



Live Action Role Playing

Junior League

Rule Book

By:

Christopher Melville, Tyson Ruzsler, Kim Taylor
and all the FanWar players and supporters



Dedication

This book would not be possible without the combined teamwork of everyone who plays and has played FanWar. It is not the work of one or even a small group of people, but the work of countless individuals, all sharing and improving on a system over time. I could never include all the players who have added to this book, but I need to acknowledge them as co-creators of the game we enjoy. I am carrying forward the game we all designed, and for all your hours of work, thoughtful advice, and joyful involvement, I dedicate this book to you.

-Christopher Melville

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All the Adult League Players,

All the Junior League Players,

and

NERO, Richard Garfield (Magic the Gathering), & David Hargrave (Arduin).

How to Use This Book

For New Players

The chapters in this book are ordered so that the most important information comes first. It starts with the five basic rules that you need to know to start playing, and then moves on to other topics in the order that you will need to learn them. This means that you can read this book a little bit at a time as you play different parts of the game. It helps to read a chapter of the book before each event you play so that you are prepared and know how the game works ahead of time. Or, if you bring your rulebook to each event, you can look rules up if you forget them. If you *do* bring your rulebook to LARP events (highly recommended!), make sure you write your name on the inside cover so that someone else doesn't accidentally take your book!

For Experienced Players

Use this rulebook as a reference book whenever a question about the rules or a monster's abilities comes up at an event. If there is a disagreement about how an ability works, look it up in the book; each ability has been carefully worded to be as clear as possible. The glossary in the back should be your primary reference, and if the rule is worded slightly differently elsewhere in the book, always go with the glossary's version. This book should also be used as part of the "Three Before Me" system; *always* check the book for answers first *before* asking your GM about how an ability works.

Sometimes while in the middle of a battle it is impractical to look a rule up in the book. In this case, your GM will often make a *temporary ruling* (also called an improvised ruling) to resolve the issue and move the encounter along. Accept the ruling for the rest of the battle, and then after the battle is over consult the rulebook to see how the rule actually works. That way, if it comes up again later, you'll know the answer this time!

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Introduction to the Game

What is Fanwar LARP?

In Live Action Role Playing (LARP), players pretend to be someone else, living in a different time or place, and acting out events that might happen in that world. Many of these games involve battles, and so LARPers use safe, padded props that look like weapons to act out the combat. Unlike in a play where everyone has certain lines to say and the story is set, in LARP, the players each act out a certain person and make their own decisions for that person as the game evolves.

Live Action Role Playing is a combination of sports, drama, and table-top role playing games. It has many forms and settings all over the world, and has been a popular pastime for kids and adults for generations. Every child who plays at pretend has done LARP, although they didn't know they were doing it. We are not the creators of LARP, but rather, those keeping the tradition of imaginative play alive in our culture.

Our LARP is specifically medieval fantasy based, with swords, spells, and dragons, but many other settings exist with other LARP groups and players. We have created a set of rules to keep everyone playing safely, fairly, and focused. That is what the FanWar LARP Rule Book is for. Our game has been continuously added onto by all the players, so that over time it has stayed fresh and exciting. The game world we use has also been affected by hundreds of players over time, so when you step into our story, you are entering a long history of adventures, mysteries and battles!

All the steps to learning to play the game have been clearly organized for you in this book, from the simplest and most important in the front, to the very complex and rare in the back. The book is broken up into chapters based on how complex of a game you are involved in. Simple battles can be done using just the first Chapters. More complex stories can be told using character creation rules, and the most complex of adventures can be taken on using the entire set.

Welcome to our game. We love what we do, and hope you enjoy it as well.

*“All the works of man have their origin in creative fantasy.
What right have we then to depreciate imagination.”
- Carl Jung*

The Three Rules of Life - FanWar Etiquette

Before we can play the game, we need to make sure we all know how to play fairly and safely. Below are three rules that will help you, not only as a FanWar player but in the rest of your life as well!

1. Take Care of the People - Never do anything that will hurt someone.

Kindness Always Wins. We are here to play and have fun. If someone is ever hurt or frustrated by the game, stop what you are doing, put your fist over your head (to show you are *out of game*) and ask them “Are you ok? What do you need?” Look them in the eyes and be friendly! If you have injured or angered them, apologize and wait until they are ready to join the game again before you do. If you need help, get a Game Master or a referee to help you.

This rule also means take care of yourself! It's important to take breaks, drink plenty of water and know your own limits.

2. Take Care of the Things - Never do anything that damages the materials.

The weapons are fragile. The FanWar equipment is expensive to make and if damaged can be dangerous. Do not be rough with the weapons or yank, smack, or step on the equipment. We spend hours of our time just making one sword. Take care of the things so that everyone can enjoy them.

3. Make it Work - Listen carefully and follow the directions. Use the procedures.

Fair Play makes for Good Gaming. FanWar is a game that takes a lot of honesty and trust. In order for a LARP to work, everyone has to play fairly and honestly, even if it means their character is going to die! If you play the game by the rules and accept when you are tagged, you will do great at FanWar.

You need to trust the Game Master and the game world to work. If you get wounded, it is not the end of the world, you can get healed by another player very quickly. But if you deny you were hit or argue about it, it wastes everyone's time and ruins the game for everyone. You may have to admit that you were wrong, but that is part of life. When we all play fair and trust each other to do the same, the game is that much better!



Basic Rules

Battle

The Five Rules

There are five basic rules that players need to know in order to begin playing FanWar. These are the core mechanics of the game, upon which all the other rules are built. There are many rules and abilities beyond these, but they aren't necessary for starting battles – you will learn them later as you gain experience with the game. The basic five rules are as follows:

1. Wounding
2. First Aid
3. Carrying
4. Knock Out
5. Fumble

1. Wounding

FanWar is essentially a game of freeze tag where players can "freeze" (Wound) and "unfreeze" (First Aid) each other. The difference is in the props we use. Instead of tagging each other with our hands, in a LARP we use specially made soft foam padded props that look like weapons. Game combat works by trying to tag a player on the body anywhere, *except the head, neck, or groin*, without getting tagged yourself! All you need to do is gently *tag* your opponent to score a hit! No real force is necessary.

If you can tag your opponent's body with your weapon, they are then **wounded** and they immediately drop to one knee to show that they are wounded and thus out of the fight for now.

When you are wounded we imagine that you are actually *unconscious*. You can't shout for help ("Hey, come help me, I'm unconscious!") or warn other players of anything as it doesn't make sense in the world of the game. All you can do is watch the battle silently, maybe give a little groan so players around you might notice that you are down and consider helping you.

Just because you're wounded doesn't mean you're out for the whole battle, so stay alert! There are all sorts of ways you can get back into the fight.

For an attack to count, it needs to be a full swinging or thrusting motion. Rapid small taps ("drumming") won't count.

If an attack hits something else first – a weapon, a shield, etc – before it hits a player, it is considered a "deflection" and doesn't count. Hits need to be clean swings. This is to discourage using excessive force to break through another player's guard.

Hit Points

Sometimes in the game a creature will be able to take more than one wound before dropping. Each wound removes a **hit point** (HP). When their HP reaches 0, that creature is unconscious, just like anyone else.

Some attacks also deal more than one damage at a time. If you ever take more damage in one attack than it would take to bring you to unconsciousness, you "cap" that damage, and are only taken to 0 HP. For example, as a player with 1 HP, if I take a hit for 5 damage it *only* takes my HP to 0 (not -4!) and I drop unconscious. I take any hits *after* I am down as I normally would!



Killing Blows & Dying

While you are down you are still vulnerable to attack and can even be killed! Any time you take damage while down, you move further into what we call "**Negative Hit Points**" starting from 0 HP.

Each time you take damage, call which negative point you are at, ("Negative One... Negative Two..." etc.) so players know you are taking the damage. The negative hit points are called by you, not the player dealing damage, because you may have already taken negative hits they didn't know about. You remain at whichever negative HP you called last until you are healed. If you receive healing (see First Aid below), you will be restored to consciousness at your full hit points (usually just the 1 HP for players).

If you take damage while you are being healed, you still move further into the negatives *and* the healing you are taking is stopped and must be tried again. Players can also tag you and call "**Interrupt**" to stop you from healing but without damaging you. This is a good way to stop enemies from getting back up without having to kill them.

When you reach -4 HP you are **dead** and First Aid can no longer revive you! Each form of the game handles death a little differently. Sometimes you will need to "reinforce" as a new character from your base or in advanced forms of the game there are spells that can resurrect you. Either way, don't worry, death in FanWar usually isn't *too* serious!

2. First Aid

Now that you know how to wound and be wounded, the next thing you need to know is how to help your allies rejoin the battle.

To heal a wounded player, touch them with *both* hands (usually on the shoulder), call "**First Aid**" and begin slowly counting up from 1 to 20 at the rate of about half a second (called a "20 count"). When you reach 20 that player is fully healed (important for creatures with more than 1 HP!) and stands up to rejoin the combat. Note that any Hacked limbs are *not* healed. If you ever *stop* counting before your ally is revived, or if an enemy attacks them, you must start all over again from 1!

You might ask why we don't fall down on the ground and act out being wounded. While that might look cool on camera, it is a dangerous thing to do in any sport, especially one as active as LARP.

Players are running all over the place so if you're lying on the ground, you're very likely to get stepped on! If you get wounded, just drop to one knee (or squat down) and keep alert to your surroundings so that you stay safe!

Two players can work together to heal a wounded player. If both players tag their wounded ally and start their first aid count at the same time, it only takes a count of ten! No more than two players can stack this, but a third helper can stand guard to keep the healers from being interrupted. If an ally joins your first aid count midway, you can start your count over to heal together (but cannot continue from where you left off).

Remember, your enemies will be trying their best to keep you from helping anyone. They will try to drive you away by attacking you, making it very difficult to revive your teammates without getting wounded yourself. So teamwork is important not just to speed up the First Aid, but to watch each others' backs!

3. Carrying

Sometimes in a battle you will find you need to move a wounded player; you might want to move an ally somewhere safer for First Aid, or maybe capture an enemy player. In the game we imagine that we are all full grown adults and should be able to move each other around. In reality, actually picking someone up is too dangerous.

In order to move another player, you tag that player with *both* hands and call "**Carrying**" and state your size (size is assumed to be 3 unless otherwise specified). If the player you have tagged for carrying is equal to or smaller than your size, they must then stand up and *walk* with you wherever you lead them. You can only walk and cannot fight or use any other abilities (like First Aid) unless you "drop" the other player. Just like with First Aid, a friend can assist you in carrying; to do so, the person with the smaller size adds a +1 carrying capacity to the person with the larger size. If two people are carrying someone, they can run. Only two people can carry someone at a time while in combat.

4. Knock Out

Wounding a player with your weapon isn't the only way to drop them. You can also knock someone unconscious by using the *pommel* of your weapon (the padded part on the base of the hilt or handle). This is an attack which represents clobbering someone over the head, but remember: for safety we *never* actually tag on the head!

To do this, call "**Knock Out!**" and tag a player on their back, between the shoulder blades. If you successfully tag them, they drop and take a knee just as if you had wounded them normally. If you get knocked out this way, you are unconscious and need be woken up by First Aid (or other, magical, healing), just like you had been wounded normally..

The major difference between Knock Out and Wounding is that Knock Out bypasses Body Armor and Hit Points (which we will discuss later). Knock Out is also a way to safely take someone out of the fight without having to hurt them, so you can use it without fear of accidentally causing someone to die in the game. Thus, Knock Out becomes very important in more advanced versions of the game, but can still be handy in basic battles.

5. The Fumble Rule

The Fumble Rule is the most important rule of the game. It is a safety rule – without this rule, the game doesn't work at all. The Fumble Rule states that if anyone does anything to you that actually hurts you (tagging with too much force, playing too rough and unsafely), you are allowed to call "**Fumble**" on that player.

If a player calls a Fumble on their attacker, the attacker takes the effect of the attack instead of the player who was hit. This is why it is called a Fumble, because *in game* we imagine that the attacker bungled their attack so badly that they actually manage to hit themselves instead of their intended target!

What this means *out of game* is if you Fumble someone, you can neither receive first aid or healing *nor* engage in the game in any way until the person you fumbled is ready to continue playing! This means that you are out for as long as the hurt player feels they need to be ready to play again! If they sit out for the rest of the battle, or even the rest of the entire set, you must stay with them and make sure they get any help they need, comfort them, and otherwise take care of them. Once they are ready and back in the game, you can resume play. But remember: since you took your own attack, you will still be wounded and need to get healing or first aid!

We rarely have players getting hurt enough to need to sit out for any long period of time, but that is because we have the rule and players know they must be safe and maintain an attitude of fair play. Knowing that if they are too rough they will be watching rather than playing all day helps keep players from getting too forceful in battle. If you Fumble against someone, it's generally a good idea to apologize right away and explain it was an accident. Ask the person what they need (ice, or help over to a seat, etc.). Most players are fine and don't need anything after a fumble but needed to alert you that you're hitting too hard. But it's important to demonstrate your willingness to help!

Hold & Out of Game

These two rules aren't part of the rules for battle, but are important to understand when playing at a FanWar event. If you ever hear a GM call out "**Hold!**" this means to *immediately* freeze where you are, as if someone had hit 'pause' on a movie! Sometimes the GM needs to tell everyone about a sudden change in the battle, or there may be an emergency situation, so it's important to always listen for Holds. If you hear "Hold", repeat the call to make sure everyone hears it.

If you ever see a person with their **fist held on top of their head**, this means they are **out of game**. People who are out of game will not be interacting with the battle, so don't worry and don't attack them! Out of game people are usually refereeing or returning to base to change roles.

On the Honor System

Players often worry about cheating. What if a player calls fumbles but isn't really hurt? What if I tag a player but they don't drop?

These things are rare, we can usually trust players to police themselves on whether or not they are wounded or something really hurt - after all, they're the one who felt it. If you think that cheating is happening, don't confront the player. Instead, bring it up with your GM and let them resolve it with that player. You, as a player, need to maintain good relationships with your fellow players.

If someone often fumbles people for no reason, maybe FanWar is not a good game for them. LARP is a physical game, and requires you to get hit. If you're not comfortable getting hit, you may want to choose an activity other than FanWar.

Most importantly, FanWar is a game that takes a lot of honesty and trust. We need everyone to be able to play on the honor system. If a player can't be trusted to battle safely and fairly, then they can't be trusted to play the game at all, since it requires so much honesty in all aspects of the game.

The Equipment

Once you have the five basic rules down you can select your gear and get into the game. FanWar groups weapons and other gear into **Equipment Sets** that must be purchased by your character in the game. If you are playing in the Battle League you have to stick with the weapons from your set and just use those. You may have a chance to trade out equipment sets between battles. If you're playing in a Character League you will have the chance to find more weapons later or use gold to purchase more sets, then mix and match items as much as you want.

Weapons & Shields

Weapons are used to wound other players. Both weapons and shields can be used to block strikes with weapons as well as AV0 attacks, but only if they are being wielded (used in your hand). You can only wield one item in your hand at a time (excepting worn items like gloves or rings). Any worn weapons or shield – a belted or sheathed sword, a shield strapped to your back, etc – cannot block strikes of any kind, and if you are hit in those places the attack is considered to have damaged you. Some weapons have colorful “tags” that mark specific kinds of attack that weapon can do. The table below explains these.

The only shield that can be wielded in the same hand as a weapon is the buckler shield. All other shields cannot be wielded with a weapon. You can hold items such as torches or spells in your shield hand, but those items will not count as being wielded.

Throwing Weapons (green tag) - Weapons with a green stripe on their handle can be thrown. These are very useful for dealing with enemies from a distance. But they can be picked up by your enemy and thrown right back at you, so be careful where you toss that dagger!

Two Handed Weapons (orange tag) - Two Handed weapons may *only* be wielded with *both* hands on them. This means you can't wield another weapon or most shields with these!

Armor Piercing: (yellow tag) - Weapons with a yellow stripe on their handle can be used to cut through your opponent's body armor. To cut through armor, raise the weapon above your head in *both hands* and call "**Invoke**" then call "**AV0**" as you swing, to let your opponent know your attack ignores their armor! AV0 means that the value of their armor (AV) equals zero (doesn't help).

AV0: (packets) - Some missile weapons, like arrows, are represented by colored packets that we throw, as shooting an actual bow is far too dangerous. In the advanced rules, many spells also take the form of packets.

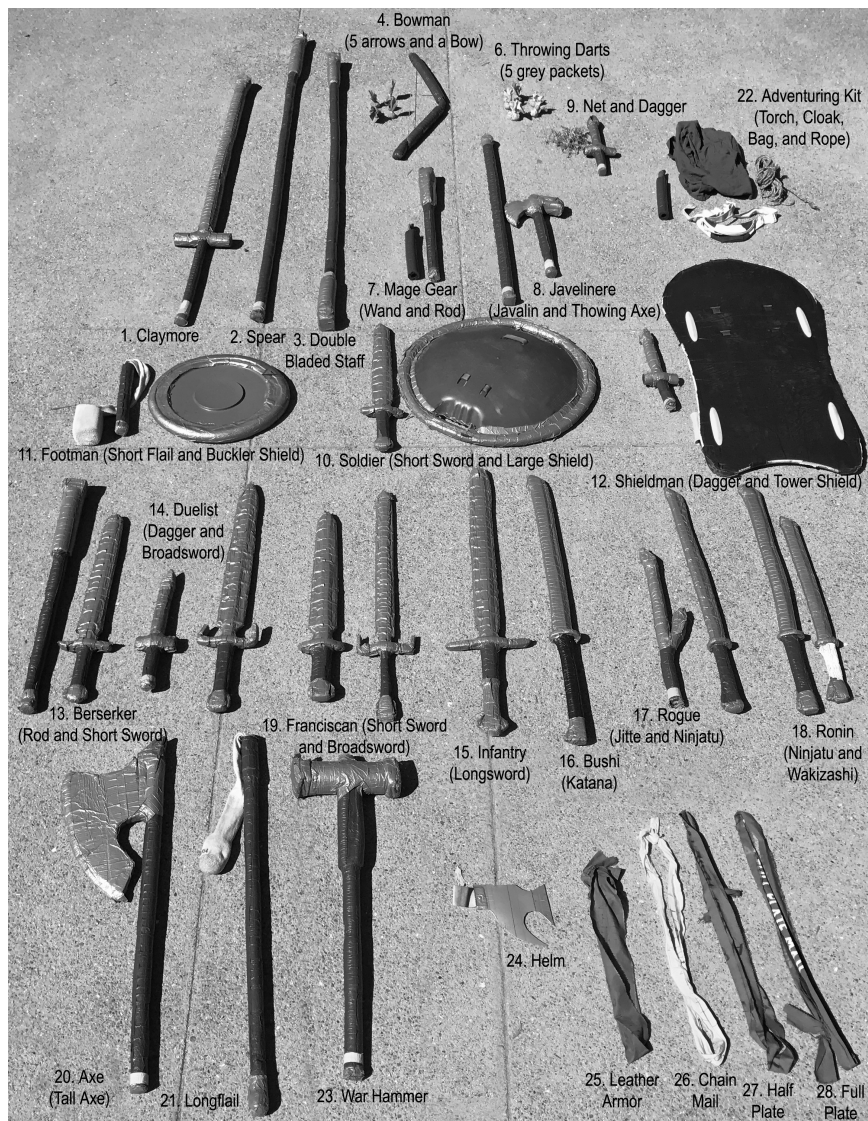
All packets are **AV0** ("Armor Value = Zero") meaning they cut through body armor. Call "AV0" when you attack. You do not need to Invoke like you would with an Armor Piercing weapon because packets are *always* AV0.

Equipment Prices – Weapons and Shields

<i>Item</i>	<i>Cost</i>	<i>Notes</i>
Arrow	1g	AV0
Axe, Tall	10g	Armor Piercing
Bow	5g	
Broadsword	6g	
Buckler Shield	4g	
Claymore	10g	Armor Piercing, Two-Handed
Dagger	4g	Throwing
Dart	2g	AV0
Flail (Short, Medium)	6g	
Flail (Long)	10g	
Hammer, War	10g	Armor Piercing
Javelin	4g	Throwing
Jitte	4g	Throwing
Katana	10g	
Large Shield	6g	
Longsword	10g	
Ninjatu	6g	
Rod	6g	Magelore
Shortsword	4g	
Spear	10g	Throwing, Two-Handed
Staff	10g	Magelore, Two-Handed
Throwing Axe	6g	Armor Piercing, Throwing
Tower Shield	6g	
Wakazashi	4g	
Wand	4g	Magelore

Equipment Prices – Miscellaneous

<i>Item</i>	<i>Cost</i>	<i>Notes</i>
Bag	2g	
Cloak	2g	<i>Weather Protection.</i>
Rope	5g	
Torch	1g	<i>Makes light, can burn things.</i>
Ring/Amulet (Non-magic)	2g	



Equipment Sets - 10g each

<i>Set</i>	<i>Equipment</i>	<i>Notes</i>
Claymore ¹	Claymore	<i>Two Handed</i>
Pole-arm ²⁻³	Spear or Double Bladed Staff	<i>Two Handed, Spear is Throwing, Staff is Magelore</i>
Bowmen ⁴	Bow and 5 Arrows (Orange Packets)	<i>Arrows are AV0</i>
Throwing Darts ⁶	5 Throwing Darts (Grey Packets)	<i>AV0, <u>Throwing only</u> (Only usable by Amazons)</i>
Mage's Gear ⁷	Rod and Wand	<i>Rod and Wand are Magelore</i>
Javelinere ⁸	Javelin and Throwing Axe	<i>Hand Axe is Armor Piercing, both are Throwing</i>
Net & Dagger ⁹	Net Packet and Dagger	<i>Dagger is Throwing. Net Immobilizes and player can't deal damage for a 20 count or until someone <u>else</u> removes it.</i>
Soldier ¹⁰	Large Shield and Short Sword	
Footman ¹¹	War Hammer	<i>Hammer is Armor Piercing.</i>
Shieldman ¹²	Tower Shield and Dagger	<i>Dagger is Throwing</i>
Berseker ¹³	Rod and Short Sword	<i>Rod is Magelore.</i>
Duelist ¹⁴	Broadsword and Dagger	<i>Dagger is Throwing</i>
Infantry ¹⁵	Longsword	
Bushi ¹⁶	Katana	
Rogue ¹⁷	Ninjatu and Jitte	<i>Jitte is Throwing</i>
Ronin ¹⁸	Wakizashi and Ninjatu	
Franciscan ¹⁹	Broadsword and Short Sword	
Axe ²⁰	Tall Axe	<i>Armor Piercing</i>
Longflail ²¹	Longflail	
Adventuring Kit ²³	Bag, Cloak, Rope, Torch	<i>Used torches replaced for free</i>

Body Armor

Body Armor affects combat by modifying *where* a person can be hit in order to wound them. We don't use real armor, as that would be expensive and unsafe. Instead we use colored sashes to show which kind of armor we are wearing.

Each level of armor protects increasingly larger areas of your body, called **Zones**. Any attacks that hit in the protected zones do not deal damage to you. Instead, your enemy must hit you in an unprotected zone *or* use an AV0 attack to cut through armor. Different armors protect you as below (see the Armor Zone Chart).
(If you ever have bonus AV, wear the sash for your **total** AV, not for the item you are using!)

Leather Armor (green sash - AV 1) - Protects both arms up to the elbow and both legs up to the knee. (Zones 0-1)

Chain Mail (yellow sash - AV 2) - Protects arms up to the shoulder and legs up to the waist. (Zones 0-2)

Half Plate (red sash - AV 3) - Protects the limbs and the upper torso (Zones 0-3) Only vulnerable in the belly, hips, and lower back

Full Plate (blue sash - AV 4) - Protects all of the limbs and body (Zones 0-4) except for the belly (the Open Zone).

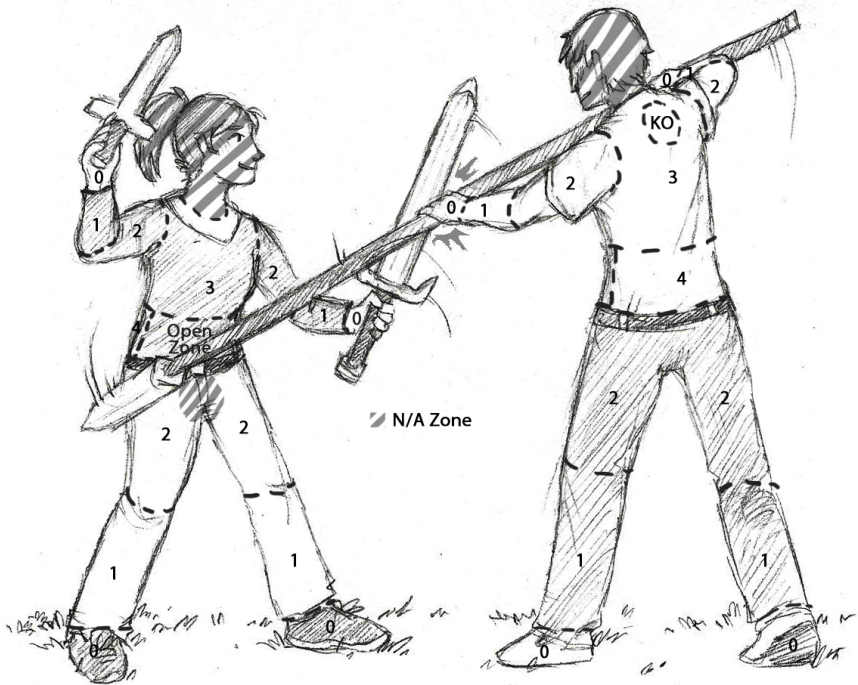
Helm (grey mask) - Doesn't armor a zone of your body. Instead it is worn on the head and protects the wearer from Knock Out,

Armor

Item	Equipment	Notes	Price
Helm ²⁴	Helm Mask	Protects from Knockout	10g
Leather Armor ²⁵	Green Sash	Armors zones 0-1	10g
Chain Mail ²⁶	Yellow Sash	Armors zones 0-2	20g
Half Plate ²⁷	Red Sash	Armors zones 0-3	40g
Full Plate ²⁸	Blue Sash	Armors zones 0-4	80g

Note: The Open Zone is always unarmored!

The Armor Zones



AV1 : Leather



AV2 : Chainmail



AV3 : Half Plate



AV4 : Full Plate

Home Made Items & Costume

FanWar encourages people to make their own items for the game. Whether it is a simple sword, a beautiful costume, a detailed piece of armor, or a weapon no one has ever imagined, we want kids to be using their own creative energy to make their ideas a reality. If you plan to bring your own items from home, you will need to follow the guidelines below.

