 6 BLD 3 PEN -5	Muscle Damage (C) Shield Arm Useless DMG 12 DAZ 6 BLD 3	Broken Radius (S) DMG 10 STN 3 PEN -5
17	Pierce foe's abdomen with a lucky strike.	DAZ 6 BLD 5 BON +4	Muscle Damage (S) DMG 5 STN 3 BLD 5 PEN -5	Muscle Damage (S) DMG 7 STN 3 BLD 5 PEN -6	Muscle Damage (S) DMG 10 STN 3 BLD 6 PEN -4	Organ Damage (C) STN 12 DIE 12
18	Nasty head-strike looks really painful.	Muscle Damage (L) STN 2 BLD 3 PEN -4	If no helm: Broken Skull + Brain Damage (C) DIE else DMG 6 DOWN	If no helm: Broken Skull + Brain Damage (C) DIE else DAZ 6 DOWN	Broken Skull + Brain Damage (C) DMG 9 DOWN OUT DIE 6	Broken Skull + Brain Damage (C) DOWN OUT DIE 12
19	Penetrating strike skewers foe.	Ear Lost (S) DMG 3 STN 2 BLD 2 PEN -10	Damaged Hip (S) DMG 5 DAZ 1 BLD 3 PEN -5	Lung Damaged (C) DOWN DIE 9	Organ Damage (C) DIE 6	Organ Damage + Nerve Damage (C) DAZ 12 DIE 12
20	Piercing strike straight through the chest.	STN 3 BLD 3	Lung Damaged (C) DOWN OUT DIE 9 BON +4	Broken Spine + Nerve Damage (C) Immobilised	Organ Damage (C) DOWN OUT DIE 6	Heart Damage (C) BACK 10 DIE

SLASHING CRITICAL STRIKES

	Description / Location	A	B	C	D	E
1	Whiff!	-	-	DMG 1	DMG 2	DMG 3
2	Foe's had worse paper cuts.	DMG 1	DMG 2	DMG 3	DMG 4	DMG 5 INI
3	Swing across face makes foe hesitate.	DMG 1 INI	DMG 3 INI	DMG 6 INI	DMG 3 DEF 1	DMG 4 DEF 1
4	Downward swing catches foe's arm.	DMG 1 DEF 1	DMG 2 DEF 1 (-2)	DMG 4 DEF 1 (-4)	Muscle Damage (L) DMG 2 PEN -2	STN 1 BON +2
5-7	Mid slash across foe's abdomen connects.	DMG 2 DEF 1 BON +2	DMG 2 DEF 1 (-4)	DMG 3 DAZ 1	DMG 3 STN 1	Muscle Damage (L) DMG 3 BLD 1 PEN -2
8-9	Slash at leg height catches foe off guard.	BLD 1	DMG 2 BLD 1	DMG 2 BLD 2	DMG 3 BLD 2	DMG 5 If no leg armour: BLD 3
10	Foe's dodge isn't enough to avoid a slash to the side.	DMG 2 DEF 1 (-6)	DMG 4 DEF 1 (-6)	DMG 3 DAZ 1 BLD 3	DMG 3 DAZ 1 BLD 2	DMG 4 STN 1 BLD 3
11	Slash cuts into foe's back as they twist to avoid it.	DMG 2 DEF 1 (-5) BLD 1	Muscle Damage (L) DMG 3 DEF 2 BLD 1 PEN -1	Muscle Damage (L) DMG 4 DEF 1 BLD 3 PEN -2	Muscle Damage (L) DMG 5 DEF 1 BLD 3 PEN -3	Muscle Damage (L) DMG 6 DAZ 2 BLD 4 PEN -2
12	Cut to foe's face does little damage but bleeds badly.	DMG 3 DEF 1 BLD 2	DMG 4 DEF 2 BLD 2	DMG 5 DAZ 1 BLD 2	DMG 6 DAZ 2 BLD 2	DMG 8 DAZ 2 BLD 5
13	Slash across chest tears muscle and glances off ribs.	Muscle Damage (L) DMG 3 BLD 2 PEN -2	Muscle Damage (L) DMG 4 DAZ 1 BLD 2 PEN -2	Muscle Damage (L) DMG 4 DAZ 1 BLD 3 PEN -2	Muscle Damage (L) DMG 4 DAZ 2 BLD 3 PEN -2	Muscle Damage (L) DMG 6 DAZ 2 BLD 3 PEN -3
14	Overhead swing digs into foe's shoulder.	DMG 6 STN 1 DAZ 2	Muscle Damage (L) DMG 7 DAZ 2 BLD 3 PEN -1	DMG 8 STN 1 DAZ 3 BON +2	Muscle Damage (L) DMG 5 DAZ 3 PEN -4 BON +2	Shattered Shoulder (C) Shield Arm Useless DAZ 4 BLD 2
15	Surprise low swing catches foe's legs.	Tendon Damage (S) DMG 4 DAZ 2 BLD 2 PEN -6	Muscle Damage (S) DMG 6 STN 1 DAZ 1 PEN -8	Muscle Damage + Tendon Damage (S) DMG 7 STN 2 PEN -9	Muscle Damage + Tendon Damage (S) STN 2 DAZ 1 PEN -10	Muscle Damage + Tendon Damage (S) DMG 8 DAZ 6 BLD 3 PEN -14
16	Slash digs deep into foe's arm.	Muscle Damage (S) DMG 5 STN 2 BLD 3 PEN -5	Muscle Damage (S) DMG 6 STN 2 BLD 3 PEN -6	Muscle Damage + Tendon Damage (C) Shield Arm Useless DMG 9 DAZ 6 BLD 4	Muscle Damage + Tendon Damage (C) Weapon Arm Useless DMG 10 STN 2 DAZ 2	Broken Humerus + Tendon Damage (C) Shield Arm Useless DMG 12 STN 3
17	Upward swing bites into foe's outstretched weapon arm.	DMG 6 DAZ 5 BLD 6 BON +4	DMG 7 STN 2 BLD 6	Muscle Damage (L) DMG 8 STN 2 BLD 4 PEN -4	Muscle Damage (L) DMG 10 STN 2 DAZ 2 BLD 8 PEN -2	Weapon Hand Lost DMG 5 STN 12 BLD 15
18	Deep slash tears into foe.	Muscle Damage (L) DMG 8 STN 2 BLD 2 PEN -2	DMG 10 STN 3 DOWN BLD 3	Fractured Spine (L) DMG 9 STN 4 DOWN PEN -2	Shield Hand Lost DMG 6 STN 6 BLD 15	Leg Lost DMG 15 DOWN OUT BLD 20 BON +2
19	Vicious swing goes right through opponent.	Ear Lost (S) DMG 3 STN 1 DAZ 2 BLD 3 PEN -10	Damaged Hip (S) DMG 7 STN 1 DAZ 2 PEN -4 BON +2	Leg Lost DMG 15 DOWN OUT BLD 20 BON +2	Weapon Arm Lost DMG 15 BLD 20	Shattered Spine + Nerve Damage (C) Immobilised DOWN OUT
20	Perfect head shot mutilates foe.	Nose Lost DMG 2 DAZ 6 BLD 2 PEN -6	Broken Skull + Brain Damage (C) DMG 20 DOWN OUT DIE 6	Eyes Destroyed (C) Blind DMG 5 STN 30	Organ Damage (C) DMG 20 DOWN OUT DIE 3	Decapitated DIE

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