- 1. Safety** - If you bring your own items, they must first pass a **safety check** by a GM who will inspect them for any possible hazards. If anything seems even a little unsafe, it will not be allowed in the game. LARP is very active! Even something safe to wear as a costume can be dangerous when used in a combat-like situation. If your items pass safety, you *and only you* are allowed to use them in the game. Weapons are approved for particular people; just because you are approved to use an item doesn't mean your friend is too.
- 2. Possession** - Your items stay with you. If you are in a Battle League, this means you can use your items instead of a standard equipment set. If you are in a Character League you get the items in addition to any equipment sets your character already owns. These items are considered a gift from your family or friends. You are not allowed to trade or sell them. If you lose them they cannot be used again until the next session.



Weapons

Any weapons you make will function exactly as the version in the game. If you make an Axe, you can mark it with yellow tape to show it's Armor Piercing. If something you make is throwing, you mark it with a green stripe. If you're not sure what class of weapon your item belongs in, ask your GM.

If you have any questions on how to build good LARP weapons, ask any of the many experienced builders at our events or check out www.fanwar.com or our video guides at our youtube channel:

<https://www.youtube.com/user/FantasyWarplay>



Armor

In the case of armor, we do not allow people to simply bring a blue sash and have free full plate mail! The only types of armor we allow people to bring are costume pieces that look like traditional armor (like platemail made of foam or knitted faux chainmail) or realistic armor made of heavier materials, like actual leather or metal armors.

Like with personal weapons, if you want to use your own personal armor in the game, check with a GM to safety check it and find out what it will count as in-game. Your GM will also let you know if your armor counts as “realistic armor” or just costume armor. With either type, you will then allowed to use a corresponding armor sash that relates to the type of armor you brought. For

example, a full knit “chainmail” shirt will usually be considered AV2. The same rules for owning weapons apply to a character owning armor.

Because realistic armor weighs down the wearer and is harder to use then a simple sash, these items both give you the relevant AV *and* have the added benefit of giving the wearer protection from missile weapons (as Resistance to Missile Weapons) in any area the real armor physically covers. Handy for a melee fighter looking to close the gap against ranged enemies! The photo above is an example of realistic leather armor.

Costume

Used mostly in the Character Leagues, but fun in Battle as well, costumes add flavor to the game. If you dress up or bring LARP safe props to use such as foam torches, hammers, and tools, you gain benefits in the game.

Usually, for each unique item you bring and use your character gains a +1 to their effective level in a Craft that relates to your costume. If you wear a chef’s hat, you gain a +1 bonus in Chef. But if you dress up in court garb, you gain a +1 bonus in Courtier, for each piece of costume you are wearing.





Characters

Playing a Character

LARP is a role playing game, which means that it is mostly about drama and acting. People often focus on the battles, which are very fun, but they are not all that our game is about. Our LARP is about being a character in a story and deciding what they will do, say, think, and how they will impact the world.



To get an idea of how your character thinks and acts, you will need to consider what's going on in their mind, which is determined by your character's World Window. A World Window is the way a person has grown up seeing the world and the attitude with which they perceive everything in it. Everyone looks at the world a little differently, just like looking out a real window. Because we all grew up with different lives, each of the things that happened to us has affected the kind of window we look at the world through.

When you are making your character's World Window, there are many things to consider. Some of these things have to do with mechanical aspects of your character, such as what species they are or what Trade/Craft they do for a living. These things will impact not just a character's skillset but also their disposition. Some of these things are not based in game rules and mechanics, but instead in your imagination: what they like and don't like, what kind of life they had growing up, or how they talk and move. Just like a real person is much more than how well they perform on a math test or what musical instrument they play, your character should be much more than just what skills they pick up from the rules!

World Window for Game Mechanics

Below are some of the things that might affect your character's World Window, and thus the way they will act:

➤ Species

Species can also have a big impact on your character's World Window. It affects the culture they probably grew up in and thus the beliefs, values, and expectations they have developed. It also affects their perception of the world – an inn room built for humans is going to look very big and mis-sized to a hobbit, and a centaur may find it difficult to make use of the chairs! Keep these things in mind as well as you play your character.

➤ Alignment

Alignment is a quick reference for what your character's morals and beliefs about ethics are – what they think is right and wrong. It can be used as a guide for how your character might act in a difficult situation. Alignment is very helpful for knowing the core of your characters behavior and also for playing monsters. Note that alignment is only a basic description of your character's morals; most people's morals are more complicated than this.

➤ Backstory

When you roll on the backstory tables, consider what kind of impact the backstory you end up with has had on your character. Backstory events and characteristics are things that have had a big effect on your World Window and have stuck fast. Some backstories are easy and already have behavior quirks, such as being cowardly to living beings. Others take more thought. If your character's backstory gives them iceball, it might mean that they are a cold-hearted person; or it could mean that they like to take a moment to think before acting instead.

➤ Classes

Each class has a style and a behavior that it brings out in people. If you're being a Thief, then you are probably not charging into battle, but being more sneaky. If you're playing a Barbarian, you're probably going to rush into things and not ask too many questions. You can find descriptions of each class's personality in the class section, and decide which of those traits might show up in your character. No two thieves are exactly the same, after all!

Remember that your character's World Window can change over time. If your character believes that Orks are evil and dumb, they can change that prejudice over time as they begin to see more and more Orks who are friendly and clever. Everyone has the potential to change, but it is always hard work, so don't worry if your character seems to be heading for trouble. Just like the greatest movies and plays, it is the characters with the most interesting personalities we remember and tell stories about for years to come - not the ones who just seem the most powerful.

World Window for Roleplaying

Below are some things to consider when thinking about who your character is. They are only a starting point; you might take some time to think about the big things that make you who you are, and how your character might be similar or different!

➤ **Physical Description**

One thing to consider is what your character looks like. If your character is a hobbit, she is going to be short; but she could be just over two feet tall – short even by hobbit standards – or closer to three feet, which would make her very tall for a hobbit! You can also think about what kind and color of hair, eyes, and skin your character has; if they have any markings, like scars or tattoos or birthmarks; and what kind of build they have (light, heavy, muscular, bony, and so on).

➤ **Personality**

Personality is very important to consider when making a character. This includes things like your character's attitude – just because your character is a dwarf doesn't mean she can't also be gentle and friendly! It also includes things like your character's preferences: what she likes and doesn't like, what her strengths and weaknesses are, and what she is afraid of. Flaws are just as important as strengths in a character – nobody's perfect, after all.

➤ **Life History**

Characters don't just appear out of thin air in the world the day you make them. Before they were an adventurer they had a family and grew up someplace in the world. Consider the impact their childhood had on them. Did your character like her family? Was she the youngest child, or did she have no siblings at all? Maybe she grew up in Amir, and learned to be very boisterous and friendly; or maybe she grew up in Temnor and learned to be sly and private.

➤ **Walk, Talk, and Dress**

Once you have a good sense of who your character is, it's good to think about how that comes across. If your character is from a foreign nation, you might talk in an accent to show that. If your character is quiet or subtle, you could show this by taking careful, tidy steps; but if they are brash and bold, you might show this by stomping around everywhere! Also think about costuming for your character. If you wear certain pieces of costuming for certain characters then you can express something about your character, and people will be able to tell your characters apart more easily.

Lastly, be sure to give your character a name as well. Real people have names, and other characters will need to know what to call your character! It can be something as simple as Jane or Conan or something complicated and full of meaning like Embarcarious Petrafloutous of Pinnacle.



Character Creation

Creating a Character

As you are creating your character, think about who they are as a person. What they are like, what they care about, their goals, dreams, and fears. If you play your character more like a believable person, the game will be that much richer for you and everyone else.



Every new character needs several things, which you will find laid out for you in the next several pages. First, you need to pick a Species to play as and choose an alignment and personality for your character. This will probably be informed by your character's history and their Backstory (if you roll for one). Next, you will choose a Trade for your character, something they do for a living when they *aren't* out adventuring! Lastly, you'll want to spend your starting gold on some equipment.

Your character begins as a Journeyman at level 1, but as she gains experience and levels, you will have the opportunity to specialize your Trade and choose a specific Craft at level 3, and at level 6 you will be ready to choose a Class to enter. Classes are where characters get most of their powerful skills and spells, and are discussed in the next chapter.

- **Level 1:** Species, Name, Backstory, Alignment, Trade, Starting Gear.
- **Level 3:** Specialize in a Craft
- **Level 6:** Choose First Class

Playable Species

To make a character, you first must select your species. While characters of any species have just as much potential to excel at whatever they choose to do, each one has unique advantages and disadvantages as well as a different culture in the game world. All of these factors will influence who your character is and how you roleplay as them. The stats for the five major species in the world are on the following page.



Humans

Size: 3 **Lifespan: 100 years (Adult at 20)**

Looks: As humans in the real world, with all their variability.

Abilities: **No innate drawbacks or disadvantages!**

Notes: Humans are found everywhere, and will find it easy to fit in no matter where they go. They have many diverse cultures and habits.

Dwarves

Size: 2 **Lifespan: 500 years (Adult at 100)**

Looks: Stocky, sturdy build with thick hair and beards, 3-4 feet tall.

Abilities: **Sense Secret Doors/Traps, Talented Blacksmith or Stonemason or Miner (choose one), Thick Skull (gain insanities at +1 severity).**

Notes: Dwarves have a temperament like rock: stoic, stubborn, and set in their ways. They tend to be gruff, but not necessarily unkind.

Hobbits

Size: 1 **Lifespan: 135 years (Adult at 25)**

Looks: 2-3 feet tall with slightly pointed ears, usually curly hair, and hairy feet.

Abilities: **Instant Search, Low Strength.**

Notes: Hobbits tend to be cheerful and happy-go-lucky. They often value simple pleasures – food, friends, and comfort – over great glory.

Centaurs

Size: 4 **Lifespan: 75 years (Adult at 12)**

Looks: Upper body of a human with the body of a horse from the waist down.

Abilities: **Strength, Fast.**

Notes: Centaurs are nomadic, energetic, and adventurous. They tend to prefer taking action over waiting for long discussions.

Elves

Size: 3 **Lifespan: Infinite (Adult at 100)**

Looks: Lithe or willowy build with pointed ears and four fingers and toes.

Abilities: **Immune to Mental Effects, Thin Soul (+5 deathbag stones/pull).**

Notes: Elves have both the patience and the aloof disposition that comes with a long lifespan. They value the natural world highly.

Backstories

Backstory can either refer to your character's personal history or a set of mechanical abilities and flaws that will affect your character's history; in this section, we mean the latter. Many characters have special skills they learned in their past, secret powers, or odd behavior which makes them stand out.

The following charts will give your character abilities, but you will have to weave the pieces together into a workable story for your character. If your character's backstory gives her talented innkeeper but she has to go on all town missions, maybe she was adopted by an innkeeper as a helper, or maybe she has a history of helping out law enforcement around town. Think about why your character has her abilities, not just what they are!

There are different types of charts to roll on, each with its own flavor of backstory. You can choose whichever kind of background you wish to color your character with. Pick one of the following charts to roll on. You may choose to roll on the whole chart, or just the sub-table you are more interested in. If you choose to roll, ask your GM for their backstory charts which will be found in their source book. Backstories might be different between worlds!

1. Simple Backstories (*Sub-Tables: None*)

This table is primarily for players new to the game – people who have been playing for a year or less.

2. Combat Backstories (*Sub-Tables: Offense and Defensive*)

Backstories on this table are geared towards abilities that show up in combat situations and during a fight.

3. Scholarly Skills Backstories (*Sub-Tables: Trades and Magic*)

Backstories on this table are geared towards abilities that show up in roleplay situations or during strategy or puzzle-solving moments.

4. Mental Backstories (*Sub-Tables: Insanities and Personality*)

Backstories on this table are meant to have a greater affect on your character's personality and how they perceive the world.

5. Mysterious Backstories (*Sub-Tables: Origins and Secrets*)

Backstories on this table are meant to give your character a mystery to work out, or something unusual about their heritage.

6. Mutations Backstories (*Sub-Tables: None*)

Backstories on this table are meant to change something big about your character, much like how many superheroes get their powers.

You may, of course, choose not to roll a backstory at all, if you prefer. If you do this, be sure to come up with a history for your character, but keep in mind that while it should color and enrich your character, it may not directly affect the game in the same way as a rolled backstory might!

Alignment

Next you need to choose your character's alignment, or what their ethics and morals are. In Fantasy Warplay every sentient being has an alignment that influences how that character sees the world and how they treat others etc. We use alignments common to many RP systems, so if you are familiar with them you will know how to play your character. In not, below is a reference for new players. Alignments fall into a place along two axes: Good vs Evil and Lawful vs. Chaotic.

Lawful Good <i>Believes in compassion, honor and duty. Does their best to always uphold the law and protect the well-being of others.</i> ex: Superman, Wonderwoman	Neutral Good <i>Follows their conscience and helps others. Will respect the law, but doesn't always feel compelled to follow it.</i> ex: Katara, Bilbo Baggins.	Chaotic Good <i>Favors change for the greater good, values freedom over order. Will break the law to do what they feel is right.</i> ex: Robin Hood, Katniss Everdeen
Lawful Neutral <i>Strong belief in order, duty, tradition and upholding the law over all. Often judges or monks.</i> ex: Lin Beifong, Thorin Oakenshield	True Neutral <i>Undecided between beliefs, committed to the idea of balance in all things, or maybe just selfish and self-interested.</i> ex: Black Widow, Han Solo	Chaotic Neutral <i>An individualist who doesn't care about other's ideas of good or evil, shirks the law, does what suits them.</i> ex: Cpt. Jack Sparrow, Catwoman
Lawful Evil <i>Believes in obedience and well-ordered systems, doesn't care about others' rights, will hurt others to get what they want.</i> ex: Darth Vader, Dolores Umbridge	Neutral Evil <i>Selfish, has no qualms about hurting others or betraying allies for their own gain, if they can get away with it.</i> ex: Maleficent, Cpt. Hook	Chaotic Evil <i>No respect for rules or the lives of others. Sadistic and usually violent or cruel for their own enjoyment.</i> ex: The Joker, Bellatrix Lestrange

Note: In most Junior League games, player characters are not allowed to be Evil or Chaotic Neutral (the shaded boxes). You may be asked to play monsters with these alignments however, so it's important to be familiar with them as well!

These alignments are meant to describe how your character acts. They are a rough description only – real people are much more complicated than just this! Choose the one that best fits your character; it may change over time as your character grows and changes, of course, just like her personality may change too. Please note that if you are not acting out the alignment your character is, the GM may choose to change your character's alignment for you to reflect the actions they have taken. If you are acting your character out in an evil manner this may make your character unplayable, and you will have to make a new one!

Trades & Crafts

Just like a class, you choose your tradecraft five levels (one rank) at a time. Every five levels (at 6, 11, 16, etc) you have the option to either continue putting levels into your existing tradecraft, or to begin working your way up in a new one. Some tradecrafts are useful skills while on missions (like Tracking) and others have more useful roleplay benefits (like Innkeeper). All of them have the mechanical effect listed below, but can be used in other creative ways as well. When used against another player, the tradecraft is played "to hit"; your level in the craft has to be higher than the other player's total level, or else it won't work at all.

Crafts are divided into four categories called **Trades** (see chart below).

Artisan

Craft items worth up to 2x your level for ½ cost.

- **Blacksmith** - Forge armor, weapons, & other metal goods.
- **Carpenter or Mason** - Build & repair wood/stone objects.
- **Tailor** - Sew & repair clothing and other cloth items.
- **Fine Arts** - Choose an art: create works of art at your level in quality.
- **Locksmith** - Assemble (and pick!) locks.
- **Shipwright & Sailor** - Build ships. Can sail up to your level in moves from shore.
- **Chef** - Prepare food, can bring and sell food and drink at events.

Mediator

Social skills to impress or coerce by your level.

- **Courtier** - Other person will not attack you for a 20 count, as long as you interact with them.
- **Peacekeeper** - Know if players your level or less are lying.
- **Gambler** - If you lose your gamble, you lose half of your wager instead of all of it.
- **Trader** - You can trade as if the @ were the same lvl as your trader lvl.
- **Innkeeper** - Find people in town 2x your level or less. Know of extra missions.
- **Enforcer** - Other person becomes cowardly to you for a 20 count.
- **Performing Arts** - Choose an art: Impress/distract players your level or less.

Scholar

Knowledge of your field based on your level.

- **Scribe** - Speak, read, and write one language per level. Fluent at five levels.
- **Historian** - Research past events and identify items up to your level.
- **Messenger** - Remember words written/heard equal to your level.
- **Diplomat** - Legally represent others. Acts as courtier for political situations.
- **Teacher** - Train other players in class ranks up to your teacher lvl at ½ cost.
- **Priest** - Tend shrines. Ask questions of the divine 3%/level chance of an answer.
- **Cartographer** - Read and make maps.

Survivalist

Find and use resources, survive off the land.

- **Tracker** - Find your way in the wild, follow or evade people your level or less.
- **Hunter** - Trap/hunt animals for food and hides, know which parts are good to use.
- **Miner** - Find your way in/out of caves/dungeons, know valuable minerals.
- **Herbalist** - Gather herbs and prepare herbal remedies worth up to 2x your level.
- **Area Searcher** - Can search areas for hidden objects or hide objects yourself.
- **Animal Tamer** - Tame one animal type per 5 tamer lvls, max BR up to your lvl in trainer.
- **Farmer** - Grow and tend crops/gardens to produce food. Know edible plants.

Starting Equipment

You receive 10 gold pieces to equip your character. You can use the money to buy any one of the Basic Equipment Sets to start out with (or save it if you'd prefer, but your character will start without weapons). The equipment sets are listed in the Basic Rules and each one costs 10 gold. Remember: your equipment does not determine your class. Any class can use any kind of equipment. As you get more money you can also buy several equipment sets to mix-and-match with your friends or just keep it all for yourself!

Creann & Nym - Examples of Character Creation

Creann's player is interested in playing a Thief, so he has decided to make a True Neutral Human. He has chosen the Craft Mediator, as he is planning on becoming an Innkeeper, to help him find targets and useful contacts. Creann feels like the sneaky sort, so he bought the Rogue equipment set to start out.

Nym's player decided she wants to play a Hobbit because she thinks it will be a fun species to roleplay as. She sees Nym as a helpful but independent person, and so she chose Chaotic Good for Nym's alignment. She decides Nym is smart and curious, so she took Scholar as Nym's Craft. Finally, she wants to fight with two weapons, so Nym bought the Berserker equipment set, then traded her club to a friend for a second short sword.



Rules for Character Play

Experience & Gaining Levels

As you play FanWar your character gains levels. Levels are a measurement of how much your character knows and how good she is at what she does. Your character starts at level one and will gain levels from there. For the first five levels you are called a Journeyman and you only get your Trade/Craft abilities. Once you get to level six a guild will be ready to take you on and you get to pick a class and learn new skills or spells. You can get more skills as you reach higher levels.

Levels are gained by time spent playing as your character and going out on missions. This time is measured in three hour play sessions called **sets**. Most events have two sets: a morning set and an afternoon set. In order to get their level for a set, a character has to have gone on at least one mission; if you baddie the entire set, your character will not gain a level for that set! As your character grows in level, it takes longer to gain new levels.

- **Levels 1-15:** Gain one level every 1 set (3 hrs)
- **Levels 16-20:** Gain a level every 2 sets (6 hrs)
- **Levels 21-25:** Gain a level every 3 sets (9 hrs)
- **Levels 26-30:** Gain a level every 4 sets (12 hrs)
- **Level 31-35:** Gain a level every 5 sets (15 hrs)
 - And so on...

There is no hard limit to what level your character can achieve, but characters are always retired after two years of play. After a character is retired they can only gain levels during the timejumps in between years, *not* during the season.

When you play a set, mark the date in the next gray box on your character sheet. Once *all* the sets next to a level are finished, your character is now *that* level (*ie. if all three sets next to 21 are marked off, that character is now level 21*). When you finish a level, don't forget to have your GM sign off on your character sheet!

GM	Level	Sets Played (Date)
X	1	---
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
	13	
	14	
	15	
	16	
	17	
	18	
	19	
	20	
	21	
	22	
	23	
	24	
	25	

Levels & Ranks

You will often hear the terms “level” and “rank” mentioned in the game in very similar contexts. However, they are not the same thing. A level is a measure of experience that your character has gained. It is frequently used in “skill checks” like rituals or tradecrafts – if someone’s level in courtier is higher than your experience level then you will be affected by it, but if your level is higher than their courtier level, you won’t be. Ranks are a measure of levels – one rank is equal to five levels. When you are a journeyman (levels 1-5) you start out at Rank 0. When you hit level 6, and every five levels after that, you gain an additional rank. At level 6 you’re Rank 1, at level 11 you’re Rank 2, at level 16 you’re Rank 3, and so on. These are highlighted on the level sheet to the left.



Magic Item Tiers

All magic items are rated by ‘tiers’ representing how difficult they are to use. Each character has a magic item tier limit equal to their Rank + 1. Thus Journeymen have a tier limit of 1; at Rank 1 in a class, your tier limit is 2; and so on. If your first class is a mage class, you get an additional +1 to your tier limit. You can only use items which are under your tier limit and can only use more than one item at once if their tiers add up to the same or less than your limit. See *Magic Items* for more information.

Mana & Mana Loss

Most creatures have two mana points to spend over the course of an encounter. Mana represents the mental energy, stamina, and willpower your character can draw on. Mana is spent to use some of the more powerful abilities, cast more complex spells, and sometimes to activate magical items. Spent mana can be restored after a short rest (usually between encounters), but your character must take care of themselves between adventures or they will begin to suffer penalties to their mana for every day they go without enough food or rest.

Some creatures, especially the more dangerous kinds of undead, can attack your mana instead of your HP, causing you to pass out at 0 mana. It is also possible to over-exert yourself and spend into negative mana. You can safely spend to 0 mana, but if you reach -1 mana you will pass out and become temporarily insane. This can be cured by sleeping a full night or with certain class skills. You die of mana loss if you ever reach -4 mana. If you die of mana loss or while temporarily insane, and then pick a black stone from the death bag, you will have a permanent insanity.

Death & Dying

There are many ways a character might die in FanWar. Remember: either reaching -4 HP (usually by taking damage while you're down) *or* -4 mana will mean your character has died. There are also a few effects that can kill a character outright! But don't worry, in FanWar death isn't the end and you still have options.

You may choose to have your spirit leave your body as a wisp and float slowly back toward town (or the nearest friendly Necromancer).

To do this, count to 20, then stand up with an open hand over your head (the gesture for Ethereal). Your spirit is now Ethereal, exists in a dreamlike state and cannot interact with their surroundings (including most other players). Leave all of your items on the ground where your "body" is and walk back to town. Don't worry, your items are still glued until a necromancer summons your body.



If you leave your body, you cannot be resurrected until a Necromancer has summoned your body with Summon the Dead. It is also possible that your body has been **ruined** by fire or other major damage, leaving you unable to be resurrected, even if your spirit is still in your remains. In this case, Summon the Dead can also reconstruct your body if it has been ruined or **destroyed**, such as by burning. After Summon the Dead is cast, any resurrection spell will work normally again.

There are many ways your character might be brought back to life, most of them magical spells. Some take a 10 minute ritual, but others happen instantly during a fight! If you think your friends can save you, wait in your body for a while and give them a chance to save you. If nothing else, if they are still standing at the end of the encounter, they will likely be able to resurrect you before the next one so that you can continue on with the mission.

However, just because resurrection is possible, that doesn't mean that death has *no* cost! Any time you have died, you must pull from the deathbag before you re-enter the inn in order to determine your character's fate. This may affect what your character remembers about the mission, so it's very important to make sure you do it.

The Death Bag

While resurrection is possible, every time a character dies there is the risk that it will be permanent. Every time your character dies they gain a Death added to their spirit, which signifies the weight of the afterlife pulling them towards the eternal. If you die during a mission, at the end of it you must pull from the Death Bag before you return to the inn. Once you have pulled and checked the effects from it, you may join other players in the inn.

The death bag has 20 White stones, 10 Red stones, and 3 Black stones in it. When you die, you must pull out 10 stones from the Death Bag, *plus* one for every death past the first since you last pulled. What happens to you is as follows

- **All White Stones:** you suffer no ill effects.
- **One Black Stone:** you lose the memory of how you died.
- **Two Black Stones:** you lose a whole level.
- **Three Black Stones:** "Death Comes", your character is permanently dead.

The Red stones represent the chance that a deity will want to save you if you PD; the more stones, the stronger the intervention. See Divine Intervention & The Red Stones for more information.

Aging

While adventurers tend to stay fit well into their later years, everyone eventually does grow old. When a character nears the end of the normal lifespan for their species they will have a harder time dealing with the rigors of a life spent traveling and fighting. While most characters retire before they get too old, it may be important to know the effects age has had on a character.

Once a character has reached 80% of their species' lifespan, age starts to factor their health and resurrection chances. To represent this, your character will be at -1 Mana, and have a Thin Soul - meaning that they add +5 stones every time they pull. At 90% of their maximum lifespan, they will be at -1 HP *and* -1 more Mana (-1/-2 overall) and will now have a Frail Soul - they must add +10 stones to each deathbag pull.

Once a character has reached their maximum lifespan, *any* pull from the death bag will result in permanent death, and they automatically pass on if they die.



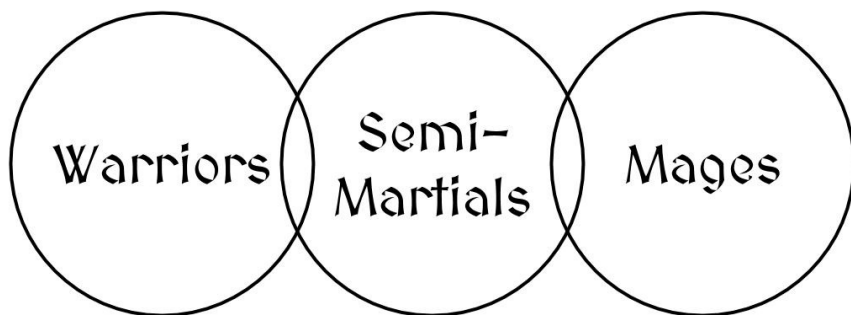


The Classes

Entering a Class

Upon reaching 6th Level, your character is no longer a Journeyman, and may join a class. There are fifteen classes split into three groups: Warriors, Semi-Martials, and Mages. **Warriors** are combat experts who prefer a practical approach. They expect to fight and take it head-on, depending on skill at arms and heavy armor. **Mages** are more idealistic and focus on exploring and mastering the arcane. They wield powerful spells when caught up in combat, but are vulnerable and unable to wear any armor. The **Semi-Martials** are individualists who tend to be hard to pin down. They can hold their own in a fight, but prefer to be flexible and take their own approach to situations. They are the only ones who can overlap with the other two types, creating novel skill-sets for themselves.

Later on you will have the option to join additional classes. Warriors cannot also become Mages, nor the other way around. Semi-Martials can become Warriors or Mages (but *not* both!). This diagram is useful in understanding the system:



Guilds & Training

Each class is a set of skills taught by a specific guild. When you join a class, you are also joining that guild. As described above, level 6 is your first chance to enter a class, your character has gained enough experience to begin learning class skills or spells. Once you choose which class you want to learn, you must go to the local guild for the class and get trained. Training generally costs 20 gold for each rank and some time between missions to be taught skills or spells (you must see your GM to pick a class and pay the guild). Sometimes guilds may require other tasks or payment.

At level 6 is you have your first "open rank" which you can spend on training, and your character is considered to be spending the next few levels practicing their new abilities and finishing this rank. When you first join a class, you are **Rank 1** in that class and know all of the In and Out skills of that rank. Your next 4 levels are spent practicing in that class. Every 5 levels you finish your previous rank of training and get to choose new skills to spend your next open rank on (at levels 11, 16, 21, and so on).

You can spend your open ranks on a class you are already a member of to become **Rank 2** and learn higher level abilities in that class, or you can begin a new

class at Rank 1. Either way, your next 4 levels are committed again.

Once you *finish* Rank 2 in a class (completed all 5 levels of training for the second rank) you are considered a **Guildmaster** of that class (See The World - Guilds & Guild Privilege for more info). E.g. if you are level 15 and only trained in Barbarian so far, you would be both a Rank 2 Barbarian and a Guildmaster of the Barbarian Guild. At level 16 you could start a new class.

Max Armor

Each class has an armor restriction labeled as **Max Armor**. Some classes can use any armor, but others may only use lighter armors. Mages can not use armor at all! These restrictions do not keep you from *wearing* heavier armor; you could always slap it on if you really wanted to. However, while wearing that armor you would lose your ability to use *all* skills/spells from any classes you've trained in which have a lower armor limit than what you currently have on. For example: a mage *could* put on some plate mail and charge into battle *but* they cannot cast any of their spells while doing so!

This limit is on the armor you may *wear*, but not your *total* Armor Value. Some species have natural AV. When they put on armor, the two values stack for a better effect. For example, an Ork Barbarian (natural AV 1) could wear Chainmail (AV2) and have a *total* AV 3, equal to Half Plate which Barbarians can't wear. The Ork can still use their skills because they're only *wearing* Chainmail. The Ork should wear a red sash to show their *total* of AV3.



Calling Attacks

With the addition of special items and class skills/spells, we will sometimes have special attacks that do more than the usual 1 damage. In order to tell other player's what our attacks are doing, we use a system (inspired by NERO) where you state an attack's damage and any special modifiers in a simple, consistent format so players always know what part of the call means what. The format is below:

"Damage Amount, Zone, Damage Type"

First, we state the amount of **Damage** the attack will deal. Some abilities boost your damage up a bracket (from 1 to 5, or from 5 to 10). Class abilities can never boost damage over 10, but some monster abilities or other effects can!

Second, some abilities add **Zone** modifiers which change *where* on the body the attack can affect the target. This may make it easier or harder to get a hit that counts.

Finally, we state any **Damage Types** which change what *kind* of damage the attack deals, such as "Magic" or "Fire". Some types determine if an enemy takes the damage, some cause special effects when dealt to an enemy who is dropping or down. If an attack has more than one type, list them all at the end.

1. Damage Amount:

- **1, 5, 10, etc.** (Class abilities can't boost above 10)
- **Hack/Impale** - Instead of doing HP damage, these render the tagged body part (like an arm or leg) useless until it receives magical healing.
- **Deadly** - Some rare attacks deal "Deadly" damage. If you would take *any* damage from this attack, you take enough damage to die outright.

2. Zone:

- **AV0** - These attacks ignore the target's body armor (Armor Value = Zero) Arrows and other packets are always AV0.
- **UB** - Stands for *Unblockable*, these attacks deal their damage no matter where they hit, even on a weapon or shield! Sockballs are always UB
- **Vitals** - These attacks only work if they hit on the torso (zones 3-4 and the Open Zone). If the attack hits anywhere else, there is *no effect*!

3. Damage Types: (Some of the most common listed below)

"To-Hit" - tells an opponent *whether or not* to take the damage. Usually, but not always, based on what your weapon is made of.

- **Silver** - Dealt by silver weapons. Many undead don't take normal damage, but will take Silver or Magic damage. Silver damage is also effective against were-creatures.
- **Magic** - Dealt by spells and magic weapons. Some undead and magical creatures only take Magic damage.
- **Morganti** - Almost everything takes Morganti. Any wound, damage, or death from Morganti is permanent!

"Special Effects" - these kinds of damage only apply if you are dropped or killed by them. Most of these effects can be cleared by getting a player up again. Getting up from magical healing would work, but many of these types of damage will stop magical healing, so you may need to use First Aid or Awaken. Other types of damage will clear on their own over time, and most of these will clear at the end of the encounter.

- **Holy** - Damage which makes undead resistant to all healing and most reanimation. Only Zombify will work, and this will raise the undead as a simple zombie. Once up, the Holy effect is cleared.
- **Terror** - Damage which makes a living player resistant to all *magical* healing. Only non-magical healing like First Aid or Awaken will work to get the player up. Once up, the Terror effect is cleared.
- **Fire** - If a player takes fire damage they are Burned (but *not* on fire! See Fire & Burning) This will stop many forms of passive self-healing, such as Regeneration. Any kind of healing from *another player* will work, and once up, the Burned effect is cleared.
- **Ice** - If a player is dropped by Ice damage, or takes Ice damage while down, they are immediately Frozen for a 20 count (as Ice Ball). Frozen players cannot be interacted with until they "thaw"

There are other Damage Types that exist in the game, but they are rare. There are also some other effects like "Warded" or "Poison" that don't quite fit into this formula but might be added on to the beginning or end of a call. All damage types are called on each attack; if you forget to call the damage type, then that attack didn't deal that kind of damage. As always, if you aren't sure what something in the game means, you're encouraged to ask! The player using the ability or your GM can explain and let you know what to do.

Creann is wielding a silver dagger. When he attacks he would call "**Silver**" so that his opponents know what type of damage they are taking from his attacks. Creann doesn't need to know if his opponents take silver or not, he simply calls it on every attack. The monsters will know if it matters for them or not. Since other players have no way to know the dagger is silver unless Creann says so, if he doesn't call it, the dagger won't deal Silver damage!

Nym is a Storm Mage and decides to cast her Lightning Ray. Just like attacking with a weapon, she calls out what her spell does, both as the magical incantation to cast the spell, and so that her opponents know what the effect is! Nym would say: "**With Lightning Ray I deal 5 AV0!**" In this case, the Magic type is omitted because *all* spells deal magic damage.

Skills & Spells

When You Can Use Your Abilities

Some abilities can only be used at certain times. Every class ability is tagged with either OC, BC, or IC to indicate *when* that ability may be used.. Those tags are explained below:

Out of Combat (OC) skills and spells usually take 10 minutes to perform, such as magical rituals or physically fortifying a defensive position. These skills generally must be done while there is *no* combat in the area at all. Sometimes OC rituals or skills are attempted during a fight, but the user will be unable to defend themselves and must complete the full 10 minutes uninterrupted (players can damage the user or tag them and call "Interrupt") or else the skill or spell fails.

Beyond Combat (BC) skills and spells must be called when you are *not* currently engaged in combat with an opponent. Either a battle must not have started yet, or if used during a battle then you must be out of striking distance and not actively being attacked by any opponents.

In Combat (IC) skills and spells may be called while engaging with an opponent in melee. For attack-type skills, make the call before or as you swing, but before you make contact, so that your opponent knows what kind of attack you are making and how to respond.



Skills & Spells: Passive vs. Called

Abilities can be either **passive** (something that is always true about your character once you learn it) or **called** (something you have to *choose* to use). These two terms are explained below:

Passive

A passive spell or skill is always "on" and has its effects regardless of whether the user wants it to or not. For example, a Barbarian with Magic Resistance is *always* resistant to spells, even when they might like to be healed by a Medicine Ball! They do not need to say that they are choosing to resist spells, they simply always are. A few passive abilities have a called part of them, such as Flying. An Amazon with Flying can always glide over low obstacles like water, but must *choose* to call "Soaring" if they wish to fly up out of reach.

Called

Most active skills require a call to use them. This is so that other players will know what you are doing and how to react to it. Any class skill with a call will list that call along with the rules for the skill. If you don't make a required call (and gesture), the skill is not activated or isn't successfully used. All calls are known in game – if you call a skill, other players around you know that skill was called.

In FanWar, we try to make our calls include a brief reminder of the skill's effect in case you are fighting a new player or your opponent has never heard of your skill before. For example, a Ranger using Snare would call "Snare, I bind your leg!" so that their target knows they cannot move the tagged leg.

Counting Time

Some abilities require you to count out a certain amount of time: either how long they take to work or long they are active for. Usually this is what's called a "20 Count". Just like with First Aid, you must count slowly enough to say each number out loud and clearly (at least a half a second per count). We don't require you to count out *full* seconds, but we will tell you if you are counting too fast!

There are two different ways we count to 20. The first you will be listed as "**in** (or after) **a count to 20**". This kind of count is the time it takes a player to go through the motions of the called ability they are using. The player may stop mid-count to perform a different ability if they need to, but must start again from the beginning once they resume. The other kind will be listed as "**in a 20 count**". This kind of count is passive, and you can use other abilities while it is going on without interrupting your count. This will often be the duration of a skill used on you.

Invoking

Many called skills or spells also require you to make a gesture as part of their cost. Some skills tell you to **Invoke**. This means you must raise your *hand* in the air *over your head* and call "Invoke!" before you make the call for the skill. If the skill requires it then the hand you raise must be holding a certain item, listed with the

skill. If you don't have the item or don't Invoke it, the skill doesn't work. For abilities like Armor Piercing, you must Invoke the item you're attacking with.

Some spells also require you to hold up an item. For spells you must **invoke**, which means holding up any magelore item. Like with convoking, if you don't make the gesture, the spell fails. Unlike skills, which require a specific item, you can use *any* magelore item to invoke. You still must raise your actual hand, with the magelore, over your head. See Special Items for more information on magelore.

If a magic item or blessing gives you an ability or the ability is innate, then unless stated otherwise you may invoke with anything or an empty hand!

Incants

Just like with skills, spells have calls as well. In the case of spells, these calls are important as reminders for the effect of the ability, but also represent the words of the magical incantation a mage must make to actually cast their spell. It is important to always say the whole spell completely and correctly or else the spell fails and has no effect. For high-level mages dabbling with Elder Sorcery, a failed or incorrect incant could even cause a disastrous miscast!

Spell Deliveries & Spellstones

All spells require a delivery to take effect on their target. Some spells require you to tag a player; some affect everything in an entire area. Missile spells take effect at range, but also require a specific prop to cast them: a **spellstone**. Spellstones can be Rays (small packets, always AV0), Balls (larger sockballs, always UB), or occasionally something more exotic like a spellsphere (large balls that affect everything they touch for as long as they stay in-motion). Some spells can be blocked, while others can only be dodged. The basic types of spell deliveries found among class spells can be found in the Elder Sorcery section. In general, spells cannot be boosted except by other spells designed to do so, and spells cannot be used to deliver skills.

In all cases, to cast a missile spell, the mage must speak the incant aloud, then throw the stone and attempt to hit their target. A spellstone must hit the ground, then be retrieved by the mage before they can cast that spell again. *Only* the mage who cast the spell may ever interact with the spellstone, as it represents an insubstantial portion of the mage's energy. If the mage leaves their spellstones behind in an encounter after they leave, the spellstones will "refresh" when mana refreshes and be back for the next encounter.

Abilities Don't "Stack"

Having multiple copies of the same skill or spell (such as from your class *and* a magic item) doesn't do anything special, it just means there is more than one reason why your character has the ability. And if the the ability is Disabled, you can't use it from *any* source! For example: if your character has Fireball from their backstory, from a magic item, *and* from being a Flame Mage, you still *only* get to use one Fireball sockball and it still only does the same amount of damage. Having additional levels in a Tradecraft is different, they usually (but not always) *do* add up!



The Warrior Classes



Warriors are primarily fighters and can handle themselves well in heavy melee combat. Though they all have similar combat strength, they achieve different goals in battle in order to win their objective.

- Warriors cannot multi-class into any Mage classes.
- All Warriors gain Defensive Martial Arts, even if you didn't go Warrior first. See below:

Defensive Martial Arts - Wearing body armor

[Passive]

As long as you are wearing any body armor, your hands (arms zone 0) count as weapons that can't deal damage and your forearms (arms zones 0-1) and feet (legs zone 0) count as shields.





Barbarian

Max Armor: Chainmail

Restrictions: Non-Mages only

In Combat Skills

---RANK 1---

1) Threat - Tag (Weapon), Vitals

[IC, Called, Mental Effect]

Call "Threat - Vitals: run in Fear!" and tag a player in the vitals with your weapon to cause Fear on them. This means they must run *away from you* for a 20 count.

1) Hack - Strike, Limb, AV0

[IC, Called, Modifier]

Call "Hack AV0: your limb is useless." and strike a player's limb, the damaged limb is rendered useless until it receives magical healing. (*First Aid/Awaken won't heal Hacks, but most abilities that heal HP will.*)

---RANK 2---

2) Magic Resistance (Missile)

[Passive, Resistance, Primal]

You are resistant to all missile spells used on you (*even if you don't want to be - i.e. Medicine Ball won't heal you!*)

2) Missile Weapon Resistance

[Passive, Resistance, Primal]

You are resistant to all missile weapons.

Barbarian



Barbarian

Wild and savage. They distrust magic of all kinds and put their faith in themselves before others. Always at the front of a battle, barbarians love the sport of combat and don't like missile weapons. Not reliable as guards as they are too distractible and are rarely very intelligent. If you are a Barbarian be larger than life, brash, not too bright and stupidly brave.

Out of Combat Skills

---RANK 1---

1) Gladiator Skills

[Passive]

While in any Duel or staged battle (*gladiator fights, ceremonial battles, etc.*) you gain +1 HP. **Battle Training:** Hack - Any allies with you in a Duel or staged fight may pay 1 Mana at the beginning of the fight to gain Hack for that fight.

---RANK 2---

2) Advanced Smell

[IC/OC, Passive]

Can smell what type of creatures are within 30' and can tell the exact location of creatures within 10' if given at least a 20 count.

2) Barbarian Tracking

[OC, Passive, Resistance]

You can Track players at your level (Stacks with Tracking) and are resistant to Ambush.



Samurai

Max Armor: Full Plate

Restrictions: Can't use shields, Non-Mages only

In Combat Skills

---RANK 1---

1) Duel

[BC, Called, Spiritual]

Call "Duel: Advance and fight" and indicate an opponent within 15 feet. That player must advance and engage you in combat. No one else can interfere until one of you is unable to continue fighting, which ends the Duel. *(Duels can also be ended by either player if there is no combat and both players remain stationary for a 20 count.)*

1) Defy Death

[IC, Called, Resistance]

When you would fall unconscious or die, you may call "Defy Death" and instead remain conscious for a 20 count and are resistant to death and unconsciousness for this time. After the 20 count, you die!

(Defy Death prevents the damage that would have dropped you and causes your death at the end. Even if you don't die or you Regenerate, you still must pull for this death!)

---RANK 2---

2) Dueling Techniques - AV0, During Duels only, Invoke with chosen weapon

[IC, Called, Modifier]

Choose one weapon type: While in Duels you may call "Invoke: Dueling Techniques" to have your chosen weapon type be AV0 for you for the Duel.

2) Bow Out

[IC, Called, Spiritual]

Call "Bow Out: I refuse your Duel" to refuse or end any type of Duel. You may also refuse *parts* of a Duel by calling "Denied" when your opponent declares Duel Conditions.

Samurai



Honor-bound and honest to the core, Samurai are often judges and referees for duels as well as devoted warriors. Samurai prize the honor of their family above any sort of personal gain and thus strive for excellence in everything that they do. A true Samurai wins the battle before it has begun. Strategy and personal perfection are the Samurai's way. If you are a Samurai be calm, focused, well spoken and confident in yourself.

Out of Combat Skills

---RANK 1---

1) Resolve Conflict

[OC, Passive]

Can tell if a player is lying. Call "Resolve Conflict: Level {your level}" (stacks with peacekeeper) and if they are lower level than you, they must tell you if what they just said was a lie. If they are above your level, they can say they are not lying even if they were!

You can also work as Law Enforcement in town. While on duty you can give orders to all other classes.

---RANK 2---

2) Tea Ceremony - Ritual

[OC, Spiritual]

Perform a tea ceremony which grants all participants Resistance to insanity from being at negative mana. This can also be performed *before* an encounter to give that Resistance until the end of the encounter. Players still go unconscious from mana loss and die at -4 mana!



Veteran

Max Armor: Full Plate

Restrictions: Non-Mages only

In Combat Skills

---RANK 1---

1) Brace

[BC, Called, Prevention]

Call "Brace: reduce the next damage" and be stationary. As long as you remain stationary (in the original spot) the damage dealt to you by the next attack (only) is *reduced* by one damage bracket. (10 to 5 to 1 to 0)

1) Partner Awaken - Tag (Hand)

[IC, Called]

Before an encounter, choose an ally. In this encounter, you each may call "Awaken - Body" and tag the other player (*only*) to instantly Awaken them from unconsciousness.

---RANK 2---

2) Tumble

[IC, Called, Prevention]

When you would take damage, you may call "Tumble!" and be Knocked Back 3 steps *away* from your attacker, then Snared for a 20 count. (*Note: you cannot Tumble while Snared!*)

2) Unbreachability

[IC, Passive]

Armor Zones 0-2 count as shields for you if you are armored there. This means AV0 will not cut through your armor in those zones!

Veteran



Jaded and tough, these warriors act as if they have seen it all. Obviously they are not all seasoned warriors, but the training of a Veteran involves a great deal of time in battle, so even a first level Veteran has seen more action than other first level warriors. The strategy of the Veteran is to be an immovable wall, and hold the line. Veterans rely on defense in battle, always working to better ensure their protection, which is why they survive to be veterans. If you are a Veteran be jaded, unimpressed hard, and pessimistic.

Out of Combat Skills

---RANK 1---

1) Improvised Armor and Shields

[OC]

At the start of an encounter you can quickly use improvised/scavenged materials from the surroundings to make makeshift armor or shields (20 gold value per Rank in Veteran, see GM). Only basic items - nothing custom. These items are only usable for the encounter they are made for.

---RANK 2---

2) Fortify Area

[OC]

Can build defensive fortifications. **Battle Training:** Brace - As long as your allies are defending the area, they may pay 1 Mana to gain Brace for the encounter.



Knight

Max Armor: Full Plate

Restrictions: Non-Mages only

In Combat Skills

---RANK 1---

1) Knockback - Tag (Weapon)

[IC, Called]

Call "Knockback 3 - Body!" (IC) and tag the leg of a player with your weapon to make them take 3 steps backwards away from you.

1) Improved Strength - Invoke, AV0

[IC, Modifier]

You have **+1** to your effective size for Carrying. You also gain **Strength**: you can Carry with one hand, run while Carrying someone, and can wield two-handed items in one hand. You also have **Improved Armor Piercing**: Invoke with *any* weapon you use in *one* hand and you may call "AV0" on that strike.

---RANK 2---

2) Triumph - Damage Boost

[IC, Called, Modifier]

When you drop an opponent you may call "Triumph: Damage Boost!". The damage of your *next* attack with a weapon is boosted one damage bracket higher (1 to 5 to 10).

2) Giant Strength - Invoke, UB

[Skill Improvement - Improved Strength]

Your bonus to effective size for carrying is now **+2** and you have **Invoke Damage Boost**: Invoke a weapon in both hands to deal one damage bracket higher (cannot also be AV0 or UB). You also have **Boulder Throwing**: Invoke a boulder to throw it for 1 UB (Unblockable damage). *Note: boulders are Size 1 for carrying.*

Knight



The true glory seekers, knights are chivalrous to a point but have none of the Samurai's respect for battles. Knights are the weapon masters, well-armored but relying on their swift, powerful attacks and powerful strength to destroy their enemy before they can counter attack. Knights are the real behemoths of the battlefield, leading troops into the fray and slaughtering all they can. If you are a Knight be looking for glory, looking for the next powerful weapon.

Out of Combat Skills

---RANK 1---

1) Improvised Weapons

[OC]

At the start of an encounter you can quickly use improvised/scavenged materials from the surroundings to make makeshift weapons (10 gold value per Rank in Knight, see GM). Only basic items - nothing custom. These items are only usable for the encounter they are made for.

---RANK 2---

2) Military and Battle Training

[OC]

Can command players during war and train Men-at-arms in skills. **Battle Training:** Armor Piercing - As long as your allies are attacking an area, they may pay 1 Mana to gain Improved Armor Piercing for the encounter.



Paladin

Max Armor: Half Plate

Restrictions: Non-Mages only

In Combat Skills

---RANK 1---

1) Jumpstart Heal - Tag (Hand)

[IC, Called, Divine]

Call "Jumpstart Heal - Body" and tag a player with your hand. They count to 20 and then they are healed. You can also choose to deal 1 Holy damage to undead with this skill. *(Holy damage is resistant to healing and reanimating by Undead)*

1) Might Strike

[IC, Called, Divine]

Choose a weapon class: You may deal Holy damage with *all* attacks and Magic damage with your chosen weapon class. *(Holy damage is resistant to healing and reanimating by Undead).*

---RANK 2---

2) Spell Turning Shield

[IC, Resistance, Divine, Magic]

Your shield resists *and* always redirects all UB (Unblockable) attacks (the spell or attack is still "active"!)

2) Remove Charm & Resist Mental Effects

[IC, Resistance, Divine]

You may "Call Remove Charm - Body" and tag a player to remove all Charms and other mental control effects from them. You are also resistant to Mental Effects.

Paladin



The least martial of the warriors, their outlook on life is that of the combat medic, focusing on keeping others alive on the front lines. Paladins are often leaders, as their charismatic charm draws followers to them and everyone likes to have a healer on their side. Paladins see themselves as somewhat better than most others as they have magical powers that other warriors lack. Paladins usually have a strong guiding force in their life to help those in need and do what is right. If you are a Paladin be righteous, concerned for others, and take charge.

Out of Combat Skills

---RANK 1---

1) Divine Gift

[OC, Passive, Divine]

Your deity gifts you with an ability or power. (See GM) *Note: your deity chooses this, not you! It will usually be a skill or spell that fits your deity's domain(s) and does not change once set.*

---RANK 2---

2) Exorcism & Disenchant Rituals

[OC, Divine]

Can perform a ritual which keeps an undead from regenerating or reanimating for the duration. When the ritual is finished, if you are high enough level the undead is completely destroyed.

Can also perform a ritual on an item to Disenchant it, removing any magical properties and destroying the item, if you are high enough level.



The Semi-Martial Classes



Semi-Martials are classes that fill tactical or support roles in combat. Some are very skilled in close combat and have a variety of skills to achieve their aim, and others are more suited to fighting at range. All are classes that combine well with either Warriors or Mages, making Semi-Martials the most versatile class group.

- Semi-Martials have the advantage of reserving their choice to become either a Warrior *or* a Mage later in the game (but *not* both) and will gain the starting skill for whichever they choose (either Defensive Martial Arts *or* Staff Touch).





Assassin

Max Armor: Chainmail

Restrictions: Warriors and Mages

In Combat Skills

---RANK 1---

1) Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them. Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

1) Acrobatics

[IC, Called]

Can Climb buildings, trees, walls, etc. Stand next to a vertical object and call "Climbing", count to 5 and put your fist in the air *against* the object. You are out of reach as Soaring, but cannot leave that object without falling or climbing back down. Can also call "Leap" and be Flying (*but not Soaring*) for a 5 count, or Descend safely.

---RANK 2---

2) Weapons Mastery - AV0

[IC, Modifier]

Choose a class of weapons: You can use the chosen weapons to make AV0 attacks, which cut through body armor.

(The weapon classes are: Daggers, Swords, Specialty Swords, Impact, Pole-arms, Bows)

2) Slay - 1 Mana, Strike, Vitals

[IC, Called, Modifier]

You may call "Slay Vitals: I kill you!" and strike a player in the Vitals to kill them if you deal damage.

Assassin



Assassin

The shadiest of all the classes, assassins see life as expendable and unimportant. Even their own life is trivial, someone will kill them sooner or later. That's life. Life is short and thus assassins tend to get to the point quickly, literally. Some-what of a martial artist, there is something Zen about the assassin's way, not unlike the Samurai in that they have strong inner motivation, though care nothing for honor. Assassins try to increase hatred between people in the hopes of creating more job opportunities for themselves. If you're an Assassin, don't think twice about killing someone, care little for your own life and cut to the chase!

Out of Combat Skills

---RANK 1---

1) Hitman

[OC]

You can start encounters Hidden where your party enters the field (*see Hide in Thief*).

---RANK 2---

2) Careful Planning

[OC, Resistance]

Hitman can be used to start Hidden anywhere on the field. You are resistant to Ambush in towns.



Amazon

Max Armor: Half Plate

Restrictions: Warriors and Mages

In Combat Skills

---RANK 1---

1) Throwing Training - AV0

[IC, Modifier]

All thrown weapons are AV0 for you. You can use throwing darts.

1) Impale - Strike, Vitals

[IC, Called, Modifier]

Call "Impale Vitals" and if you damage a player in the torso (zones 3-4) on *that* strike they are rendered Immobile (*can not move either foot*) until they are healed.

---RANK 2---

2) Flying

[Passive, Primal]

You can fly and can move across areas marked as rivers, moats, etc. at will. You may also call "Soaring": count to 5 and hold your fist up. You are then out of range of all non-missile attacks, but also can't *use* any non-missile attacks or retrieve thrown or dropped items. To stop Soaring, call "Descending", count to 5 and drop your hand.

2) Whirlwind Aura - Descend, Invoke (tag the ground), Aura

[IC, Called, Primal]

Immediately after Descending from Soaring, you may tag the ground and call "Whirlwind Aura: Knockback 3, Awaken!" to Knockback and then Awaken all players within 10 feet.

Amazon



Amazon

People of the sea, they are never very comfortable far from a large body of water. Amazons are wanderers and like to be on the move. Amazons tend to be humble in that they understand that nature is greater than they are and respect it for that. Amazons come from a matriarchal tradition and thus have women as leaders more often than not. If you are an Amazon, crave water and sailing, go with the flow, keep on the move, and keep things ship shape.

Out of Combat Skills

---RANK 1---

1) Swimming

[Passive]

You can move normally on areas marked as water.

1) Corsair

[Passive]

You can sail ships.

1) Skill Share - Tag

[IC, Called]

At the start of an encounter, tag a player. They gain a copy of a class ability *you* have until end of encounter if it is the same Rank as them or lower. You may only have one skill shared to you at a time, and can only skill share standard class skills or spells. If you are sharing a variable ability (such as Pact), you share the variation of it that you have.

---RANK 2---

2) Cartographer

[OC]

Can make maps.

2) Sense Weather

[OC]

Can sense weather changes in your area.



Archer

Max Armor: Chainmail

Restrictions: Warriors and Mages

In Combat Skills

---RANK 1---

1) Crit Elite - Invoke, Stationary, Vitals

[IC, Called, Modifier]

You may be stationary, Invoke with a weapon, and call "Crit Elite" to deal Boosted Vitals on your *next* attack.

1) Multi-Shot & Archery Training

[IC]

Can fire up to 3 missile weapons at the same time. You don't need to touch the bowstring between shots and can also block attacks with a bow without needing to restring it.

---RANK 2---

2) Accuracy - Invoke, Stationary

[IC, Called, Magic]

Invoke, Call "Accuracy!" and be stationary (and use no attacks or abilities) while invoking and counting to 5. If you are not interrupted for the 5 count, then your next attack *only* is Warded (*Warded attacks cut through resistances*).

2) Energy Blast Arrow - Ball, UB

[IC, Called, Magic]

Call "Energy Blast: 1 UB" and throw an orange sockball. This sockball is always UB and deals Magic damage *but* also strikes as an arrow (it also counts as a weapon and can have damage etc. modified).

Archer



Archer

As precise and accurate as a well-crafted arrow, archers don't mess around. They prefer to keep their distance, as that is where they are the most effective, never letting anyone get too close to them. Archers are direct and focused and thus make the best guards. Ever vigilant, archers are always looking ahead as, if taken by surprise, they are easily killed. If you are playing an Archer be direct, and on target, sturdy and perhaps high strung, watchful of the future and of your back.

Out of Combat Skills

---RANK 1---

1) Improvised Arrows

[OC]

At the start of an encounter you can quickly use improvised/scavenged materials from the surroundings to make makeshift arrows (up to 10 arrows total, see GM). These arrows are only usable for the encounter they are made for.

---RANK 2---

2) Reflexes

[Passive]

Can catch missile weapons in mid-flight and are resistant to Disarm.

2) Watchman

[OC, Passive]

Can set up a watch on an area, while you are on guard there you have Scouting and Limited Spirit Guide (can see spirits only) , **Battle Training:** Scouting and Limited Spirit Guide - allies may pay 1 Mana to gain Scouting and Limited Spirit Guide for the encounter.



Thief

Max Armor: Chainmail

Restrictions: Warriors and Mages

In Combat Skills

---RANK 1---

1) Hide - Stationary, In Shade only

[BC, Called]

While in the shade, call "Hide" and count to 5. When you reach 5, you are Hidden and may put your open hand over your face to indicate you cannot be seen. This lasts until you move, attack, or take any other action.

1) Disable - Ray, AV0

[IC, Called, Magic]

Call "Disable: (name a skill or spell)" and throw a yellow packet. Anyone hit loses the named skill/spell until the end of the encounter. Until the end of the encounter, you may only use Disable to remove *that* skill/spell from players.

---RANK 2---

2) Stealth & Backstab - Vitals

[IC, Called, Modifier]

You can now move slowly while using Hide. You must walk heel-to-toe. You may also make a weaponed attack *from hiding* which is Vitals but boosted one damage bracket higher (1 to 5 to 10). Remember: *ANY* attack ends Hiding! Moving any faster than a heel-to-toe walk, or leaving the shade will also end Hiding!

2) Disarm - Tag (Weapon)

[IC, Called]

Call "Disarm - Arm" and tag the arm of a player (zones 0-2) with your weapon to make them drop whatever they are holding in that hand. Whatever they drop must hit the ground before it can be retrieved.

Thief



Almost as shady as the Assassin, a Thief is a bit more socially oriented and has a much greater care for her own life. Thieves are the flip side of the Samurai and tend to follow laws and tell the truth only if it serves their purpose. Always trying to make a profit, thieves are the businessmen of the world and will cheat you without blinking an eyelash, that is their job. If you are playing a thief, lie and make up stories, be ever watchful for a chance to search or loot and look for the profit angle, never doing anything for free.

Out of Combat Skills

---RANK 1---

1) Glue - Ritual

[OC]

Can perform a ritual to bind an item to one player's spirit. As long as that player holds the item or keeps it on their person (and their spirit remains in their body, even if they're dead), it cannot be taken from them (i.e. by Searching or Looting). If they throw or drop the item it can be picked up by anyone else, but if they retrieve the item it is still glued.

If the player's spirit leaves their body, once they are Summoned, any glued items become unglued and can be taken.

1) Unglue

[IC/OC, Called, Spiritual]

When searching people, you can find things after counting to 5! You can also take money and other small pocketable items from people even if they were Glued. You can spend 1 Mana and count to 20 per item to take Glued loot-ables (weapons, armor, etc.) from a player.

---RANK 2---

2) Lie

[OC/IC, Resistance]

You are resistant to effects that detect the truth or your motives. You may give whichever response you like to such abilities!



Ranger

Max Armor: Full Plate

Restrictions: Warriors and Mages

In Combat Skills

---RANK 1---

1) Endure

[IC, Prevention]

When you would take damage on a limb, you may call "Endure" to reduce it to a Hack of that limb instead of any other amount of damage. (*Hacked limbs are useless until the Hack receives magical healing.*)

1) Snare - Tag (Weapon)

[IC, Called]

Call "Snare - Leg: I bind your leg!" and tag a player's leg with your weapon. They cannot move that leg for a 20 count.

---RANK 2---

2) Spell Turning Weapons

[IC, Passive, Resistance, Primal, Magic]

Weapons you use block and redirect all UB (unblockable) attacks.

2) Avoid

[IC, Called, Prevention]

Call "Avoid" to prevent the effect of any skill used on you.

Ranger



Ranger

The true wanderer, they are a bit like Amazons of the land. Always on the move and scouting about, rangers never like to have much responsibility if they can help it and prefer to be on their own. Gritty and worn like old leather, these characters are unflinching and realistic at all times. If you are playing a Ranger, keep watch, seek solitude, long for the woods and be introspective.

Out of Combat Skills

---RANK 1---

1) Track

[Passive]

You can Track players at your level (Stacks with Tracking).

1) Scouting

[Passive]

You can see Hiding players.

---RANK 2---

2) Species Lore

[BC, Passive]

Can recognize different species (not undead) by sight. Must be within 15 feet of the player you are trying to species lore, and both you and the player must be beyond combat.

2) Hunting Party - Must have at least 10 party members

[OC/IC, Modifier]

Before a mission you can form a Hunting Party of yourself and at least 9 allies. Choose one creature type. For the duration of the mission you (*only*) can deal boosted damage with all attacks versus that specific type.





The Mage Classes

Mages wield powerful magical spells and each class has a different approach, but are generally all quite vulnerable in direct combat. Thus most mages prefer to hang back and cast at their enemies from afar or use their magic to control the flow of a battle while avoiding messy melees.

- If your *first* class is a Mage class, gain +1 to your magic item tier
- Mages cannot wear any armor as it disrupts their ability to cast. They can put armor on, but will lose all spells while wearing it. (does *not* include shields!)
- Mages cannot multi-class into any Warrior classes.
- All Mages gain Staff Touch, see below:

Staff Touch - Wielding a Mage Lore item

[Passive]

The end of any Mage Lore item you wield counts as your hand (can cast Touch Spells though them etc.) Mage Lore items also count as weapons for you (can deal damage with them).





Flame Mage

Max Armor: No Armor

Restrictions: Non-Warriors only

In Combat Skills

---RANK 1---

1) Flame Ray - Ray, AV0

[IC, Called, Spell, Magic]

Call "Flame Ray: I deal 5 AV0 Fire" and throw a red packet to deal 5 Fire damage.

1) Fireball - Ball, UB

[IC, Called, Spell, Magic]

Call "Fireball: I deal 5 UB Fire" and throw a red sockball to deal 5 Fire damage.

---RANK 2---

2) Flame Elder Sorcery - Rotators

[OC, Spell, Magic]

You may pick one of the spells below *or* create your own (See Flame Elder Sorcery - Words). Once you've mastered this class, you may rotate between these spells, having one Elder Sorcery spell from this class prepared at a time.

- **Crown of Flame:** *Burning Touch* - Invoke (a UB touch that does 1 magic fire damage) & *Inferno Aura* - 1 Mana, Invoke (deals 1 magic fire to all within 10 feet)
- **Self-Detonate:** A Ritual done on a player that causes the next standard missile spell cast on them to Detonate! That player calls "{Name of spell}: Aura!"
- **Bellows:** 1 Mana per encounter, Invoke, Stationary, call "Bellows" to boost the damage of your next attack spell. (If you move, Bellows is canceled)
- **Melting Grasp:** 1 Mana, Invoke, Call "Melting Grasp: I shatter your item" & tag an item to shatter it.
- **Fire Control & Resistance:** Your attacks deal Magic & Fire. You Resist Flame spells.

Flame Mage



Flame Mage

Fierce and brazen, these mages are always at war. The arms dealers of the world, their magic is completely focused on destruction and thus they seek to create bigger and better ways to blow things up. Passionate, wild and a bit chaotic, these mages like the mountains and underground spaces. If you are playing a Flame Mage be hot tempered, war-like, ready for battle, and consuming everything.

Out of Combat Skills

---RANK 1---

1) Mage Light

[Called, Spell, Magic]

Can create fire on your hand at will, call "Mage Light", your hand then counts as a torch (can be used to light things on fire and lights dark areas out to 10 feet). You can also perform a ritual to create a light on your hand that lights up dark areas out to 100 feet, which lasts until you turn it off.

---RANK 2---

2) Flame Elder Sorcery - Words

[OC, Spell, Magic]

You can create a spell of your own design with Elder Sorcery of this mage type (See GM) or choose a Rotator of this class to learn (See Flame Elder Sorcery - Rotators). Once you've mastered this class, you may rotate between these spells, having one Elder Sorcery spell from this class "prepared" at a time.

At Rank 2 in this class, you gain access to the **Flame Elder Sorcery Words** and one **Elder Sorcery spell slot**. You may use this slot and the Words for this class (and any other classes you have Elder Sorcery Words from) to create a custom spell. You have to talk to the Game Master to choose your Words and intent and then make a spell. The GM will roll to see how your spell comes out. You may only have one Elder Sorcery spell (either your spell or a rotator) prepared at a time, but can spend 10 minutes Out of Combat to switch between spells. If you chose a rotator to start with, you can still create your one spell, but must first master this class before you can rotate into your spell.



Storm Mage

Max Armor: No Armor

Restrictions: Non-Warriors Only

In Combat Skills

---RANK 1---

1) Lightning Ray - Ray, AV0

[IC, Called, Spell, Magic]

Call "Lightning Ray: I deal 5 AV0" and throw a blue packet to deal 5 damage.

1) Ice Ball - Ball, UB

[IC, Called, Spell, Magic]

Call "Ice Ball: I freeze you" and throw a blue sockball to freeze a player for a 20 count. *(Frozen players can't move, attack or take any other action. They also can't take damage or be affected by anything.)*

---RANK 2---

2) Storm Elder Sorcery - Rotators

[OC, Spell, Magic]

You may pick one of the spells below *or* create your own (See Storm Elder Sorcery - Words). Once you've mastered this class, you may rotate between these spells, having one Elder Sorcery spell from this class prepared at a time.

- **Crown of Ice: Shock Touch** - Invoke (a UB touch that freezes a player) & *Blizzard Aura* - 1 Mana, Invoke (Freeze all players within 10 feet)
- **Teleport & Missile Displace**: 1 Mana, Ritual, You can move a person to a studied location. Can displace to location of one of your thrown spells.
- **Spell Trigger**: Whenever you are dropped you get to cast one spell in response - call "Spell Trigger - " and then the normal incant.
- **Dispel Magic**: Invoke, Cancels any spell in 10 feet. Call "Dispel Magic:{spell}."
- **Effects Resistance**: You passively resist all skills (not spells) used on you *(even if you don't want to - i.e. Jumpstart Heal won't work on you!)*

Storm Mage



Storm Mage

The true wonder seeker, these mages are the philosophers of the world, always seeking out more knowledge and more wisdom. The Storm Mage is a logician, a tactical intellectual who prefers to neutralize opponents rather than destroy them. Often cold, the Storm Mage is also tumultuous and crafty. If you are playing a Storm Mage, be curious, hungry for information, always in the clouds, tricky and clever, eluding rather than confronting.

Out of Combat Skills

---RANK 1---

1) Identify - Ritual

[OC, Spell, Magic]

Can do a ritual to Identify objects and discover what they do and what their magical properties are.

---RANK 2---

2) Storm Elder Sorcery - Words

[OC, Spell, Magic]

You can create a spell of your own design with Elder Sorcery of this mage type (See GM) or choose a Rotator of this class to learn (See Storm Elder Sorcery - Rotators). Once you've mastered this class, you may rotate between these spells, having one Elder Sorcery spell from this class "prepared" at a time.

At Rank 2 in this class, you gain access to the **Storm Elder Sorcery Words** and one **Elder Sorcery spell slot**. You may use this slot and the Words for this class (and any other classes you have Elder Sorcery Words from) to create a custom spell. You have to talk to the Game Master to choose your Words and intent and then make a spell. The GM will roll to see how your spell comes out. You may only have one Elder Sorcery spell (either your spell or a rotator) prepared at a time, but can spend 10 minutes Out of Combat to switch between spells. If you chose a rotator to start with, you can still create your one spell, but must first master this class before you can rotate into your spell.



Life Mage

Max Armor: No Armor

Restrictions: Non-Warriors only

In Combat Skills

---RANK 1---

1) Light Ray - Ray, AV0

[IC, Called, Spell, Magic]

Call "Light Ray: You deal no damage for a 20 count." and throw a white packet. Anyone hit deals no damage for a 20 count. They can't wound anyone but can still *be* wounded!

1) Medicine Ball - Ball, UB

[IC, Called, Spell, Magic]

Call "Medicine Ball: I heal you" and throw a white sockball to heal anyone hit instantly. (Can be used to instead deal 5 damage to undead etc.)

---RANK 2---

2) Life Elder Sorcery - Rotators

[OC, Spell, Magic]

You may pick one of the spells below *or* create your own (See Life Elder Sorcery - Words). Once you've mastered this class, you may rotate between these spells, having one Elder Sorcery spell from this class prepared at a time.

- **Crown of Light:** *Light Touch* - Invoke (UB touch - anyone hit deals 0 damage for a 20 count) & *Light Aura* - 1 Mana, Invoke (All players within 10 feet deal 0 damage for a 20 count)
- **Healing Touch & Cure Illness:** UB touch to heal 1HP in a 20 count & cleanse poisons. Ritual to cure minor-moderate diseases or mental illnesses.
- **Rebirth:** 1 Mana, Invoke. Call "Rebirth - Body: Rise and live again!" Tag a player with both hands to instantly resurrect them.
- **Blessing:** Gives the party your Blessing (See GM) for a Cumulative Mana cost.
- **Ward:** Choose an item/spell. For this encounter you can Invoke, tag it and call "Ward, this item ignores resistances" to Ward its next attack.

Life Mage



Life Mage

The true healers of the world, they are committed to sustaining all life. The truly altruistic characters, Life Mages are known to enter battles on neither side, healing anyone and everyone who they can. Obsessed with keeping people alive and conquering death, Life Mages are not as righteous as the Paladin but much more humble and kind. Shying away from combat, they prefer to stand behind the troops, healing when needed. If you are playing a Life Mage be helpful, kind and loving, protective but committed to saving lives and fighting death.

Out of Combat Skills

---RANK 1---

1) Resurrect - Ritual

[OC, Spell, Magic]

You can perform a 10 minute ritual to restore a dead player to life. This will also clear most poisons and status effects in the process, though resurrection generally does *not* cure any diseases. In order to resurrect a player, their remains must be present and their spirit must still be in the body. If a player's spirit has left their body or if the body has been destroyed, such as by fire or devour, then Summon the Dead will have to be cast first to return the spirit to the body and/or reform the remains. (See Necromancer)

---RANK 2---

2) Life Elder Sorcery - Words

[OC, Spell, Magic]

You can create a spell of your own design with Elder Sorcery of this mage type (See GM) or choose a Rotator of this class to learn (See Life Elder Sorcery - Rotators). Once you've mastered this class, you may rotate between these spells, having one Elder Sorcery spell from this class "prepared" at a time.

At Rank 2 in this class, you gain access to the **Life Elder Sorcery Words** and one **Elder Sorcery spell slot**. You may use this slot and the Words for this class (and any other classes you have Elder Sorcery Words from) to create a custom spell. You have to talk to the Game Master to choose your Words and intent and then make a spell. The GM will roll to see how your spell comes out. You may only have one Elder Sorcery spell (either your spell or a rotator) prepared at a time, but can spend 10 minutes Out of Combat to switch between spells. If you chose a rotator to start with, you can still create your one spell, but must first master this class before you can rotate into your spell.



Necromancer

Max Armor: No Armor

Restrictions: Non- Warriors only

In Combat Skills

---RANK 1---

1) Death Ray - Ray, AV0

[IC, Called, Spell, Magic]

Call "Death Ray: I kill you" and throw a black packet to kill anyone hit.

1) Terror Ball - Ball, UB

[IC, Called, Spell, Magic]

Call "Terror Ball: I deal 5 UB, resist healing" and throw a black sockball to deal 5 Terror damage. (*Terror damage is resistant to healing.*)

---RANK 2---

2) Necromancy Elder Sorcery - Rotators

[OC, Spell, Magic]

You may pick one of the spells below *or* create your own (See Necro Elder Sorcery - Words). Once you've mastered this class, you may rotate between these spells, having one Elder Sorcery spell from this class prepared at a time.

- **Crown of Fear:** *Fear Touch* - Invoke (UB touch that causes Fear - target must run away for a 20 count) & *Fear Aura* - 1 Mana, Invoke (Causes Fear on all players within 10 feet)
- **Spirit Bury:** Invoke, tag a down/dead player with your hand to trap their spirit in their body end of encounter or they get up. You heal in a 20 count.
- **Ethereal Shift Ritual:** Ritual to gain Ethereal Shift: Call "Ethereal Shift/Manifesting" and count to 20 to go ethereal/re-manifest on the material.
- **Zombify & Animate Dead:** Invoke, makes willing dead allies into Zombies you control. OR Cumulative mana cost, invoke, instantly animate a dead player.
- **Spirit Pact:** You gain abilities based on a pact you make with Outsiders.

Necromancer



Necromancer

The true dealer of death, Necromancers are most at home in the cemetery digging up future minions. Shunned by most of society, these dark mages are not necessarily evil, they simply see death as full of potential energy while others see it as the end of life. Necromancers fear nothing, as they are always facing death. If you are playing a Necromancer be unafraid, kill without remorse and be interested in dead bodies, close to death yourself, almost in another world.

Out of Combat Skills

---RANK 1---

1) Summon the Dead - Ritual

[OC, Spiritual, Magic]

If the spirit of a dead player is in your presence, you can summon and reform their body and then return their spirit to it, even if their body was completely Destroyed, and their spirit forced out. If a player's spirit is still in their body, but their remains are Ruined (too damaged to resurrect, but not destroyed) you can repair it so that resurrection spells will work. You can also sense which part of their remains their spirit is in.

1) Spirit Guide

[Passive, Spell, Spiritual, Magic]

Can see, hear, and speak to spirits and Ethereal beings.

---RANK 2---

2) Necromancy Elder Sorcery - Words

[OC, Spell, Magic]

You can create a spell of your own design with Elder Sorcery of this mage type (See GM) or choose a Rotator of this class to learn (See Necro Elder Sorcery - Rotators). Once you've mastered this class, you may rotate between these spells, having one Elder Sorcery spell from this class "prepared" at a time.

At Rank 2 in this class, you gain access to the **Necro Elder Sorcery Words** and one **Elder Sorcery spell slot**. You may use this slot and the Words for this class (and any other classes you have Elder Sorcery Words from) to create a custom spell. You have to talk to the Game Master to choose your Words and intent and then make a spell. The GM will roll to see how your spell comes out. You may only have one Elder Sorcery spell (either your spell or a rotator) prepared at a time, but can spend 10 minutes Out of Combat to switch between spells. If you chose a rotator to start with, you can still create your one spell, but must first master this class before you can rotate into your spell.



Nature Mage

Max Armor: No Armor

Restrictions: Non-Warriors only

In Combat Skills

---RANK 1---

1) Empathic Ray - Ray, AV0

[IC, Called, Spell, Primal, Magic]

Call "Empathic Ray: I heal you" or "I deal 5 damage" and throw a green packet to heal or deal 5 damage to anyone hit. This deals 1 damage to you, but you are healed in a 20 count unless interrupted.

1) Treeform Ball - Ball, UB

[IC, Called, Spell, Primal, Magic]

Call "Treeform Ball: I change you into a tree" and throw a green sockball to change anyone hit into a tree (*Trees can't act or be affected*). That player can freely revert (if conscious) or anyone else may tag them and pay 1 Mana to revert them. You can throw this spell and call "Revert" to revert other players for free.

---RANK 2---

2) Nature Elder Sorcery - Rotators

[OC, Spell, Magic]

You may pick one of the spells below *or* create your own (See Nature Elder Sorcery - Words). Once you've mastered this class, you may rotate between these spells, having one Elder Sorcery spell from this class prepared at a time.

- **Crown of Vines:** *Earthbind Touch* - Invoke (UB touch - target is immobilized and loses flying for a 20 count) & *Earthbind Aura* -1 Mana, Invoke (all players within 10 feet are immobilized and lose flying for a 20 count)
- **Polymorph** 1Mana, 10min ritual - change someone into a common animal until they revert. Can only turn into animals with a maximum BR of 5.
- **Regeneration Touch:** Invoke, Gives a player Regenerating for a 20 count.
- **Wildborn & Enhanced Familiar:** Choose *one* animal ability (See GM), you always gain this ability when Wildborn is active. You may speak to plants and animals. Gain additional Familiar abilities and flaws (See GM).
- **Unforge:** 1 Mana, Invoke, Call "Unforge!" and tag an item to *destroy* it.

Nature Mage



Nature Mage

The enchanter of the woods, these wandering spell casters resemble Rangers in their wanderlust. More comfortable with animals than people, Nature Mages are always heading to the woods and keeping to themselves. Ever in defense of the land, Nature Mages are like environmentalists. Nature Mages are in tune with the world at all times. If you are playing a Nature Mage be reclusive, avoiding people if you can, happy in nature and eager to leave any civilization.

Out of Combat Skills

---RANK 1---

1) Oracle - Ritual

[OC, Spiritual, Magic]

Perform a ritual and ask a question to receive a vision as an answer.

1) Familiar

[Passive, Primal, Magic]

Gain an animal companion who you have an empathic connection to. You sense feelings and emotions from them. You gain an ability while your familiar is around (See Animals). It can also go and scout for you. *Some GM's may allow you to play as your Familiar for the rest of the encounter if you are rendered incapacitated (like reinforcing).*

---RANK 2---

2) Nature Elder Sorcery - Words

[OC, Spell, Magic]

You can create a spell of your own design with Elder Sorcery of this mage type (See GM) or choose a Rotator of this class to learn (See Nature Elder Sorcery - Rotators). Once you've mastered this class, you may rotate between these spells, having one Elder Sorcery spell from this class "prepared" at a time.

At Rank 2 in this class, you gain access to the **Nature Elder Sorcery Words** and one **Elder Sorcery spell slot**. You may use this slot and the Words for this class (and any other classes you have Elder Sorcery Words from) to create a custom spell. You have to talk to the Game Master to choose your Words and intent and then make a spell. The GM will roll to see how your spell comes out. You may only have one Elder Sorcery spell (either your spell or a rotator) prepared at a time, but can spend 10 minutes Out of Combat to switch between spells. If you chose a rotator to start with, you can still create your one spell, but must first master this class before you can rotate into your spell.

Prestige Training



The standard 15 classes are not always the only options characters have for training. Depending on the game world, location, and GM, other options may or may not be available. If special training options are available, they will almost always require special permission and meeting certain in-game requirements. For example your character may need to pass certain tests or find someone who is able and willing to train them. Check with your GM. Some of these optional rules are below:

Tradesman

Characters may opt to spend an open Rank training intensively in a specific Craft, rather than in a class. If they do, they gain no class skills this rank, but instead learn a single Craft "at-level". This means they have levels in that Craft equal to their total level, and it will continue to level up with them. The character *does* still get the normal five levels in a Craft of their choice for this rank. This can be the same as the Craft chosen for this rank of Tradesman, or it can be a different Craft. A character can only take a rank in Tradesman once for any given Craft, but could take ranks in Tradesman for other Crafts.

Expanded Standard Classes (Ranks 3+)

The first and simplest option for customized training is to continue spending ranks training in one of the standard classes, beyond Rank 2. Each standard class has several skills you can choose from to "build-your-own" rank. To access this training, you must already be at least Rank 2 in a class and have an additional rank available to spend on training. Not all towns can train you beyond Rank 2! Check with your GM to see if you can train above Rank 2 with your local guild, or if you will need to travel.

Warriors and Semi-Martials may choose *one* In Skill and *one* Out Skill from their class' list for each additional rank of training spent beyond Rank 2, thus building their own rank. These skills are all considered **standard skills**, which means they can be Avoided, Disabled, Skill Shared, etc. Find the Expanded Class skill lists in the next several pages.

Mages training to Rank 3 or higher in a school of magic can choose *one* Rotator Spell of that class *or* one of their own Custom Elder Sorcery Spells for that class. The chosen spell is now **locked in** - meaning that they *always* have that spell prepared -

in addition to being able to rotate between their remaining Rotators and Custom spells. Secondly, Rank 3+ mages *also* get an additional slot for a Custom Elder Sorcery Spell for that class. Once created, this spell can be rotated into normally.

Specializations

Certain special or secret groups require their members to train in specific combinations of the standard classes, but also have additional training for their members. Specializations are not classes on their own, but are additional abilities gained alongside the class abilities at each rank. Specializations require that a character meet all of the prerequisites to join the group, including training in the appropriate standard classes, and then complete specific tasks at each rank. Specializations usually give only one In and one Out skill for each rank. Each ability from the specialization then requires successful In-Game Training to learn.

Prestige & Custom Classes

Some special or secret groups in the world have their own classes or specializations. There are always strict requirements one must meet before joining, and any skills you learn from the class will require in-game training to learn. Players can, with GM approval only, create a custom class, but it must be carefully balanced, often *less* powerful than a standard classes, and must make sense thematically. Even then, players will usually be told no.

All prestige and custom classes must meet guidelines to keep them balanced with each other and the standard 15 classes. Prestige and custom classes can grant access to standard abilities in different combinations, though usually at higher ranks, and *may* include *one* unique ability. However, they are generally required to be *less* powerful overall to balance out the advantage of diverse and unique abilities. Prestige or Custom classes all follow the below template:

Class Name: Restrictions: AV Limit, Warrior/Semi/Mage, Any other flaws Prerequisites: Tasks required to join <u>and</u> for each rank trained	
<u>Rank 1</u>	
<ul style="list-style-type: none">• Core In Skill (Limited)• In Skill• In Skill	<ul style="list-style-type: none">• Out Skill
<u>Rank 2</u>	
<ul style="list-style-type: none">• Core In Skill (Full)• In Skill• In Skill• Unique Ability	<ul style="list-style-type: none">• Out Skill

The class must have significant prerequisites for joining and training, and all skills will require in-game training to fully learn. All abilities must already exist in the standard classes, and must be placed at the same rank or higher than in their standard class. In Skill slots in one rank can be traded for additional Out Skill slots at the same rank, but not the reverse. If *any* of the abilities chosen are Spells, then No Armor must be one of the class' Restrictions. You can add additional Restrictions to get around some of the rules here, if your GM approves it.

The "Core" skill for the class should reflect the flavor of the class, and you get a limited version of this ability at Rank 1 which becomes the full version at Rank 2. The Core skill may be an Out instead of an In. A class may have *one* Unique ability, which must either be an Out skill *or* "Invisible", meaning that no one but you needs to know it for the ability to work seamlessly (i.e. it must use calls/effects that already exist!). An existing, non-standard ability, such a monster ability, may also work.

In Game Training

As discussed above, once you've managed to join a non-standard class, you will still have to complete In Game training to learn each of it's skills or spells. In order to do In Game training, you must choose one of the abilities you are trying to learn and, at the beginning of a set, let your GM know you are training for it. Your GM will give you a task to do which represents your character training at the ability. For the rest of that set you must actually roleplay this training while you play your character and go on missions. Usually, how much you practice will affect your chances of success.

The task you are given will generally be acting as though you are trying to use that ability correctly, but with no in-game effect. For example, to learn Snare, you might have to practice by tagging opponents legs while In Combat and calling "No Damage". (Make sure that no one thinks your ability actually worked on them!) Notice that you will have to do this in actual combat and against opponents. Just tapping your friend on the leg all day while they stand there and let you doesn't require much effort, so you won't learn anything from it!

Keep track of how many times you use the ability *correctly* and it *would have* worked. (So in our example, how many times you tagged an opponent's leg successfully.) At the end of the set, let the GM know and they will make a roll to determine if you successfully learned that ability. The more you practice the better your odds of success. If you *fail* the roll, you will have to start all over on that particular ability in another set. If you pass the roll, you now know the ability and it will work normally. If you have any more abilities to train, then pick another one to work on for the next set that you play in.



Barbarian Rank 3+ Skills



Prerequisite: Must be Rank 2 Barbarian

Choose one IN Skill and one OUT Skill:

---RANK 3+ IN Skills---

3+) **Battle Cry** - 1 Mana, Invoke a weapon in both hands, Aura

[IC, Called/Passive, Mental Effect, Resistance]

Pay 1 Mana and Call "Battle Cry Aura: Run in Fear!" to cause fear on all players within 10 feet. This skill also makes you Resistant to Fear.

3+) **Magic Resistance (Called)**

[Skill Improvement - Magic Resistance]

You now Resist all Called Spells used on you (such as Auras and Touches, etc.)

3+) **Berserk**

[IC, Called, Status]

Call "Berserk" to enter a Frenzy state and gain Adrenaline and Fearlessness. (While Frenzied, you *must* kill anyone who opposes you - tries to stop you through actions or words - and you will not leave combat willingly)

---RANK 3+ OUT Skills---

3+) **Throw the Bones** - 1 Mana, Ritual

[OC/IC, Passive, Immunity, Primal]

This ritual may be performed on yourself or another player. The recipient is then Immune to the *next* use of a Called Spell (including Elder Sorcery) that would affect them. They must call "Thrown the Bones - No Effect". They then lose this Immunity (unless the ritual is re-cast).

3+) **Intimidate**

[OC, Passive]

You can use Enforcer at your level in this class (Stacks with Enforcer). Call "Enforcer level X: You gain Cowardly toward me for a 20 count." Can intimidate players in roleplay situations.

3+) **Limited Healing Factor**

[IC, Passive, Primal]

While unconscious (only) you heal 1 HP every 20 count. (*Note: This will restart if interrupted, but can be deactivated by Terror effects, etc.*)



Samurai Rank 3+ Skills



Prerequisite: Must be Rank 2 Samurai

Choose one IN Skill and one OUT Skill:

---RANK 3+ IN Skills---

3+) **Duel Swap** - 1 Mana, Tag (Hand)

[IC, Called, Spiritual]

Pay 1 Mana and call "Duel Swap" as you tag an ally who is in a Duel. Bow to their opponent and trade places with your ally in the Duel. This does not end the Duel. Any Duel Modifiers remain in place. Free with members of your clan.

3+) **Rebuke** - 1 Mana

[IC]

At the beginning of a Duel only. Whenever a Duel *you* initiated is canceled, resisted, or ended by another class ability, you may pay 1 Mana and call "Rebuke: lose that ability". The player who ended the Duel is Incapable of the ability that ended your Duel for the rest of the encounter. Rebuke cannot be Resisted or Canceled. *(Note: the initial Duel is still canceled/resisted/ended)*

3+) **Final Fury** - Death

[Skill Improvement - Defy Death]

When you Defy Death, you may call "Final Fury" - Your attacks become UB and deal boosted damage for the duration of Defy Death. At the end of the count, you die *and* your body is Ruined. *(Require Summon the Dead ritual before Resurrection)*

---RANK 3+ OUT Skills---

3+) **Iaido**

[Passive, Modifier]

Your first strike (only) in any Duel deals boosted damage and is Warded.

3+) **Hara-Kiri** - 2 Mana, Ritual, Death

[OC, Spiritual]

You may perform this ritual as you pull from the Death Bag. Add one death to your pull, but you may divide your total pull into to groups of stones of your choice. Replace the first group before pulling the second. You take the effects of *both* pulls!

3+) **Clan Fealty**

[OC]

Can create a Samurai clan. Requires at least three members to start. All clan members gain Gifted Duel and a chosen Flaw for this clan - see GM.



Veteran Rank 3+ Skills



Prerequisite: Must be Rank 2 Veteran

Choose one IN Skill and one OUT Skill:

---RANK 3+ IN Skills---

3+) Intercept - Tag, Take 1 Damage

[IC, Called, Prevention]

Whenever another player would be dropped by an opponent, you may tag them with a melee weapon or your hand and call "Intercept: stay up" to prevent them from being dropped. You take 1 damage. *(Note: this is not the damage they would have taken)*

3+) Armor Wound - Must have at least 1 AV

[IC, Called, Prevention]

As long as you have at least 1 AV, when you would take damage you may call "Armor Wound: no damage" and prevent that damage. This Shatters *all* of your body armor, including natural AV (you lose all AV). This is not usable with helms.

3+) Improved Brace

[Skill Improvement - Brace]

When you are Braced and as long as you remain stationary, all damage you would take is debossed, except in Zone 4. This effect, as well as Brace, ends if you take any damage or Brace would otherwise be ended. *(Note: the next 1 damage to Zone 4 will still be debossed by Brace, but will end both Brace and Improved Brace)*

---RANK 3+ OUT Skills---

3+) Master Armor Smith & Runic Armor - 1 Mana/AV, Ritual

[OC, Magic]

Can smith Master Crafted armor, which can be enchanted (materials cost is half item's value in gold). Can also inscribe runes into armor, granting the armor the ability to repair itself. Runic armor regains all lost/shattered AV in a 20 count.

3+) Mystic Item Repair - 1 Mana

[OC]

At the beginning of an encounter, pay 1 Mana and choose one item (not a weapon) you are using and which is not Shattered. For the encounter, that item gains Runic and effects that would destroy it render it Shattered instead.

3+) Sentry

[OC, Passive, Resistance]

While on guard duty, you are Resistant to Ambush, Fear and Intimidation effects, and all Mediator Trade Crafts.



Knight Rank 3+ Skills



Prerequisite: Must be Rank 2 Knight

Choose one IN Skill and one OUT Skill:

---RANK 3+ IN Skills---

3+) **Rallying Cry** - 1 Mana, Invoke, Aura

[IC, Called, Mental Effect]

Invoke, pay 1 Mana, and call "Rallying Cry" to heal all allies within 10 feet *and* cause Fear on all opponents within 10 feet.

3+) **Taunt**

[BC, Called, Mental Effect]

Call "Taunt: you are Aggressive to me" and indicate a player within 15 feet. That player gains Aggressive towards you for the enc. or until one of you drops the other. They must attempt to drop you as long as you oppose them, but may also engage other players while they attempt this. You may only taunt one opponent at a time.

3+) **Battle Charge** - Invoke, Running

[BC, Called, Modifier]

Call "Battle Charge" and remain running. As long as you do, you may Invoke and call "UB Knockback" and tag a player *anywhere* to make them take three steps away from you.

---RANK 3+ OUT Skills---

3+) **Master Weapon Smith & Runic Weapons** - 1 Mana/4 gold value, Ritual

[OC, Magic]

Can smith Master Crafted weapons, which can be enchanted (materials cost is half item's value in gold). Can also inscribe runes into weapons, granting the weapon the ability to repair itself. If Shattered, a Runic weapon repairs itself in a 20 count.

3+) **Mystic Weapon Repair** - 1 Mana

[OC]

At the beginning of an encounter, pay 1 Mana and choose one weapon (only) you are using and which is not Shattered. For the encounter, that weapon gains Runic and effects that would destroy it render it Shattered instead.

3+) **Healing Surge** - Triumph

[Passive]

Whenever you Triumph, add "Healing Surge" to the end of the call and instantly heal yourself for 1 HP.



Paladin Rank 3+ Skills



Prerequisite: Must be Rank 2 Paladin

Choose one IN Skill and one OUT Skill:

---RANK 3+ IN Skills---

3+) **Miraculous Recovery** - Invoke deity's weapon/symbol, Tag (both hands)

[IC, Called, Divine]

Invoke, then tag another player with *both* hands and call "Miraculous Recovery: Heal 1 HP" to instantly heal that player for 1 HP. This skill cannot be used on yourself.

3+) **Improved Might Strike**

[Skill Improvement - Might Strike]

Choose one: Living or Undead. If you chose Living, your abilities that grant Holy damage now grant Terror damage instead. If you chose Undead, you may Invoke to deal boosted damage vs. Undead (only, and you must know the player is Undead).

3+) **Righteous Aura** - 1 Mana, Invoke deity's weapon/symbol, Aura

[IC, Called, Divine]

This skill grants you a set blessing (similar to Divine Gift) with an aura effect. Call "Righteous Aura: (Effect)" and pay any additional costs this may require. See GM for details. By default, this ability grants Righteous Aura - Holy Heal Aura which heals all allies within 10 feet for 1 HP. If your GM says otherwise, your Righteous Aura blessing will be a different effect *instead* of this.

---RANK 3+ OUT Skills---

3+) **Sense Motive & Detect Alignment Ritual** - Aura/Ritual

[OC, Called, Divine]

Call "Sense Motive: Declare your intent!" All players within 10 feet must declare whether they are Hostile, Neutral, or Friendly toward you and your party. You can also perform a ritual on a player or object to determine its alignment (if any).

3+) **Undead Hunter** - 1 Mana, Ritual

[OC, Divine]

Can perform a ritual to attempt to summon any undead level X or less (where X is your level in Paladin). If successful, the undead will appear in a battle to the death with you (as Duel). If you lose, the undead *may* return to where it came from. If you win, the undead is forced material (as Duel) and stays at the site of the ritual.

3+) **Bless (Self)** - Cumulative Mana Cost

[Passive, Divine]

You are Blessed by your deity with an ability you (only) can gain (see GM). Pay a cumulative mana cost (0,1,2,3...) to gain the ability you are blessed with for the encounter. Making a sacrifice to your deity resets the cumulative cost of this ability.



Assassin Rank 3+ Skills



Prerequisite: Must be Rank 2 Assassin

Choose one IN Skill and one OUT Skill:

---RANK 3+ IN Skills---

3+) Ninja Duel

[BC, Called, Spiritual]

Call "Ninja Duel: Advance and fight!" and indicate an opponent within 15 feet. That player must advance and engage you in combat. No one else can interfere until one of you is unable to continue fighting, which ends the Duel. You can call "Bow Out" to end a Ninja Duel *you* initiated.

3+) Escape - Running

[IC, Called]

Call "Escaping.." and count out loud to 5. If you are not interrupted for this 5 count, you are then Out of Game (place your fist over your head and step off of the field). You are out of the encounter and cannot return until the end of the encounter.

3+) Vitals Silence - Tag (Weapon/Hand), Vitals

[IC, Called]

Call "Vitals Silence" and tag a player in the Vitals to render them Silenced (cannot speak or use any Called abilities) for a 20 count.

---RANK 3+ OUT Skills---

3+) Informant

[OC]

Can attempt to locate and learn about any player, level X or less, who is in the same town as you. X is your level in Assassin (Stacks with Innkeeper)

3+) Disguise - Ritual

[OC]

Can perform a ritual to physically disguise yourself to look like any similar species within 1 size of your own size. If you have spent a week preparing, you may disguise yourself as a specific person who you have seen. Any player can count to 20 while tagging you and ask "Do you look disguised?" at which point you are revealed. Checking a disguise does not remove it from you.

3+) Poison Strike - Tag

[OC]

Once per encounter, you can tag a player with your hand or a weapon to Poison them. This tag does not have to deal damage to apply poison..



Amazon Rank 3+ Skills



Prerequisite: Must be Rank 2 Amazon

Choose one IN Skill and one OUT Skill:

---RANK 3+ IN Skills---

3+) Penetrate - 1 Mana. Invoke a Missile Weapon

[IC, Called, Modifier]

Pay 1 Mana, Invoke a Missile Weapon and call "Penetrate: UB Impale" on your next attack (only) to deal a UB Impale with that weapon.

3+) Combat Shimmering

[BC, Called]

Call "Combat Shimmering" to become Resistant to Snares, Hacks, and Immobilizations until you are dropped *or* the end of the encounter. Activating this does *not* remove any Snares, Hacks, or Immobilizations you have already taken!

3+) Diving

[IC]

In Deep Water, you may call "Diving" and count to 5, at which point you are out of range of non-Dived players (you cannot attack or be attacked by them, nor interact with them). You are only visible as a shadow of your size. To Surface, call "Surfacing" and count to 5, at the end of which you are in range again. You may remain Dived for up to a 20 count, at which point you must immediately begin to Surface or be wounded and begin to drown.

---RANK 3+ OUT Skills---

3+) Shipwright

[OC]

Can build ships whose quality level is equal to your level in Amazon. Materials cost half the value of the final ship. (*Note: building ships may take longer than most crafting projects*)

3+) Improvised Darts

[OC]

Before an encounter, you can create a number of improvised darts equal to your level in this Amazon. When used, these darts are destroyed at the end of the encounter.

3+) Morale Awaken (Captain) - Tag (Hand)

[IC, Called]

You have Awaken for *all* allies aboard a ship which you are captaining. Call "Morale Awaken" and tag an ally (only) to instantly Awaken them from unconsciousness.



Archer Rank 3+ Skills



Prerequisite: Must be Rank 2 Archer

Choose one IN Skill and one OUT Skill:

---RANK 3+ IN Skills---

3+) Vitals Hack - Tag (Weapon), Vitals

[IC, Called]

Tag a player in the vitals and call "Vitals Hack: [body part]" to cause that body part to become Hacked. Body parts you may call include eye, ear, or tongue.

3+) Arcane Archery - 1 Mana

[IC, Called, Spell, Magic]

Pay 1 Mana and call "Arcane Archery" and the name of any standard Missile Spell (Rays only) to turn your next arrow into that Missile Spell. If you have an Energy Blast Arrow, you may use Arcane Archery to cast any standard Missile Spell (Balls only) with it.

3+) Misdirect - Tag (Hand or Bow)

[IC, Called]

Block a melee attack by tagging an opponent's weapon with your hand and call "Misdirect: take Snare" to Snare that opponent and prevent the damage or effects of that attack.

---RANK 3+ OUT Skills---

3+) Archery Brigade

[OC]

Battle Training: Multi-Shot - As long as your allies are wielding a missile weapon or bow, they may each pay 1 Mana to gain Multi-Shot for the encounter.

3+) Gamesman

[OC]

Can discover the species of all creatures level X or less that are near your current location. X is your level in Archer (Stacks with Hunter)

3+) Precision Shooting

[OC/IC]

Any arrows you fire which are warded are also damage boosted.



Thief Rank 3+ Skills



Prerequisite: Must be Rank 2 Thief

Choose one IN Skill and one OUT Skill:

---RANK 3+ IN Skills---

3+) Improved Disable - Ball, UB

[Skill Improvement - Disable]

Gain a yellow sockball with which you can Disable. You may disable a second Skill or Spell per encounter with your disable ball in addition to the first.

3+) Combo - AV0

[IC, Modifier]

After activating any Called Skill (not Spell), you *next* Strike is AV0 (in addition to anything else it might do).

3+) Discard - Drop at least one item

[IC, Called, Prevention]

When you would take damage on an arm (only), you may call "Discard: No damage" and drop *all* items held in that hand (as Disarm) to prevent that damage.

---RANK 3+ OUT Skills---

3+) Death Grip

[Passive, Resistance, Spiritual]

You are Resistant to Unglue effects. If you leave your body as a wisp, all items that are Glued to you (and on your body) will go Ethereal with you.

3+) Hide Other - Touch

[BC]

Tag another player who is out of direct sunlight and call "Hide Other" then count to 5. That player is then Hidden (as the skill Hide) until they move or take an action.

3+) Disarm: Knockback - Tag (Weapon)

[Skill Improvement - Disarm]

When using Disarm, you may call "Disarm: Knockback" instead, and if the player is Disarmed, they are *also* knocked back (must take 3 steps away from you) as well. (*Note: they must drop anything in the Disarmed hand before stepping back!*)



Ranger Rank 3+ Skills



Prerequisite: Must be Rank 2 Ranger

Choose one IN Skill and one OUT Skill:

---RANK 3+ IN Skills---

3+) Shatter - 1 Mana, Invoke, Tag (Weapon)

[IC, Called]

Invoke, Pay 1 Mana, then call "Shatter: (item name)" and tag an item with your weapon to Shatter it. (*Note: Shattered items do not function as normal - e.g. shattered weapons deal no damage, shattered shields don't block AV0, shattered armor gives no AV, etc.*)

3+) Hunter

[IC, Modifier]

Choose 4 species or 1 group of species: You may deal boosted damage vs. the chosen types. (*Note: You must know that the player is that species type*)

3+) Hibernation

[Passive, Prevention, Primal]

If you are dropped, while you are down all damage dealt to you is debosted. This effect ends if you are moved, or get up again.

---RANK 3+ OUT Skills---

3+) Wilderness Healing - In Wilderness Areas Only

[Passive, Primal]

In wilderness areas, you have Limited Healing Factor (Unconscious and in the negatives only). As long as you are down and at negative HP, you will heal 1HP every 20 count. (*Note: This will restart if interrupted, but can be deactivated by Terror effects, etc.*)

3+) Wild Mana - Invoke (tag the ground), In Wilderness Areas Only

[Passive, Primal]

In wilderness areas, you may Invoke for Mana Storing without a Mana Storing Item. At the beginning of an encounter, tag the ground and call "Mana Storing" to have +1 to your Mana for the encounter.

3+) Storytelling - Must tell a story lasting at least 10 minutes

[OC]

You can tell a story (related to a Trade of your choice), at the end of which any player who listened to the whole story may gain +1 level for the day in a Craft of their choice from the Trade you chose.

Keywords and Terms

Types of Attacks

- **Strike** - Strikes are made with weapons, generally deal damage, and are stopped by armor or can be blocked with a weapon or shield. *Basic weaponed attacks are considered Strikes.*
- **Tag** - Tags are made with a weapon or sometimes your hand. Tags work as long as they contact a players body (or sometimes a limb or weapon). Tags aren't stopped by armor, but can be blocked by a weapon or shield.
- **Touch** - Touches are made with your hand and are always UB (unblockable) and work even if you touch an item a player is holding.

Ability Types

- **Called** - An ability activated by making a call
- **Modifier** - An ability that changes what a player can call when making an attack. Usually by making an attack AV0 or deal a different kind of damage
- **Passive** - An ability that is always having it's effect, generally only on the player that has the ability.

Zone Modifiers

- **Vitals** - Must hit on the torso (zones 3-4 and the Open Zone) to have *any* effect.
- **AV0** - Cuts through armor.
- **UB** - Cuts through armor and cannot be blocked. It has its effect if it contacts a player's body or anything they are holding/wearing.

In/Out of Combat

- **IC** - Abilities that can be used at any time In Combat
- **BC** - Abilities that can be used during an encounter, but only while not in combat with another player.
- **OC** - Abilities that are usually only used between encounters.

Resistances/Immunities

- **Resistance** - If you are Resistant to an effect, that means you do not take it unless it is Warded.
- **Immunity** - If a you are Immune to an effect, that means you *never* take it, even if it is Warded or you are Vulnerable to it.
- **Warded** - Added to the call of an attack or skill when made with an item that has been magically Warded. Cuts through all Resistances but *not* Immunities.
- **Prevention** - Preventions cancel skills or damage *before* they would take effect, thus Ward doesn't get around a prevention.
- **Vulnerable** - If you are Vulnerable to something, then it will work on you even if you have an ability which would make you Resistant to it.

Costs

- **Invoke** - Must raise the listed item over your head.
- **Mana** - Some skills require you to spend one or more mana to activate them.
- **Stationary** - Stand in one spot. You may pivot in place, but can't take a step or your skill ends.

Power Sources

- **Divine** - Granted by, or through a connection to, a deity.
- **Magic** - Powered by arcane, magical energies, usually a spell.
- **Primal** - Draws upon forces and energies of the natural world.
- **Spiritual** - Depends on an inner willpower, deals with the spirit.

Effects

- **Aggressive (or Frenzy)** - Must drop (or kill) any player that opposes you (attempts to stop or prevent your actions). Can't leave if battle is happening.
- **Awaken** - Wakes up unconscious players, as an instant First Aid.
- **Fear** - A mental effect that causes anyone affected to flee battle. They must run away from the source of the effect until they are clear of battle and cannot return for the duration (generally a 20 count).
- **Freeze** - A Frozen player cannot move or take *any* action or be affected by anything for the duration of the effect. Any on-going effects (e.g. Fear, Poison) are paused, with those counts resuming once they "thaw".
- **Heal** - Restores HP or a Hack. Receiving any healing while down (but not dead) wakes up an unconscious player.
- **Immobilized** - Means a player cannot move either foot from where it is, they are both Snared. *Cannot* pivot in place. See Snare below.
- **Kill** - Kill effects immediately render a player Dead (and set their HP to -4).

- **Slow** - Means you can only walk, not run. (At least one foot must be on the ground at all times)
- **Snare** - Means that the foot of the Snared leg cannot leave the ground. The Snared player may pivot in place on that foot.

Damage Types

- **Fire** - If a player is dropped/killed by Fire damage, they are Burned (but not on fire). This stops some kinds of passive self-healing, like Regeneration.
- **Hack** - Hacks are damage which renders a limb or body part useless. To heal a hack, a healing skill must be used *on* the hacked part, instead of healing for HP.
- **Holy** - Works as Terror, but only for Undead. Undead may be Zombified (ending the Holy effect).
- **Ice** - Players dropped/damaged while down by Ice damage are Frozen for a 20 count.
- **Impale** - Impaled players are *Immobilized* until the Impale is healed, as with hack
- **Magic** - Some creatures are only harmed by Magic.
- **Morganti** - All morganti damage dealt to a character is *permanent* and can not be healed!
- **Silver** - Some creatures are only harmed by Silver.
- **Terror** - Terror damage resists all healing, regeneration and resurrection until the end of the encounter or is First Aided, Awakened, or (if dead) Zombified.

Elder Sorcery



Elder Sorcery

Elder Sorcery is the art of naming the world using the true words of creation to alter reality. This art was first mastered by the dragons and taught to mortals in the elder days. As it is meddling with the raw “stuff” of the world, Elder Sorcery requires a great deal more preparation and mana to create and successfully cast than the common “prefabricated” spells. The first step is to learn Elder Sorcery Words, which are the ancient first names for things given by the dragons as the world was created. These words can be used to make sentences to create an effect.

When a character reaches Rank 2 in a mage class, they gain access to Elder Sorcery of that mage type and one custom spell “slot” for that class. They can either learn one of the standard Rotator Elder Sorcery spells from the guild *or* create **one** unique spell of their own. They are stuck with this choice until they master the class. Mages in multiple classes can use words from multiple schools in the same spell.

Rotators

Each of the mage guilds has five standardized Elder Sorcery **Rotators**, spells which any Elder Sorcerer of that type can use. When a mage first hits Rank 2, they must commit to *one* spell, and will be unable to use any other Elder Sorcery from that class. Once a mage *masters* their class, they may return to the guild between missions to switch between the rotators (only one at a time) *or* their own spell which they can now create if they did not before. Mages can have one Elder Sorcery spell at a time from each mage class they are Rank 2 in.

Creating Spells

In order to make an Elder Sorcery spell so you can learn and cast it, you must create an incantation using words from that mage type which describe the desired effect of the spell. But before you can cast the spell, you must first perform a ritual to formalize the spell and make it permanent. To do this you need four things: Words, Intention, Delivery, and Mana. If all of the below factors are not carefully managed the spell will fail or, worse, fumble on the creator with horrific effects. Elder Sorcery is a language used mostly by non-native speakers, the potential for mistakes is great!

1. **Words** - Use words you know to make a sentence appropriate for the intent. There are two basic types of Elder Sorcery words:

Celestial words are a universal form of Elder Sorcery that all Elder Sorcerers use and make up the basics of the language. Anyone who learns Elder Sorcery may use Celestial words.

Elemental Words are based on the five types of magic: Flame, Storm, Life, Necromancy, and Nature. The Elemental forms are learned separately and make up the major verbs and nouns of a mage class' style. Mages may try to read words of an Elemental type they don't know, but the risks are great!

2. **Intention** - A clear idea of what you want the spell to do when cast. The sentences must always have a particular format:

Type(s) of Elder Sorcery + the delivery + the words for the spell's effect.

"With the Elder Sorcery of Flame, I use a ray to deal 10 damage!"

"With the Elder Sorcery of Nature, I use my touch to grow my strength!"

"With the Elder Sorcery of Storm, I use an aura to control your mind!"

3. **Delivery** - Choose the way the spell is cast on it's target - ex. ritual, ball, etc.

Elder Sorcery can use any standard delivery or one of many special rare ones! The more difficult deliveries take more power and are more dangerous to use. See the table on the next page for more info.

4. **Mana** - Mana is the 'fuel' that powers spells. Spent to make *and* cast the spell. You must spend *at least* as much mana to create the spell as it will cost.

You must use enough in your ritual to **make** the spell, **and** choose a **cost** to cast the final spell. Spend enough for the spell to work right, but using more power than you can manage can be dangerous!

To have your spell created, you must get it cleared with a GM. Fill out a copy of the *Elder Sorcery Spell Sheet* (found at the back of this book) in pencil and include your details on all of the four factors above. Give this sheet to the GM to review and they will roll to see how well your spell works out, and return the sheet to you with the spell in it's finalized form and with their signature. Be sure to check the final spell! The GM likely made some changes based on their rolls. It's important to use the spell as the GM determined that it actually works!

Rolling for Spell Creation

Many factors go into determining whether a spell works as the mage intended it to. How well do the chosen words fit the intended effect? Does the spell have a high enough cost to actually power the effect? How much care did the mage put into the ritual to create the spell and are there any special considerations such as blessings, special abilities, or unusual rituals? Your GM will consider these factors and more, and then make several rolls to determine if a spell works or if it fails. The system below is only an example! I encourage GMs to come up with their own systems to roll for spells.

First, a GM looks at the mages total level to see how experienced they might be at using magic. I multiply the mage's level by 5%. Thus a level 11 mage has a 55% chance of success. There is also a *fumble* chance of 10% - mage level divided by ten.

Next, the GM considers how well the words, intention, delivery and intended mana cost all fit. If the spell as intended is fair for it's power and cost and seems well-crafted, the GM may add to the success chance by up to double the mages level. But if the intention doesn't fit the words, the mana cost is unreasonable, or the spell has other problems, the GM *subtracts* from the success

Delivery Types:

Type	Effect	Cost
Ritual	Performed as an Out. Affects targets within the ritual space.	Low
Ray	Affects anyone struck by the packet, AV0.	Low
Touch	Tag a player/object with your hand to affect it, UB.	Medium
Ball	Affects anyone struck by the sockball, UB.	High
Aura	Affects all players within 10 feet.	High
Detonate	Affects player hit by the spell (usually a different delivery), then all players within 10 feet.	Very High
Field	Variable, effects a set area or a single target. May be passively "on" after it is cast.	Variable
Sphere	Affects all players hit by the sphere as long as it remains in motion, UB.	Very High
<i>Cascade*</i>	<i>Affects anyone hit by the spell (usually a different delivery), then another player within 10 feet (May cascade multiple times, or just once).</i>	<i>Extreme</i>
<i>Fork*</i>	<i>As above, but affects two players within 10 feet (may continue to cascade and fork multiple times).</i>	<i>Extreme</i>

**Not commonly available! There are other possible deliveries Elder Sorcery, but they must be learned in game. Talk to a GM or your local Dragon.*

Success % = (5x Mage Level) + Extra Mana + (Up to 2x Mage Level) - (Problems)

Fumble % = 10 - (Mage Level/10) + (Problems)

chance and adds to the *fumble* chance instead! Mana spent on creating the spell *beyond* what the spell is intended to cost helps to buffer your chance of success.

Once the GM has the success chance they secretly roll to see if the spell works in each of the four areas: **words, intention, delivery, and mana cost**. If the roll is under the mage's success chance that part of the spell works. If the roll is above the success chance *but* within the success chance *plus* any extra mana spent, then that part works but perhaps with some complications. A roll that is above the mage's success chance plus mana means that part has failed and will not work right! Finally, should our unfortunate mage happen to roll within the fumble range, that particular part of the spell has been grievously bungled and will operate in negative ways, anything from casting on the wrong target to blowing up in the mage's face! Note also that using words beyond your ability (high OP or wrong class) can have withering effects on the caster, such as physically aging their body.

Spellsheets and Spellbooks

Once you have created your spell it must be recorded. Keep the signed sheet your GM gave you as a record of how your spell works. If you take your character to another league, that GM will need to see your spellsheet before you may use your spell. That GM also may rule your spell works differently there. You must use the spell as the local GM rules it works! Any spells you know or create **MUST** be cleared with your GM before beginning an event, or they can't be used. I recommend keeping your spells in a Spell Book - a prop that you can keep your spells organized in to avoid losing loose spellsheets, and can carry the book around in character. Either keep all your spell sheets in the folder or book, or use a book to record them in the first place (Your GM will still need to sign off on each spell).

Celestial Elder Sorcery Words:

OP	Nouns	Verbs	Adjectives	Adverbs	Pronoun	Prepositions	Conjunctives	Articles
1	chair	am	good	now	I	at	and	a
1	color	are	bad	then	me	on	or	the
1	cup	use	this	here	my	in	but	one
1	dagger	did	little	today	you	for	so	an
1	foot	be	big	as	your	to	as	
1	hand	begin	long	carefully	that	of		
1	hat	may	short	there	this	by		
1	skin	might	bright	pretty		off		
1	torch	stand	clean					
1	wand	tend	small					
2	hands	was	better	rarely	her	after	before	two
2	feet	were	worse	once	him	near	since	
2	flesh	had	farther	very	her	with	unless	
2	sword	been	less	not	she	from	until	
2	damage	would	more	how	what	about	after	
2	cloak	could	much	first	each	out		
2	eye	made	some	soon	which	down		
2	ear	fix	down	quite	these	up		
2	rod	draw	hard	really	who			
2	rope	put	soft	slowly				

Celestial Elder Sorcery Words Continued:

OP	Nouns	Verbs	Adjectives	Adverbs	Pronouns	Prepositions	Conjunctives	Articles
3	torso	cause	best	always	it	between	because	three
3	weapon	is	farthest	never	we	before	although	
3	clothing	do	least	tonight	them	across	if	
3	belt	can	most	usually	our	during	while	
3	arm	make	worst	up	ours	into	when	
3	leg	like	many	then	yours	above	than	
3	staff	go	far	no	theirs	below		
3	food	will	well	tomorrow	others	over		
3	rune	have	all	later				
3	mirror	invoke	other	sometime				
4	head	open	alert	quickly		against		four
4	shield	close	broken	still		around		
4	sound	repair	colorful	yet		behind		
4	container	eat	curious	away		between		
4	coin	drink	circular	fast				
5	potion	dance	dense	anywhere		beyond		five
5	scroll	sing	dull	back		except		
5	herb	act	light	alone		like		
5	window	drop	blunt	quickly		until		
5	orb	fill	sharp	immediately		without		
6	heart	give	ugly	nowhere		inside		six
6	armor	get	pretty	again		outside		
6	door	jump	dark					
6	ritual	kick	slippery					
6	someone	let	stiff					
7	structure	look	stupid	together				seven
7	body	must	elegant					
7	friend	need	huge			through		
7	missile	pull	smart					
7	tunnel	push	brittle					
8	building	say	mine	regularly				eight
8	wall	shall						
8	street							
8	touch							
8	item							
9	brain		new	absolutely				nine
9	fortress							
9	foe							
9	shop							
9	bridge							
10	city		young	everywhere				ten
10	energy		old	yesterday				zero
10	castle		age					
10	spell							
10	object							



Flame Elder Sorcery

OP	Flame Verbs	Flame Nouns	OP	Flame Verbs	Flame Nouns
1	deal	anger	5	cleave	fire
1	warm	warmth	5	scald	ruin
1	damage	light	5	char	smoke
1	temper	flame	5	wreck	pillage
1	illuminate	spark	5	combust	pandemonium
1	kindle	ash	6	incinerate	incendiary
1	dry	cinder	6	disintegrate	sandstorm
1	crack	ember	6	explode	warmth
1	rush	tinder	6	ambush	disaster
1	glow	howl	6	raze	wildfire
2	heat	rock	7	corrode	destruction
2	injure	hate	7	smash	stone
2	hack	frustration	7	boil	bolt
2	hurt	brightness	7	scorch	jet
2	craze	flash	7	implode	desert
2	inflame	coal	8	destroy	inferno
2	parch	fever	8	erupt	flare
2	rust	blaze	8	collapse	cliff
2	fracture	flare	8	pulverize	fallout
2	ignite	pyre	8	ruin	mania
3	burn	insanity	9	seethe	tremor
3	maim	berserk	9	cremate	hill
3	crush	furnace	9	immolate	chasm
3	break	rage	9	demolish	chaos
3	blast	battle	9	infuriate	anarchy
3	desiccate	assault	10	annihilate	mountain
3	rupture	hostility	10	obliterate	earthquake
3	attack	disorder	10	exterminate	lava
3	torch	combat	10	dissolve	magma
3	blister	fight	10	sunder	volcano
4	rend	fervor			
4	melt	steam			
4	shatter	hysteria			
4	burst	fury			
4	outrage	roar			



Storm Elder Sorcery

OP	Storm Verbs	Storm Nouns	OP	Storm Verbs	Storm Nouns
1	shock	emotion	5	control	flight
1	cool	study	5	fly	storm
1	slow	vision	5	move	wisdom
1	read	mist	5	disrupt	sage
1	look	cloud	5	switch	logic
1	speed	mind	6	electrify	water
1	stun	sand	6	change	thoughts
1	distract	drop	6	vanish	wave
1	identify	breeze	6	command	air
1	float	attention	6	charge	displacement
2	chill	idea	7	counter	blizzard
2	write	wings	7	trick	illusion
2	learn	knowledge	7	reveal	river
2	entrance	shower	7	warp	distance
2	daze	veil	7	teleport	glacier
2	swim	trance	8	discover	wind
2	sort	fog	8	dispel	sky
2	deny	spray	8	shift	passions
2	flow	arc	8	return	group
2	glide	intent	8	stop	moral
3	ice	confusion	9	steal	will
3	see	memory	9	avoid	duration
3	hear	sight	9	escape	lake
3	thaw	lightning	9	distance	disappear
3	charm	thunder	9	mimic	reality
3	shimmer	desire	10	manipulate	ocean
3	confound	hail	10	reflect	ethics
3	immobilize	snow	10	reform	population
3	know	tide	10	gain	moon
3	assert	rain	10	remain	time
4	freeze	alignment			
4	obscure	dreams			
4	interchange	intelligence			
4	delay	betrayal			
4	bend	sense			





Life Elder Sorcery

OP	Life Verbs	Life Nouns	OP	Life Verbs	Life Nouns
1	heal	joy	5	vanquish	resistance
1	mend	health	5	rebirth	martyr
1	prevent	valor	5	honor	divinity
1	detect	wounds	5	defy	diplomacy
1	defend	hurt	5	contain	curse
1	calm	illness	6	reduce	justice
1	shelter	burn	6	gain	peace
1	restrain	amulet	6	enlighten	grace
1	soothe	talisman	6	erase	righteous
1	repel	symbol	6	dismiss	progress
2	protect	life	7	infuse	essence
2	resurrect	blood	7	abolish	sanctuary
2	restore	boundary	7	excise	emissary
2	return	courage	7	sacrifice	exorcism
2	renew	rest	7	rescue	wrath
2	replenish	light	8	craft	hope
2	cease	cairn	8	build	faith
2	guide	artifact	8	raise	enlightenment
2	numb	glory	8	banish	religion
2	inspire	friendship	8	imbue	temple
3	guard	belief	9	transcend	immune
3	purify	sleep	9	bless	truth
3	cleanse	barrier	9	enchant	pacifism
3	judge	guardian	9	sanctify	dawn
3	condemn	mind	9	forgive	being
3	sustain	relic	10	create	plains
3	disenchant	zealot	10	shelter	spirit
3	disempower	medicine	10	reverse	soul
3	pacify	discipline	10	outsider	sun
3	turn	celebration	10	embody	society
4	ward	love			
4	absorb	fortify			
4	gather	agreement			
4	shield	shrine			
4	unify	ancestor			



Necromancy Elder Sorcery

OP	Necro Verbs	Necro Nouns	OP	Necro Verbs	Necro Nouns
1	scare	fear	5	drain	carnage
1	summon	grave	5	die	doom
1	sicken	pain	5	exhume	bog
1	spoil	woe	5	sever	dread
1	taint	darkness	5	wither	flaw
1	wrench	seizure	6	fester	undead
1	intimidate	stench	6	kill	dead
1	twist	tears	6	rend	despair
1	shame	filth	6	infect	bane
1	force	blemish	6	cripple	crime
2	rot	spirit	7	flay	famine
2	reanimate	bones	7	corrupt	crypt
2	bury	terror	7	devour	disease
2	darken	vengeance	7	abandon	moor
2	torment	wail	7	demise	shade
2	famish	scream	8	murder	plague
2	graft	greed	8	slay	death
2	extract	coffin	8	blackmail	barrow
2	cut	cruelty	8	haunt	crypt
2	leach	wrath	8	distort	ancestor
3	putrefy	corpse	9	curse	nightmare
3	poison	carrion	9	exterminate	tendrils
3	raise	horror	9	enslave	umbra
3	exhaust	sadism	9	torment	dusk
3	defile	pit	9	warp	shadow
3	torture	wickedness	10	eradicate	swamp
3	siphon	gloom	10	massacre	void
3	sacrifice	misery	10	slaughter	atrocities
3	paralyze	contagion	10	outsider	degeneration
3	agonize	ghost	10	betray	end
4	decay	ethereal			
4	weaken	nightmare			
4	corrupt	shade			
4	madden	virus			
4	shred	agony			





Nature Elder Sorcery



OP	Nature Verbs	Nature Nouns	OP	Nature Verbs	Nature Nouns
1	increase	toughness	5	predict	ferocity
1	touch	reach	5	entwine	terrain
1	grow	size	5	weave	soil
1	nourish	path	5	stomp	herd
1	bloom	leaf	5	cultivate	fauna
1	lull	twig	6	transform	species
1	lure	vine	6	polymorph	canopy
1	augment	fruit	6	transmute	vegetation
1	ripen	dirt	6	magnify	hush
1	shrink	grass	6	mature	instinct
2	conjure	armor	7	trample	symbiosis
2	divine	strength	7	harvest	tranquility
2	snare	shape	7	regenerate	woods
2	blend	web	7	refresh	primal
2	reform	bite	7	amplify	flourish
2	find	root	8	recover	forest
2	ask	fur	8	overrun	momentum
2	climb	feathers	8	unforge	crops
2	leap	scales	8	invigorate	wings
2	commune	foliage	8	regrow	cycle
3	renew	tree	9	repopulate	breed
3	animate	plants	9	rejuvenate	paradise
3	improve	fertile	9	wander	cartography
3	call	might	9	decompose	land
3	thrive	garden	9	overflow	balance
3	hide	claws	10	populate	nature
3	locate	flower	10	generate	utopia
3	snag	endure	10	evolve	earth
3	scry	senses	10	metamorph	seasons
3	change	flora	10	harmonize	age
4	vitalize	form			
4	birth	animal			
4	become	seeds			
4	scout	thicket			
4	hunt	root			

Adventuring

As you move beyond the basics and begin adventuring in FanWar, you will need to know some of the ways we simulate things *other* than combat. In this chapter you will find rules and mechanics that you might run into on your adventures, such as how to loot other players or how we represent weather.

Basic Adventuring

Healing

Healing your allies is an important focus for any party. Any healing done to a player while they are up/conscious will only heal 1 HP (or one Hack, etc.) at a time. Since most characters only have 1 HP, this will rarely be a problem, but is important to remember when playing as a monster. If a player is down/unconscious, any healing done on that player restores them to consciousness and also restores them to **full** Hit Points. Finishing a First Aid count will do the same. Either way, any Hacks they might have taken will still need to be healed one at a time.

Read Magic

Anyone can, with just a little practice, learn to sense if something is magical by touch. All you have to do is tag the object and call "Read Magic". Either your GM or the player using the object will let you know if the object 'feels' magical. This can be used to detect whether an item is enchanted (though *not* how to use it!) or sometimes to feel for other traces of magic in objects or left behind by spells.

Looting & Searching (or "Taking What Doesn't Belong to You")

Looting is the term we use for taking larger items from other players. "Loot-ables" are usually things which are held (like swords or shields) or larger worn items like armor or cloaks. These are things that are too big to be pocketed or tucked in a bag. To loot a player, simply tag the item you wish to take, call "Loot!", and count to 20 and the player will either hand it over *or* let you know that the item is Glued to them. *Note: Armor always takes a count of 10 per AV to put on or take off of someone! It also follows the rules of Carrying.*



Glued items are items which have been 'stuck' to a player's spirit through a special technique known only to the Thieves Guild. Glued items cannot be taken off of a player's body (except through another secret Thieves Guild Technique™, of course!). If the item is *not* glued, then the looted player must hand it over. For a Glued item to be protected, it's owner must have it on them. Thus items which are left on the ground, such as a thrown dagger, can be picked up by anyone, even if it was still glued when the owner dropped it. If an item is not in its owner's possession at the end of an encounter, the item will be unable to stay glued and anyone can take it. Most people (and adventurers) will have their important possessions Glued, if they've had time to stop by a Thieves Guild.

Searching is how you check a player for smaller "pocketable" items. To search someone, tag them with both hands (usually on their shoulder), call "Search" and state something specific that you are searching for - Papers, Rings, Amulets, Keys, etc. - and then count to 20. When you have completed your count, they will tell you what you have found (if anything) and if it is not glued, they will hand it over.

Note: Only Thieves can search for money by using their special Unglue ability!

Consumables - Potions, Herbs, and Scrolls

These uncommon items can generally *only* be used outside of combat as a ritual, but give the resourceful adventurer access to a wide range of useful and unusual effects. **Potions** and **herbs** are both single use items, many of which are used to heal wounds, poisoning, illnesses, or even mana loss. Some potions have lots of purposes, such as glowing or creating an instant supply of rope, or simulating class skills. Both can only be made or used by someone with the right training. **Scrolls** are much more difficult to come by, but usually allow for a single use of a spell or skill, sort of like a disposable magic item. Scrolls usually can be used by anyone. See your GM's sourcebook for what kinds of consumables are available in their world.

Sleep & Food

Many adventures are too intensely focused on their quests to remember to do such mundane things as sleep and eat. But be warned, ignoring one's bodily needs can take a serious toll on one's mental and physical state! If you do not sleep, you will be unable to refresh your mana. For every day after the first that you go without sleep, you will be at -1 to your base mana. Likewise, for every day past the first that you neglect to eat, you will be at -1 to your base HP.

These negatives can only be recovered by taking care of yourself. Once you begin sleeping and eating normally, you will recover at a rate of one point restored per day of proper sleep and nourishment. Take care, if you don't you can eventually starve or go insane altogether!

Illness & Disease

Characters that become sick or ill will be at reduced HP and mana while the symptoms last, and may have other symptoms as well. The severity depends on the specific illness. Most illnesses pass with rest and treatment, but some more serious diseases can be long-term or even permanent and may cause greater harm, such as hacks, insanities, or death. Diseases can be caught in the same ways one might get sick in real life, and there are also some stranger diseases out there that can affect you in ways unique to the game world. Your GM will give you any details you need to know about a disease if you catch one. Depending on the disease, it may need to be treated through rest, medicine, herbs, or magic.

Insanities

In Fanwar, an Insanity is a temporary or permanent change to a character's mind and mental state. The character's player must roleplay this change, which might alter a character's abilities, how they interact with certain situations, or things they believe are true about the world and the people in it. Some insanities in Fanwar can have outlandish affects on a character, but others are based on real-world mental illnesses so it is important to be respectful when roleplaying insanities.

Insanities can be gained in a number of ways, most commonly through mana loss or sometimes spells or curses. Whatever the source, when a character gains an insanity, the GM will let the player know what its effects are and how severe the insanity is. Keep in mind that your *character* doesn't know that they are insane even if you, the player does! Depending on the kind of insanity, they may find out or be told, but the insanity itself may mean they won't (or can't) believe it! Usually you will be given a card which explains how to roleplay the insanity and lists what its effects are at different severity levels.

Insanities can be Minor, Moderate, Severe, or Extreme. If a character already has one insanity, effects that would give you another insanity will usually increase the severity of the existing one instead. If you have a temporary insanity and would gain a permanent insanity, (such as by dying and pulling a black stone) the temporary one becomes permanent instead. Each step up makes the insanity harder to cure and comes with added complications. You will have more severe downsides you must roleplay and may sometimes have upsides as well. Refer to your GM or your insanity card for specific details.

Curing an insanity can be done by receiving appropriate treatment, usually from a Life Mage who can cast Cure Mental Illnesses. The mage must be high enough level to treat your severity of insanity. The level needed will be listed on your card or given by the GM. If a mage of high enough level casts Cure Mental Illness on you, you will have begun a month-long process of reducing the severity of your insanity. For that month, you can pay 1 mana to temporarily reduce the severity of your insanity by one step for one encounter. If, at the end of a full month, you haven't gained any new insanities then you will be permanently at the next step down. If, however, you would gain an insanity during this month, the treatment fails and your existing insanity goes up one step *from where it started*. Higher severity insanities take higher level mages to treat, but with time and care an insanity can eventually be reduced to Minor severity, and then removed entirely. However, if an insanity ever goes from Severe to Extreme, it becomes untreatable for the rest of the season, and can only be cured over several years as a Timejump goal for your character.

Pain Damage

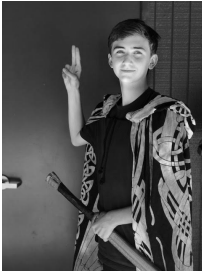
The effects of pain are often overlooked as players (thankfully!) don't actually feel the wounds their characters receive in battle. Sword wounds, broken bones, and burns from fireballs would hurt a lot! When a character is dealt **pain damage**, this is representing extreme forms of pain, beyond what even adventurers are used to.

Pain damage is called as "Pain level X". If you are hit by the attack and your character's total level is less than the number called, then you take a -1 counter to your mana. Each hit will add another such counter. If your level is X or higher, then you don't take the counter, even if you get hit several times.

Losing mana in this way is not the same as spending it or having it drained. A -1 counter means that you will stay at -1 to your mana, even if your spent mana refreshes between encounters, until that -1 counter can be removed. Removing pain damage will generally require the use of the Life Mage spell Cure Mental Illness. If you die and are resurrected, these counters will also be cleared.

Fan War Hand Signs

The first thing you will need to know for some of the following rules to make sense are the different hand signs we use in FanWar. Certain parts the game, like flying or magically turning into a tree are a little tricky to *actually* do, so instead we use special gestures to help players see what is going on in the world of the game.



Soaring
(Two fingers up)



Diving/Digging
(Two fingers down)



Out of Game
(Fist on head)



Hiding
(Open hand over face)



Invoke
(Item/Hand raised up)



Treeform
(Hands held up)



Burning
(Fingers wiggling)

Ethereal
(Open hand on head)

Terrain

FanWar is a game of imagination in which we picture a fantastical world around ourselves as we play. But for ease of play, it helps to use real, visible markers for different types of terrain. Below are rules for terrain and how to use it.

Walls & Cover

Some types of terrain are simulated with markers placed on the field, such as ropes and cones. Ropes laid on the ground can mean many things but, unless your GM says otherwise, they usually mark a **Low Wall**. Low Walls are barriers that would be difficult to step over mid-battle without getting hurt, but with can be fought across. Players are allowed to attack and throw missile weapons and spells across Low Walls in either direction. However, if you step across the rope, even on accident, your character is knocked unconscious. Low Walls can only be passed by going around them or by using abilities like Gliding, Leap, or Climbing. Sometimes a rope or other marker indicates a **High Wall**. In this case, you cannot fight or shoot past the wall, but might still be able to Soar, Leap, or Climb over it.

Cones can represent many different things, but when used as part of a wall, a cone represents a pillar or taller section of wall that you can take cover behind. To use this **Cover**, tag the cone with your foot. As long as you have one foot in contact with the Cover, you have Resistance to Missile Weapons and Spells, to represent that you can take shelter behind your cover. You can still shoot and fight from cover.

Flying & Soaring

Some creatures and characters have the ability **Flying**, either because they have wings or some kind of power. Flying creatures can simply **Glide** over obstacles like water. They can also choose to **Soar** up out of reach of other players.

To Soar, call "**Ascending**" and count to 5, then hold your fist in the air, with your first two fingers pointing up. This indicates you are flying up high, out of reach of all melee attacks. You can *only* be hit with missile weapons and missile spells and can also only attack with the same! To get things you have thrown, make melee attacks, or interact with players on the ground in any way, you must first call "**Descending**", count to 5 again, then put your fist down. You're then back in range.

Digging

Digging allows you to perform a stationary Escape (see Rank 3+ Assassin) if you are in soft soil or sand (see GM).

Water, Diving & Drowning

Often times you will find yourself adventuring near or over rivers and oceans in the game world. We usually assume any paved areas in our play space represent water (this also helps keep us out of the way of pedestrians!). Sometimes we mark out boats (see *Boats*) or bridges where you can cross safely. Certain skills also allow a player to swim in or fly over water, but for most players stepping into water can be very dangerous!

If you step into water (even just one foot) you are immediately wounded, just like you were knocked out. This represents someone without training struggling to swim. You are effectively unconscious and cannot move yourself. As long as you stay in the water you are **Drowning**: every 20 count you take 1 damage, starting at 0 HP and moving down through the negatives. At -4 you will die of drowning.

Water can be either **Shallow** or **Deep**. Unless your GM says otherwise, assume paths and other water areas are Shallow Water. **Shallow Water** works as above, but can be forded safely by big creatures (size 6+) who may walk slowly across it. Undead are unaffected by drowning and thus can also walk slowly through water. Items dropped in shallow water sink to the bottom, but can be reached and fished out with other items or after the battle. No one can Dive out of reach in shallow water. **Deep Water**, such as at sea, is different in that it is deep enough to Dive in, and far too deep to ford. Items that sink are gone and out of game, but *might* be retrievable with Diving after the battle. Undead who decide to walk through deep water sink to the bottom and are out of game as well.

Characters with **Swimming** can enter water with no ill effect and move freely. Players with **Diving** can move underwater, which works like Super Digging, above. You are visible only as a shadow of your size. Unless you can breathe underwater, however, you must begin to Ascend again within a 20 count!

Climbing & Trees

Certain creatures and classes have the skill **Climbing** which allows them to scale objects like walls, cliffs, and trees to get up out of reach of other players. While we generally use trees in our play space to represent trees or other terrain, we never *actually* climb these trees as it would be unsafe for us *and* might harm the trees. To use Climbing to "climb" up or down an object, just stand next to it and call "Ascending" or "Descending" (just like Soaring above). Until you descend, you must stay by the tree or other object you climbed up, with your fist in the air touching it.

Light & Blindness

When adventuring in dark places such as caverns or dungeons, or when it is night *in game* we use special mechanics to simulate light and darkness. Torches are props that are held in one hand and provide light in a 10' radius around their holder. Other abilities, such as the spell Mage Torch, can also provide light and sometimes in much larger areas.

Any player without a light source or a special ability to see in the dark is considered **Blind**. For safety, we don't actually close our eyes to simulate blindness. Instead, blinded players must keep their chin held to their chest and only look down at the ground. This limits your field of vision to simulate how hard it is to see in the dark. You may, of course, use all of your other senses freely, so listen carefully!

Rough Terrain & Slow

In places like swamps or thick snow, you may be **Slow** which means you can only walk due to the bad terrain. Until you leave that area, you can't run! Some areas may even **Snare** you if you run, or even every time you take a step. Your GM will let you know where these areas are.

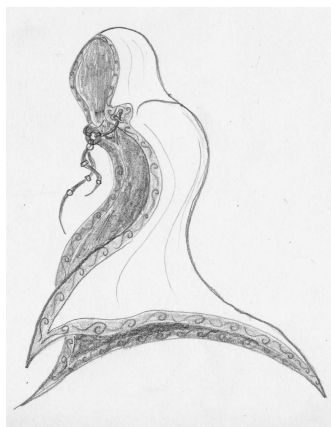
Other Terrain

You may run into new and different kinds of terrain or special ways of staging encounters to represent strange or dangerous environments, anything from precipitous mountain cliffs to the deck of a speeding airship. In any unusual encounter like this, your GM will lay out the special conditions and rules at the beginning of the encounter. These conditions may differ from the usual game rules, depending on what the GM determines is the best way to represent the situation. Pay attention to the special conditions and remember Rule of Life #3: Make it Work!

Weather

Sometimes you have to contend with extreme weather. Weather can cause all kinds of effects, such as high winds that Knockback travelers, extreme heat that deals damage over time, Freezing cold blizzards. If severe weather is present in an encounter, either the GM will announce it's effects *or* it may be represented by players acting as the weather instead of monsters. They will deliver the effects of the weather by calling the effect and tagging you or using props like packets, balls, sashes, hula hoops, etc.

Adventurers can protect themselves from weather by dressing for it with cloaks, hats, etc. The right gear will reduce the effects of weather. Equipment which provides Weather Protection will deboost damage from weather by one bracket. Additional *different* items will help deboost the damage further, but it takes five more items to deboost an additional bracket. Usually this will only protect you from the damage that weather might do. Other effects, like Knockback or Slow, will still apply.



Boats & Missions at Sea

Some missions don't take place on land at all, but instead happen on a ship or boat! Since we don't want to try to run our missions in actual water, we have some basic procedures for how to do a mission when it takes place on the deck of a ship.

Instead of trying to move the boat around on the field, we imagine that the ship is moving and just have creatures and other boats along the way set up next to the marked area so it is easy to role play. Sometimes you will run into pirates trying to steal your ship and treasure, rampaging sea monsters, or even a storm that threatens to destroy your masts and leave you stranded. No matter what the mission, sailing can make for an exciting and perilous style of adventure.

Boat Rules

On the next page are detailed rules on how we represent and interact with the various parts of the ship. Usually we mark out an area with ropes or pipes in the shape of the deck of the boat. Another area next to the "deck" is marked as the hold (if there is one) and characters that are standing in that area are considered to be inside the ship, not on the deck and they can't interact with players "above decks". Your GM may allow battle in the hold, or may consider entering the hold to be "leaving the encounter". Everywhere outside of the marked boat area is considered to be water.



The sides of a ship function similarly to Low Walls, which means that players can attack over them in either direction, but can't easily move past them. Players on the inside can simply step off the side of the ship (but will be drowning unless they can swim!) Players on the inside can also Carry another player aboard freely. Players on the outside of the ship must count to 20, without being interrupted, in order to climb aboard. If a player has the skill Climbing, they can climb on with a 5 count. Players with Gliding can simply move over the wall.

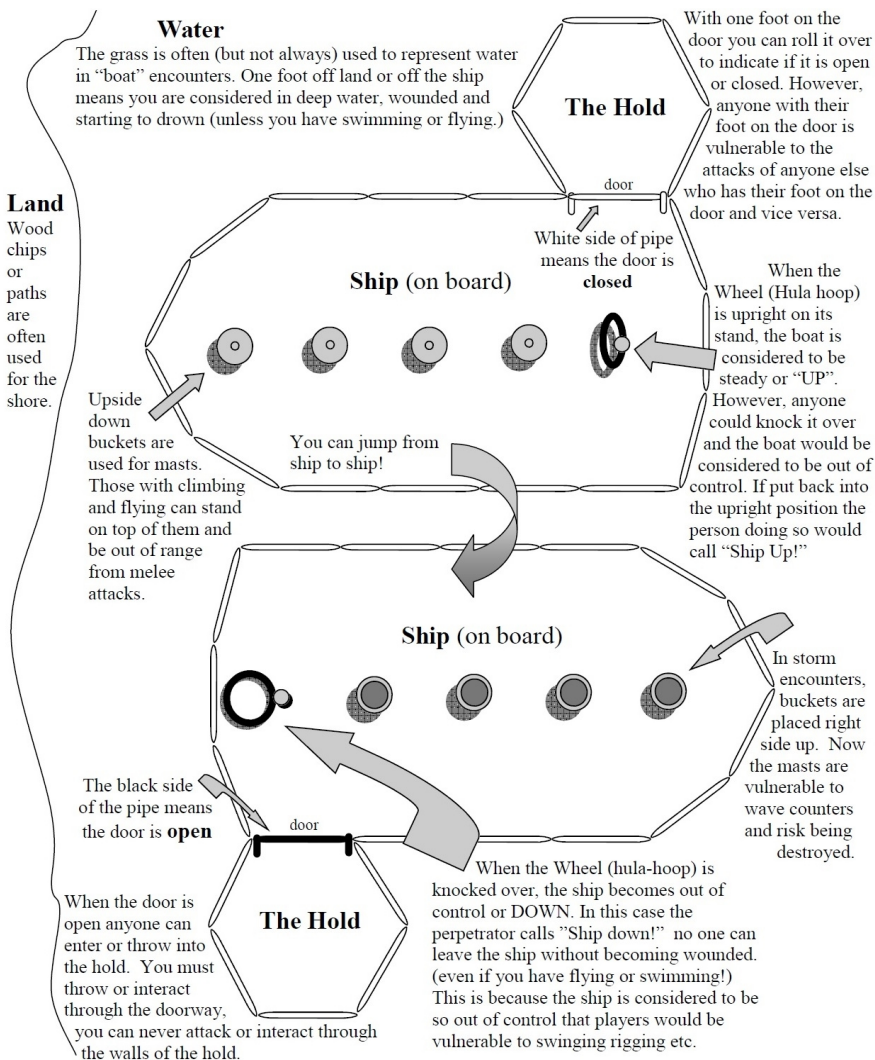
We also set up some markers, usually buckets, to be the masts of the ship. If the masts take too much damage (represented by balls dropped into the buckets) they will break, leaving the ship unable to sail and her crew (you!) stranded at sea. The hull of the ship itself, while tough, might be damaged by larger foes like whales and sea serpents or even ballistae fired from enemy vessels!

For a ship to stay on course and under control, it must be sailed by an experienced sailor or corsair who knows how to both navigate at sea and manage all the complex rigging of a large sailing vessel. An off-course ship could leave a crew stranded and an out of control vessel is a danger to everyone in the area!

Row Boats

Smaller boats like row boats and dinghies are represented with hula hoops laid on the ground. Most larger sailing ships are assumed to come with a few row boats (often one per mast). These row boats can be deployed to engage other vessels

Row boats are size 6 (to Carry them out of water), but can hold any number of passengers that can all fit at least one foot in the hoop. Down players in the hoop will move along with it. Row boats may be moved by anyone standing inside of them by simply calling "Row... row..." and moving the hula hoop with their foot. If opposing players both want to move the boat, it will not move until one or the other player gives up or is dropped. (Don't try to use physical force to move the hoop!)



States & Effects

Resistance, Immunity & Vulnerability

Before we talk about effects in the game, we should know how to talk about whether or not they will work on a character. If a character is **resistant** to a specific effect, it means that effect will fail on them. For example, a Barbarian with Magic Resistance will take *no effect* from a Fireball! However resistances are not absolute. Attacks which have been **warded** will cut through as though the resistance weren't there! For an absolute defense, a character must be **immune** to the effect. For example, an Elf with her Immunity to Mental Effects won't be affected by that same Barbarian's Threat Vitals, *even* if it is warded!

Lastly, if a character is **vulnerable** to something, that means that they can *never* gain a resistance to that thing. A Barbarian who is Vulnerable to Magic would take every spell that hits her, regardless of any skills she might know. Immunities, on the other hand, are not countered by vulnerabilities. For example, an Elf could be Vulnerable to Charm, but would still not be affected by a Charm spell, as they are *immune* to mental effects.

Devouring

Some creatures, specifically large and carnivorous ones, will eat characters in combat. To devour a player, a monster will tag the player with both hands and call "Devouring" then count to 20. After a 20 count, one 'size worth' of the player is eaten. If they were not already dead, this kills them. Monsters usually will devour a number of 'sizes' equal to their own size, before being full.

If a player has *all* of their 'sizes' devoured, their body is then Ruined (too damaged for them to simply be resurrected). They must first have a Summon the Dead ritual cast to reassemble it. Any items the player was wearing, such as armor, are Shattered and any small pocketables, like gold, will have been eaten. Items they were holding (such as weapons) are usually left behind on the ground.

Fire & Burning

A down player can be set on fire by holding a torch to them for a 20 count. During this time, and while burning, any regenerating is paused! Anyone can put out a burning player by calling "Extinguishing" and tagging them for a 20 count.

As with Devour, fire will consume a player's body at a rate of one 'size' every 20 count unless it is put out. After the first size is gone, the player is killed if they were not already dead. If a player has *all* of their sizes consumed, their body is Ruined and will need to be summoned before they can be resurrected. Any items the player was wearing, such as armor, are shattered by the heat, as well as any small pocketables. Held items will be left undamaged. Items are still glued, as the body is not *Destroyed*.

Shattered & Destroyed Items

Certain abilities and effects in the game can damage or even completely destroy items. If an item is **shattered**, it no longer functions as it did before. A shattered weapon only deals vitals damage. A shattered shield will no longer block AV0. Shattered body armor gives no protection. Other shattered items likewise can longer

do what they are meant to do. You don't have to drop the shattered item, since you can fix it later, but it won't work as well for the rest of the fight.

Items that have been **destroyed** are completely gone. There is nothing left of them to repair later. If an item is destroyed in the game, you must drop it and remove it from play (set it out of the game space, or have a GM take it for you). If you are in the middle of a fight and can't take off the item immediately you can inform those around you, or ask to call a hold.

Poison

Some enemies or creatures may use poisoned weapons or venomous bites. If an attack **Poisons** you, you begin taking -1 to your HP every 20 count. At 0 HP you will fall unconscious. At -4 you will die from **poison**. These are -1 counters, not damage, and thus can't be simply healed like damage. Antidotes in the form of potions or herbs can cure Poisons, as can the Life Mage spell Healing Touch.

The default type of Poison applies -1HP counters, but there are also other kinds of poisons which have effects other than damage. These poisons will always have an effect stated in their call and, instead of dealing damage, will repeatedly apply that affect to the victim on every 20 count.

For example, the call "Knockout Poison" means the victim will take a Knockout every 20 count until the poison is cured. In this case, the Knockout Poison would continually interrupt attempts to First Aid the victim, since both effects take the same 20 count, and instant healing like Medicine Ball would only keep the player up for a few seconds at a time.

Treeform

Characters in Treeform are transformed into an actual tree. They are totally immobile and can't take any actions *but* are fully aware. While they can't be targeted by skills/spells or harmed normally by attacks, it is possible to affect Treeformed players in the same way as you might a normal tree and do things like slowly cut them down. The player inside is still unharmed and may still **revert** to their normal form at will. Other players may tag a Treeformed player with both hands, pay a mana and call "Force Revert" to force them out of Treeform. An unconscious player who is Treeformed remains unconscious and thus unaware. They can't revert on their own.

Hiding & Invisibility

Some characters and monsters can become **Hidden**. If someone is hidden, they will hold their hand in front of their face with their fingers spread out. Unless you have special abilities, like Scouting, you can't see a player who is hiding! This can be tricky, but do your best to pretend you don't see them and play like they aren't there. Remember that you *can* hear them, listen for snapping twigs or sneezing monsters! If a hiding player attacks or moves something, they are revealed.

Some rare creatures have the ability to be truly **Invisible**. This works much like Hide, except that Scouting and most other abilities won't let you see them and they can often move and attack without becoming visible. The handsign for true Invisible is the same as Hiding, but the player must continually open and close their hand.

Ethereal

You may encounter some creatures with the ability to move between the real world and the **ethereal** plane, the native plane of spirits, such as ghosts or other undead. If a player is ethereal, they will hold an open hand on top of their head. While a player is ethereal, they can't be seen by, and cannot interact with, anyone who is **material** (not ethereal). This means if someone is ethereal, you have to pretend like you don't know they are there and you can't talk to or attack them. They can't talk to or attack you either but they *can* see you!

If two players are *both* ethereal, they can see and hear each other but they still can't interact, nor can they use any abilities! Any ongoing effects used on them while they were material will continue and finish while the player is ethereal.

If they want to fight each other, one of them must call "Duel" on the other (*all* ethereal players can call Duels on each other; see Samurai). They are now visible to players on the material as well, but are effectively in a Duel. The loser is left on the material plane, the winner of returns to the plane they started on. This is *actually* true of Duels in general, including those called using the Samurai skill Duel, but since both players probably started on the material plane, it usually won't matter.

Mounts & Riding

If you are mounted, such as on a warhorse, suit up as your character but wear an animal print sash hanging from your belt. When you are riding a mount, you have all of its transportation abilities (such as flying or swimming), but none of your own. You do not gain any of the mount's other abilities unless you train a specialization that allows you to do so. Only **Domesticated** animals can be ridden as mounts; other animals are not trainable.

When riding a mount, you and your mount count as one entity and if dropped *both* you and your mount drop. You only have the HP and other stats of whichever being you are playing as.

Illusions

Sometimes you may run into people or things in the world which might not actually be there! There are many different ways in which an illusion of a person, thing, or sound might be created. Illusions behave just like the real thing and can even hurt or kill you if you aren't careful! However, it is possible to pay 2 mana and call "**Disbelieve**" at a specific Illusion. If it was really an illusion, this will (usually) cause it to vanish immediately. If it wasn't this does nothing. Being Resistant or Immune to Mental Effects makes you Adept at this (it only costs 1 mana).

Charm, Binding, & Allure

There are three types of control that can happen to you in the game that will make your character switch sides or be taken over by another player. The first, **Charm**, is the only kind you will encounter in battle. The other two might happen to you, but would be out of combat where the GM will have time to explain what happens. Remove Charm will work on any of these types of control unless the spell or effect *specifically* states Remove Charm will not work.

You must be *aware* that you are charmed, bound, or allured to someone for the effect to work, as you can't act on something you, the player, don't know about! For example, if you are "Bound to all Musicians" you must follow all the requirements below toward anyone you *know* is a musician, but only once you know or think they *are* a musician.

Charm

Your allegiance has flipped completely. Whoever you perceived your allies to be, they are now your enemies, and whoever your enemies were, they are now your allies. This is without regard for *who* Charmed you! You don't look to be in your right mind and players may ask "Do you look charmed?" To which you must answer "Yes." Charm does not end when you go unconscious, but does end if either Remove Charm is used on you, you die, or the Encounter ends. Any time you are charmed, your mental state "refreshes" regarding targets that have opposed you for aggressive etc.

Binding

You will not allow your master to come to harm through action or inaction. You will treat your master's allies as your allies (you will not attack them unless provoked). Your alignment has not changed and your personality is unaffected, but you *must* protect and keep your master alive but that is all. They cannot command you to turn over your items or do specific things for them. Bindings aren't obvious or visible like Charms, so players can't tell by asking if you look Bound. Bindings don't end at the end of the encounter.

Allure

You want to do whatever your master tells you to do. You are totally loyal to your master and will not allow them to come to harm through action or inaction. You will do whatever they ask because you are so fanatically loyal (the magic isn't forcing you to take action, it makes you *want* to take the action).

This rare and dangerous type of control is usually employed by Nymphs, Vampires, and other manipulative, generally evil, creatures. Note that in bindings you are aware you are under the control of the other person and can attempt to thwart them within the confines of their control over you, much as an animal on a leash will attempt to yank or bite the tether. With allure you are *not* aware, it is more akin to being insane, blurring reality and reshaping it to change what you *believe* to be true. Allure does not end at the end of the encounter.

Charm is cast as a Tag. It costs 1 mana to use and can only be used once per encounter per Tier of the user. **Bindings** and **Allures** are usually applied as a 10 minute Out of Combat Ritual cast upon the target. Thus the target must either be knocked out or willing to sit still for 10 minutes! Bindings sometimes come from flaws of magic items, in which case they apply immediately and for as long as you are using the item, and go away if you stop using or lose the item. This means some bindings can turn "on" and "off" suddenly!



The World



Game Worlds (Roekron, Teriock)

The world where your character lives is called the Game World, because it isn't the same as our world. The Game World is like another planet where the rules of science may be different, and where people from that world have developed through their own history.

The world we play in has two main regions where characters adventure: Roekron and Teriock. In this world, there are all the things you would expect, such as mountains, rivers, forests, swamps, and oceans. The

parts of the world that the people of Roekron and Teriock know about is mapped out, but there are many more places yet to discover that characters can find out about.

Towns & Cities

At a FanWar event we usually have a city or town that we imagine is our character's home and all the characters live there. Some towns are poor and only have simple items for sale. Others are very wealthy and have expensive things to buy. The wealth of your town is called its "at" or @. If you are in an @20 town, the most expensive things for sale cost 20 gold, and you can't buy things that are more expensive in that town because they simply aren't available.

There are also local leaders, referred to as "Innkeepers". These are characters in the world like local rulers, important guild leaders, or sometimes even just the actual innkeeper. These are influential people who rule or work in the town or region. The Game Master usually plays one of these "innkeepers" in the inn to tell the players what's going on in the world and inform them of missions that are available. Innkeepers are also an important source of information, but keep in mind that each one of them is their own character with their own perspective and agenda.

The Inn

Usually when the game begins, all the characters gather together in what we call the Inn. We imagine that all the characters are sitting inside with food and drinks and they are meeting with someone who is in charge of the town or city. This is usually the Local Lord or Lady, but sometimes it is simply someone who runs the Inn. Whoever it is, they are your contact for what's going on around town and they post the missions that can be chosen on the Mission Board. Characters then discuss and debate what the best course of action is and what they should do to protect their town, gain more resources, solve pieces of the plot, or explore for new missions.

Voting on Missions

You don't always get to do whatever mission you want. Sometimes you will be ordered out on a mission and it isn't a choice. The Inkeeper may just tell you what to do and you will be under orders to do it. But most of the time you get to vote. The Innkeeper will ask people for suggestions of what should be done and characters may have a chance to argue in favor of a particular mission. This is called "Soap Boxing" where you stand up and tell everyone why you think your idea is good.

Once a few missions have been suggested, each is voted on. In FanWar you can usually vote for as many of the items as you wish. You can vote for all the missions except one, or just your two favorite missions. This ensures that the mission that has the most overall interest gets done, and helps to establish the second place mission which usually is done right after the first.



Baddying & Playing Characters

In LARP we all must take turns being monsters. If everyone went on every mission, who would play the creatures to battle or the people you meet? We have to have someone to play the other team or "baddies". The players on the mission are taking their turns as the main characters of the story. Whoever doesn't go on the mission puts on purple jerseys (or pinnies) and gathers up with the Game Master to hear what roles they will play. After the mission, these roles reverse and the baddies get to switch and play as their characters for the next mission.

It's a bit like preparing for a play. Each person gets a role from the GM and then tries to act out that role exactly as the GM tells them to. When you are being a helper in this way we call it playing a "baddy" because you are often something bad that the heroes must fight. But not always! Sometimes you will not be bad at all, but something very friendly, so listen carefully to how the GM asks you to act and don't let the name confuse you. Baddies aren't always trying to beat the goodies in a fight, sometimes you're likely to lose the fight, but make the scene fun in another way. To be the best baddy, focus on acting and playing your role well!

Missions

A mission is the quest that the characters pick to do. It might be fighting some troublesome Ogres that are attacking the town, helping some farmers to drive off dangerous animals, or even investigating the death of another character. A mission usually involves players suiting up (putting on all their characters equipment and costume), gathering up where the GM tells them to, and then beginning the roleplay - acting out their characters on the mission. Since we don't want to hike all over the park we usually carry out missions in small sections called **moves**, which are like scenes in a play.



Moves

A move is an amount of travel in the Game World. If you're on a mission and it is far away, it might take you several moves to get there. Each move is a chance for an encounter if something unexpected happens on the way to or from your quest. Missions on the board show how far they are with >'s to show the number of moves.

Encounters

Each mission usually consists of several Encounters, a few encounters to get where you are going, one to do the actual mission, and possibly more to return home. We usually run all the Encounters in a row, so that players can be ready to pick the next mission they want to do when their mission ends. It's assumed that the characters are traveling between encounters and have some time to rest. Between encounters your mana will refresh, unless the GM says you can't take time to rest.

Waves & Reinforcing

Each encounter can be further broken down into **waves**. Since we don't often have enough people to run an entire army of monsters all at once, we simulate this by running the battles in waves of enemies. The Game Master will call a hold and all the baddies will gather up (the characters usually must remain where they are!) and then they will enter the battle again as the next group (or wave) of monsters that has arrived on the battlefield. A single battle can have dozens of waves in it!

Sometimes, instead of pausing the battle to set up a new wave, the baddies will be told that that can **reinforce**. This is like having multiple lives. When their monster is defeated, they can put their fist on their head to be *out of game* and go back to a "base" (usually a specific tree or edge of the field) and then rejoin the fight as a *new* monster. If the baddies are going to be reinforcing, the GM will tell them how many reinforces (lives) they have for the battle.

Either way, these are *not* new Encounters, but just representing more baddies in the same encounter. This means that your mana won't refresh yet, and any effects that last for the encounter won't have worn off either.

Market

One kind of Mission is called the Market, and usually takes place in the town the characters are living in. The Market is the place where all the local people of the town gather to buy, sell, and trade their goods with travelers and merchants from far away. There are often many games of sport happening in the Market (such as gladiator matches, archery tournaments, or cards and dice games).

Players usually go to the Market to buy supplies they need for their missions and search for hard to find items. Just like on other missions, some people need to be the "baddies" and act out the scene. Some people will be merchants selling armor or swords, some will be travelers seeking to trade, and others may even be thieves seeking to rob the players of their hard-earned gold!

Usually, the traders, merchants, and gladiators all wear purple jerseys just like on other missions, to show that they are not part of the characters team right now, and that they *could* be dangerous. Players in orange usually are playing Law Enforcement and are people that the characters can go to if there is a problem in the Market, such as someone attacking them or someone robbing them. It is best to remember that LARP is as much about acting as it is about battle, and Market is mostly about the acting part.

If your character gets robbed or attacked in the Market, remember that the game is about adventure, and sometimes chasing down a thief or dealing with a drunken warrior is what makes the Market fun, so play along and don't take it personally! The "baddies" aren't out to get anyone, they are acting out the scene as the GM intends, just like when they play monsters on any other mission. If you're confused about what's going on, ask your friends and see if they can help you.

Guilds & Guild Privilege

Guilds

Each of the classes are organized into guilds which, like real guilds, offer services, training and help to their members, but require you to pay dues and follow their rules in exchange. Each guild exists to protect the interests of its members and to train new members in the skills or spells the guild knows.

Guild Privilege

Once you are a member of a Class you are under the jurisdiction of the Guild Officers and Guild Masters of that class and *must* obey their orders. If you are in more than one class you will have to follow orders from the officers and masters of *both* guilds. If your orders are conflicting, which ever class you are higher level in takes precedence. Once you become 6th level in a class you can become a Guild Officer, and at 10th a Guild Master. As such you gain the following privileges:

- **Guild Officer:** The guild will help you in legal matters and may provide some other services for you. Members of this class that are lower level in this class than you must obey you if you give them an order, but you are then held responsible for their actions as they follow that order
- **Guild Master:** Your *total* level is now considered your level in this class (so skills that read your level in this class now read your *total* character level instead!) This also applies to your level for giving Guild Orders to members who are lower level in the class than you.



The Settings

Sourcebooks

Each Game World uses a Setting, which is the type of terrain, plants and animals, and culture in which the players are living. Your region may be very different than another leagues'. You may be dealing with desert sands and strange dust monsters while another league plays in the jungle and must battle poisonous frogs. The people may be different as well. In one setting, the people might be mostly Human, but in another, you may be living in a Dwarven province and humans are scarce.

To find out all these more specific details about your league, you will want to take a look at your League Source Book. If you are playing in Teriock, you will check the local conditions, species, and monsters you might run into there in the Teriock Source Book. If playing in Roekron, you will want to reference the Roekron Source Book. A Source Book for a world can contain the following kinds of information:

- Current Political Maps
- Cultures of the region
- Happenings and Events for the region
- Backstory Charts to flesh out your characters history
- Climate Information and Common Weather
- Monsters that are native to the region
- Special Species that can be played in this League
- Special Classes that can be learned in the region
- Encounter Charts for GM's

Time Jumps

Usually, at the end of each calendar year the setting experiences a "Time Jump". Many years go by in the world usually around twenty, but it may be less or much, much more. During this Time Jump, many things may shift politically in the world, and players can find themselves in a very different situation than the way they left things. At the beginning of a Time Jump, characters go into a retired state. After the jump, new characters are made and for the first few months of the new season we only play the new characters. This way new and inexperienced players have a chance to play at the same level as the more seasoned ones and learn the game. And new characters have a chance to gain levels and develop their own story.

Characters return from their retired state, usually a few months into the season, and then players are allowed to choose which of their two characters they will play and gain levels with each session: their new character or their old character.

Time Jump Goals & Events

The Time Jump is the time when characters can take on major, long term projects. This represents what a character spent all of this time on, rather than adventuring. Each character can choose one Time Jump Goal; something like starting a family, working on a large research or crafting project, focusing on training certain

skills, or maybe attempting to influence the political situation over the jump. Tell your GM which kind of general goal you want to pursue and they will make rolls to determine the outcome of your goal, good or bad.

Characters will gain one level over the time jump (sometimes more depending on your Goal and Event). They are also assumed to save up some of the money they earn over the years, and will have earned gold equal to their level after the jump multiplied by the number of years of the jump. Characters must also roll for a Time Jump Event: something major and possibly life-changing that happened to them over the years. Events can be good or might be very bad, but everyone gets one!

If you choose not roll a Time Jump event, you must turn in your character sheet to your GM and you lose control of your character. The GM may ask you for a broad goal for the character and continue to factor your character into events as an NPC, but this is up to the GM.

Descendants

Players often want their characters to start families in the world, and sometimes hope to play as their previous character's child. This is a way to keep their old character involved in the story and pass on information and treasure they have collected. However, having children is not as simple as it might seem. Having a family is no small job (ask your parents sometime!) and takes a tremendous amount of energy and love to do right.

If you want to start a family, you have a few options. First, you can find another character and if your characters begin a romantic relationship together, you can later decide to have them try to have kids. If this doesn't work out, you can attempt to find an NPC (non-player character) in the world who wants to start a family, but that must be rolled for by the GM. Then, if you are lucky you may be able to have children and after many years in the game they can grow up and maybe be new adventurers.

Not all children will be playable as characters. Keep in mind that in Junior League, players are only allowed to play characters of their same gender, so if all of your kids are of another gender, you won't be able to play them. Your kids also may not happen to be interested in adventuring and have plans of their own! Raising children is a tricky art, so you must talk to your GM about your plans and they will roll to see if you are indeed successful at having and maintaining a family and if any of your children are playable. Generally other players may *not* play as your character's children, and only ever as a backstory with special permission from the GM.

Some players opt for adoption, but the odds of getting to play the child are still low and depend on how young they were adopted. Remember, you don't get to play just *any* character in the world. Many players would like to play as a local lord or someone who inherited an adventurer's horde of treasure, but it wouldn't be fair for them to get all that reward with no effort or risk. Thus your descendants are people in their own right and not necessarily *your* characters to control! You can raise them up and hope for the best, but in the end, they choose their own path, not you, and that is as it should be.

Special Items

Runic

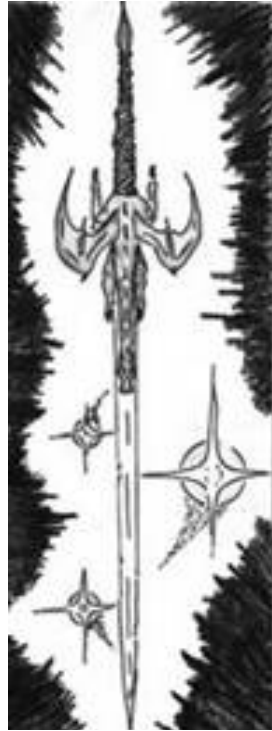
Items can be engraved with special magical runes which allow them to repair themselves. Any **runic** item which is shattered will restore itself in a 20 count. Runic items can not, however, repair themselves if they are completely *destroyed* (such as due to an Unforge spell). Runic items are difficult to make, and cost twice the standard price.

Silver

Silver metal is somewhat difficult to use in practical arms and armor, but has a few properties which make working with it worth the effort. Silver weapons can deal damage to many magical creatures, such as were-creatures and most undead. Silver is also immune to Mana Drain attacks. Any Mana Drain taken on a silver weapon or silver armor has no effect and it totally blocked. Weapons and armor can both be forged from *solid* silver, which costs double their standard price.

Master Crafted

Master Crafted items cost double their standard price, but are very well-made and often ornate. Only Master Crafted items are fine enough to enchant. Note that it is very difficult to enchant an item that is also Silver or Runic.



Magelore

Magelore items are the spellcaster's tools of the trade: Staves, Rods, and Wands. In Fantasy Warplay some spells require you to do something with a magelore item, usually **invoking** it (raising it over your head and calling "Invoke!"). This is a cost of some spells, thus if you do not have an appropriate item, you can't cast the spell!

The major differences between the Staff, Rod and Wand are as follows: The wand is only a prop, as a weapon it is useless, you cannot block or attack with it (if you have Staff Touch, however, that changes) but are small and easy to carry. The rod is the next step up, is larger than a wand and does count as a weapon which can block and deal damage. Finally we have the staff, which is a much longer weapon which you can use both ends of to attack, as well as being magelore.

Thus a wizard must choose their style. If they are going to use shields or weapons they might want a wand for easy carrying and quick access (though staff touch will be much weaker). Other mages may prefer the staff for it's long reach. In any case, the mage needs their magelore once they get up to higher levels so be prepared. Some custom magelore come in nonstandard types, like rings.

Mana Storing Items

Some rare items can store extra mana. This is listed on an item card as "Mana Storing X" where X is the number of uses per day. To access the mana stored in one of these items, you must invoke the item and declare that you are using it at the beginning of an encounter. You then have a +1 to your mana for the encounter. This can be done in as many encounters as the number on the card, but then the item is out of uses for the day. You can't use more than one mana storing item at a time.

Morganti

In our game world there are special, very dangerous weapons called Morganti, soul eating weapons whose wounds cannot be healed! These weapons are marked in the game by covering the blade with black tape or cloth, and if your character is near a morganti weapon, they will feel their soul become afraid and trying to run away. A character hacked by Morganti permanently loses the use of that limb, and a player brought to Unconsciousness will be in a coma. A character can be permanently killed if they are slain with a Morganti weapon. If killed by a Morganti weapon you cannot be resurrected, your soul is gone.

Morganti is illegal for most characters to use or even possess, so if you try to get it yourself you will likely end up in prison for the rest of your character's life. The law usually requires you to turn in any morganti you find to the local law enforcement. Sometimes you will get a reward, sometimes you'll just avoid being arrested. It is most often seen being used by official Law Enforcement, leaders of evil armies, or other powerful and usually evil beings. See the Source Books for more info on the history, nature, and destruction of Morganti.



(From left to right: Master Crafted, Silver, Silver & Master Crafted, Morganti)


Magic Items

Magical items usually grant their user abilities such as Fireball or Snare. If an ability from an item reads a level, that level is always 5. A magic item can not be used in any way until it has been **Identified** (a magical ritual) to find out how it works and what its abilities are. After an item is identified, its owner is given a card listing its abilities. Magic items are recorded on cards as both a record of how it works and as proof that the character really has that item, so don't lose it!

Magic Item Cards

Magic Item cards have a picture of the item and also tell an item's name, type, history, abilities *and* flaws, as well as its tier. These are all explained below.

Cards are folded in the middle ↴

Item Name	<p>Item art is on front of a card:</p> 
Item Type - sword, ring, etc.	
Notes and History - This is where you can find the story behind an item. It's always good to know where a magic item came from and why it was made! Item histories can even contain important plot clues.	
Abilities - Mana-activated (Blue)	
<i>and/or</i> Passive abilities (Green)	
Elder Sorcery abilities (Purple)	
Built-in/non-magic (Black)	
Other colors have other meanings	
Flaw(s) (Red)	
Tier - given as a number	

Item Names

Every magic item has a name, like Randwin Garb or Bramblethorn Bow. There may be more than one copy of the same kind of item in the world with the same name, but they will all work the same way!

Item Types and Equipping Items

An item's "item type" means what kind of prop you should use to represent the item in the game, such as a ring or a longsword. You can only equip as many items of one type as you have "slots" open for that type. For some items, this is obvious: you can only wield one weapon, shield, wand or other such item in each hand "slot". You can only wear one suit of armor at a time, magic or not! You *can* wear more than one piece of magic clothing, but only one of each type. So, you could wear a magic hat, shirt, cloak *and* boots, but couldn't wear two magic cloaks and have them both work. Nor can you wear two pairs of magic boots. You only have one "slot" for each.

For some item types this is less obvious. Even though you *could* of course cram many mundane rings onto your hands, more than one *magical* ring will not work on the same hand. Thus you only have two ring "slots" (one for each hand). Similarly, you can only use one amulet at a time in your amulet "slot" and have it work, only one magic helm, crown, or hat in your head "slot", and only one magic belt in your belt "slot". Each magic item also takes up a certain amount of your magic item tier limit, explained below. Magic items can be wielded as mundane items if their tier is too high for you, but do not do magic damage or give you abilities.

Mana Activated Abilities

Many magic items are enchanted to allow a single use of some spell or ability if the user spends mana to power or 'activate' the item. These abilities are called **Mana Activated**. For example: A ring of mana activated Fireball would allow it's wearer to cast a Fireball *once* every time that player paid the mana cost. If the ability is a passive (rather than called) skill, such as Magic Resistance, the ability only lasts for a 20 count. If the ability is an Out skill, like Blacksmith or Peacekeeper, it would allow a single use (ie. craft one item or question one person). These items are low in power, but low tier and easier to use. Some magic items are enchanted with both Mana Activated and Passive abilities.

Passively Magic Abilities

Some enchanted items have **Passively Magic** abilities. These items do not require their user to spend mana and instead have abilities which are always 'on'. For example: a ring of *passive* Fireball would allow it's user to cast that same Fireball as often as they wish! Some passive items might also include mana activated abilities. These items may seem very strong, however, passive items are generally higher tier (limiting how many you can use at once) *and* are much more likely to have some sort of unpleasant flaw or curse!

Magic Weapons

Most enchanted weapons deal magic damage (important when fighting undead or magical creatures). This tends to increase the tier of a weapon *and* the chance that it will have a flaw, thus some enchanted weapons are designed *without* the ability to deal magic damage. Assume a magic weapon deals magic damage unless the item card says that it does not.

Sample Flaw Chart

1. Ability required to use item	11. Ability works differently
2. Downgraded item -Limited, Passive to Activated, etc.	12. Item has random different ability instead
3. Only usable by: X (species, class, gender, etc.)	13. Item Mana Drains User each encounter
4. User Vulnerable to an effect	14. User can't use item class
5. Bearer Inept at skill/trade	15. Bearer can't tell lies
6. Item glows in the dark - 10'	16. Owner is <u>reverse</u> blessed
7. Creature Caller: attracts a random monster type!	17. Item is fragile - if it is Shattered it is <i>destroyed</i>
8. User clumsy (use off hand!)	18. +1d4 to item's Tier
9. Bearerdeaf/mute/blind/etc	19. ITEM CURSED - roll again
10. User can't run (only walk)	20. Roll on another chart

Flaws & Curses

Unfortunately, magic items are often imperfect. There are many theories as to why this is - the soul residing in them is unhappy or tainted, the metal used was impure, etc. Whatever the reason, the effects are evident. Flaws on items are listed in red at the bottom of the card. Flaws will affect you whether you like it or not and can be considered the 'drawback' of a magic item. Flaws take effect under certain conditions. The flaw will say if it affects you using one of the words below:

- **User** - as long as you have the item out and are using the object the way one normally would (wearing a cloak or ring, holding an orb or sword, etc.)
- **Bearer** - if you are carrying the item with you *at all*, even in a pocket or a bag, the flaw still affects you!
- **Owner** - the flaw affect you if you *own* the item, even if you left it back in town or someone else is holding it for you!

Curses are a special kind of flaw. Once you use a cursed item, that curse is now 'stuck' to your character. It is like a flaw that never stops affecting you (even if you lose the item!) until you can have the curse removed or cleansed. This can be done by some powerful elder sorcerers (if you can afford it) *or* by simply having the item taken from you while you are dead (if you're willing to die). Your character can never have more than three curses at once; if they would gain a fourth, the older curses will begin to fuse into stronger, nastier curses!

Tier

This is the last thing listed on a magic item's card, but one of the most important! Every character has a magic item **tier limit** which determines how powerful of items (and how many) they can use at once. A character's tier is equal to their rank (at Journeymen you have 1, at Rank 1 in a class you have 2, etc.) and mages get +1 to their tier limit.

If a magic item's tier is equal to or under your tier limit, you may use it. If the tier is too high, your character is unable to use it *at all*. You may use more than one item at once, as long as their tiers add up to a total that's equal to or less than your character's tier limit. A character can own and carry more items than they have the tier for, but the items won't *do* anything unless character is using or wearing them. Remember you also can only equip one item per slot you have for that item type.

Nym is a Rank 1 Storm Mage, thus her magic item tier limit is 3 (2 from her levels and +1 as a mage).

This means she can use Shiver Twins (Tier 1), her pair of magic short swords, at the same time as her belt of Healing Factor (Tier 2) as these add up to a total of 3, which is equal to her tier limit.

However, if she wishes to use Prамblin's enchanted spellbook (Tier 1), Nym would have to either put away Shiver Twins or take off her belt to open up the needed tier!

Deities and the Divine



The world of FanWar has goddesses and religions just like most fantasy worlds. We use a system adapted from many fantasy roleplaying games which incorporates all the mythos of Earth and many others that have been invented. The premise is that each Pantheon of Gods and Goddesses is vying for power in a given universe. The way gods usually gain power in the world is by acquiring worshipers and having temples to them built and tended in order that they may gain more of a foothold in the world. Thus, not only will you have the classic rivalries between gods such as Zeus and Hera of the Greek Myths, but one might discover they are involved in a feud between the Egyptian god Set and the Nordic Goddess Freya, each using their influence to sway the world more in their direction.

This system influences game play in that characters often worship gods and goddesses and are thus steered towards certain quests by their deities. For characters such as the Paladin this is a particularly critical aspect of their class and will determine the nature of their Divine Gift skill. For more information on gods that can be worshipped, ask other players, look in the source books, or look online for resources like the AD&D *Deities and Demi-Gods*.

Divine Intervention & The Red Stones

When a player pulls from the death bag, there are 10 red stones which may be pulled out along with the others. These stones are called the Divine Intervention Stones because if one or more are pulled from the bag during a pull in which you would permanently die (PD), your character is miraculously saved by the deities, and lives to die another day. Divine Intervention can only be received once per soul, after that Divine Intervention Stones do nothing. If you pull from the Death Bag, but don't pull enough black stones to PD, any red stones simply count as white stones.

Players who receive Divine Intervention are often somewhat reborn, sometimes gaining new abilities and new disadvantages as well. The gods rarely give a gift without expecting something in return. The GM will usually ask you some questions about your character to determine what will affect your chances of the deities helping you. Perhaps your character is a Paladin, and very influential with their god. Or perhaps you have done nothing that your deity would approve of. Your GM will consider these factors, as well as how many Divine Intervention Stones you pulled, and then let you know what the effects of your Divine Intervention are.

Blessings, Pacts, and Divine Gifts

Some class abilities grant characters abilities from their deities. Different deities grant different kinds of abilities. Every deity has a set of “domains” which are sets of themes associated with them, and these vary deity to deity. For example, the Elder Goddess's domains include Magic and Healing; whereas Artemis's domains include Hunting and the Moon. Below are a set of tables of broad domains; some examples of sub-domains are listed under each one. When your deity gives you abilities, it will be from one of their domains and limited to the list below.

When picking abilities to take, you may select abilities from any domain your deity has. The first ability you pick (if you are able to choose more than one) comes with no downside. However, for every additional ability you pick after that, you must *also* pick a flaw to come with it from the domain you have picked the ability from.

Each domain also has a single righteous aura (listed in the “A” row) if a righteous aura ability is needed. All righteous auras cost 1 mana.

The Universal System

In addition to the more complex domain charts, there is also a simpler system for choosing divine gift type abilities. This system is designed to be used by baddies who need to suit up quickly, but can also be used by characters who want a simpler system or a domain that doesn't fit into the broad groups.

Abilities:

Choose any Rank 1 Skill/Spell: Costs 1 Flaw.

Choose any Rank 2 Skill/Spell or 2 Rank 1 Skills/Spells: Costs 2 Flaws.

Choose any Rank 1&2 Skill/Spell or 3 Rank 1 Skills/Spells: Costs 3 Flaws.

Flaws:

1. If targeted by a skill/spell which shares the class of the ability you chose, take a damage.
2. If targeted while down by a skill/spell which shares the class of the ability you chose, you die.
3. Vulnerable to and Incapable of other skills/spells which share a class with the ability you chose.

	<i>Knowledge</i> Magic, Mystery, Wisdom	<i>Crafting</i> Art, Making, Inspiration	<i>Nature</i> Animal, Plant, Earth	<i>Healing</i> Life, Protection, Good
1	Identify	Magelight	Treeform Ball	Healing Touch
2	Oracle	Accuracy	Empathic Ray	Cure Illnesses
3	Sense Motive	Improvised Armor	Snare	Remove Charm
4	Detect Alignment	Improvised Tools	Earthbind Touch	Medicine Ball
5	Cartographer	Gifted Fortify Area	Species Lore	Gifted Exorcism
6	+5 lvls in a scholarly craft	Spellturning Items (only 1 item)	Advanced Smell	Partner Awaken
7	Scouting	Improvised Weapons	Polymorph (1 animal only)	Gifted Regen. Touch
8	Spirit Guide	+5 lvls in an artisan craft	Wildborn (speech only)	Rebirth (allies only)
9	Species Lore	Mystic Weapon OR Item Repair	Gifted Regen. Touch	Resurrect
10	Gifted Dispel Magic	Fire Resistance	Martial Arts	Ward: Healing only

	Righteous Aura	Righteous Aura	Righteous Aura	Righteous Aura
A	Reflect Magic	Dispel Destruction	Empathic Ray Aura	Healing Touch and Remove Charm

	Flaws	Flaws	Flaws	Flaws
1	Cannot harm someone w/o speaking to first	Damage to your items damages you	Aggressive (frenzy if you're already aggressive)	Can't refuse healing to anyone who asks
2	Vulnerable to dmg	Vulnerable to items	Incaable of reverting others	Dropping a player kills you
3	Cowardly to those who oppose you	Incapable of harming items	Bound to down animals	Can't kill down players

	Trickster Chaos, Mischief, Discord	Weather Storms, Seafaring, Rain	Hearth Family, Home, Fertility	Destruction War, Hunting, Evil
1	Hide	Resist Storm Spells	Magelight	Hack
2	Unglue	Swimming	Partner Awaken	Threat Vitals
3	Acrobatics	Lightning Ray	Brace	Crit Elite
4	Tumble: 1m/enc	Iceball	Skill Share	Fireball
5	Lie: 1 m/enc	Corsair	Sense Ambush	Impale
6	Disable Ray	Sense Weather	Resistance to Fear	Improved Strength
7	Gifted Avoid	Shock Touch	Watchman	Fire Control
8	Polymorph (1 animal only)	Gifted Flying and Whirlwind Aura	Gifted Regen. Touch	Triumph: 1 weapon/spell only
9	Self Detonate (self)	Take debossed from weather	+5 lvls in a mediator craft	Melting Grasp (up players only)
10	Disguise (your size only)	Ice Damage: 1 weapon type only	+2 carrying size	Hunting Party: 1 type only

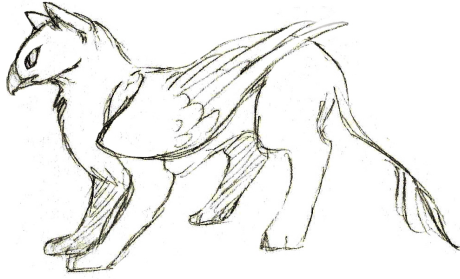
	Righteous Aura	Righteous Aura	Righteous Aura	Righteous Aura
A	Disable Aura	Storm Blast Aura	Improved Brace	Impale Aura

	Flaws	Flaws	Flaws	Flaws
1	Inept at telling truth	Immobilization is deadly to you	Can't leave down allies	Incapable of first aid
2	Incapable of obeying direct orders	Incapable of using fire and fire spells	Inept at actions that drop party members	Aggressive (Frenzy if already aggressive)
3	Aggressive to your own party	Treeform deals 1dmg to you	Learning an ally has died deals you 1dmg	Must kill all down opponents

	<i>Spirit</i> Spirits, Law, Afterlife	<i>Death</i> Murder, Death, Killing	<i>Fortune</i> Wealth, Luck, Travel	<i>Celestial</i> Sun, Moon, Stars
1	Summon the Dead	Spirit Guide	Unglue	Magelight
2	Resolve Conflict	Summon the Dead	Scouting	Oracle
3	Tea Ceremony	Death Ray	Cartographer	Medicine Ball
4	Ethereal Travel Ritual: 1m/enc	Terror Ball	Evasive Shimm: 1m/enc	Resist DeathEffects while up (day only)
5	Duel	Maul (apply terror to a down player in a 20c, as first aid)	Gifted Disarm	Night Vision
6	Resist Mental Effects	Spirit Bury 1m/enc	Gifted Escape (holding no items)	Magic Resist: 1m/enc
7	Bow Out: Duels from others only	Slay (specific weapon only)	+5 lvls in a survivalist craft	Wilderness Energy (at night only)
8	Spirit Bury 1m/enc	Zombify	Gifted Avoid	Imp. Heal Factor (at night only)
9	Spirit Guide	Animate Dead	Tumble: 1m/enc	Gifted Exorcism
10	Defy Death	Partial Undead	Acrobatics	Flying: 1m/enc
	Righteous Aura	Righteous Aura	Righteous Aura	Righteous Aura
A	Vitals Silence	Kill Wounded Aura	Avoid Aura	Resist Mana Drain
	Flaws	Flaws	Flaws	Flaws
1	Bound to haunts	Must kill anyone you drop	Must rob anyone you drop	Inept at skills and spells while inside
2	Cannot wisp	Frenzy to anyone who drops you	Inept at giving up items you acquire	Incapable of killing deity worshippers
3	Incapable of disobeying a direct order	Incapable of being rebirthed or regenerated	Bound to anyone who pays you money	Hearing words Sun, Moon, or Stars causes TempCharm



Monster Field Book



How to Play Monsters (Playing Baddies)

Playing a monster (often called a “baddie”) is different from playing your character. When you play a character, you get to decide who your character is and what choices your character makes. As a baddie, you are there to help act out a scene that the GM has designed. The GM will tell you what monster you're playing, what its alignment is, and what it should be doing in the scene. Your job is to act that out and help tell the story that is going on in the encounter. It is important to listen to the GM's directions, because if you don't know what to do, you might accidentally act out the wrong scene! Below are a few guidelines for how to play baddies:

- **Baddies are not always evil.** We often call monsters “baddies” because it's easier to say, but not all baddies are bad. “Baddie” just means that you're not in the same group as the characters. Baddies can be a group of ogres looking for people to eat, but they can also be a group of men at arms who got lost in the woods. Always ask about your alignment and motive!
- **The best baddies are the best actors.** As a baddie, your job is not to fight the best you can against the characters in battle and win. Often, that's the exact opposite of what you're supposed to do! Instead, your job as a baddie is to act out the role you're given as well as possible. This means if you're playing something like a goblin, you might have to fight very badly and might lose the fight. That's okay – as a baddie, that's your job. The most interesting and powerful baddie roles are usually given to the best actors, so if you want to play those, practice acting other baddies well!
- **Baddies and equipment.** When you're playing a baddie, which weapons you use don't usually matter. It's more important to be listening and ready to go quickly, so it's best to use whichever weapons you're already holding or else pick up the nearest equipment. You should always assume that your equipment is glued (as the thieves' skill) and that players cannot loot your weapons unless they are able to “unglue” them.
- **Look up your stats.** Each monster has a set of stats that describe its abilities and behavior. Look up your monster in the bestiary to see what stats it has. Below is an example stat block to show you how they work.

Example Stat Block

Species Name				
HP: -	Size: -	AV: -	Int: -	BR: -
Looks:	(What a monster looks like, you should tell players what they see at the start of an encounter!)			
Abilities:	Each ability a monster has is listed here. Sometimes these are drawbacks or reminders too!			
Notes:	Information on how a monster lives, acts and fights. Sometimes includes things they will or won't do based on how they behave.			

HP is how many hits a monster can take before it drops unconscious.

Size is how big a creature is compared to other creatures.

AV is the *natural* armor a monster has, which can add to any *worn* armor!

Int is how smart a monster is - how well to fight and how easily tricked you are.

BR is a monster's "Battle Rating" which measures how dangerous creatures are.

Effects of Size on Game Play

There are a few important differences in how we play creatures that are much larger or smaller than average.

- **Big Creatures:** Creatures which are size 5 or larger must wear a gray "size sash" to show they look much larger than those around them. Their armor, clothing, and shields are not usable by smaller creatures. They always have Strength (can use two handed weapons in one hand), as large weapons aren't large to them. They may also wade through shallow water at a stealth speed (walking heel-toe).
- **Tiny Creatures:** Creatures which are size ½ or smaller must hang a gray "size sash" from their belt to show that they look much smaller than those around them. Their armor, clothing, and shields are not useable by larger creatures. They always have Tiny Strength (can only use weapons 2 feet long or smaller), as anything bigger is huge to them! Tiny creatures have Limited Damage Resistance (zones 0-2 only), as they are so small as to be very difficult to hit. They also do not cap damage, so if they take five damage, most of them die outright!

Monster Props

Below are some props we use as baddies to let players see what sort of creatures we look like from a distance:

- **Baddie Pinnies - Purple and Orange:** The purple and orange jerseys are used to show possible enemies or known allies. **Purple** pinnies are used for baddies that are probably hostile - like beasts or people who might be bandits. **Orange** pinnies worn by the 'baddies' who are probably friendly and familiar to the party - like local townsfolk or the guards in the region.



- **Size Sashes – Gray:** These sashes show players that you are unusually small or large, depending on how you wear them. Tiny creatures wear a **gray** size sash hanging from their belt. Big creatures wear the same sash over their shoulder like any other sash.
- **Monster Sashes - Leopard or Bone Print:** Leopard-print sashes called **animal sashes** are used to show that a creature is non-humanoid - shaped like an animal or monster, not a human. **Undead sashes** are black with white bone patterns and are used to show a baddie is clearly some thing undead, like a zombie or a ghost.
- **Animal Packets** - Leopard-print packets are used for any natural ranged attacks a creature has, like shooting webs. These are represented by throwing an **animal packet**. Animal packets are AV0 like all other packets.
- **Armor Sashes** – Some creatures have natural AV and wear armor sashes. This armor is part of them, not something they are wearing, so it cannot be looted (but could be hunted). Any creatures with a natural AV of 3 or 4 also have a **Natural Helm** and cannot be knocked out.

The Monsters



ANGELS

Angels are Outsiders, creatures from another plane of existence and thus are not governed by the rules of any world they are in. They may have many other abilities not listed here. Angels can not be harmed by non-magical weapons.

Angel [Outsider]

HP: 20* **Size: 3** **AV: 0** **Int: Extreme** **BR: 30+**

Looks: Appears as a human, or other species, but with wings.

Abilities: **Angels only take Magic damage.**
5 Mana, Divine Gift, Bless Self, Instant Ethereal, Flying, Giant Strength, Jumpstart Heal, Rebirth, Outsider Regenerating, Shattering Armor, Spell Turning Shield.
Innately 1st Rank in two classes, may have other skills.

Notes: -

Archangel [Outsider]

HP: 30* **Size: 4** **AV: 0** **Int: Extreme** **BR: 30+**

Looks: Appears as a human, or other species, but with wings.

Abilities: **Archangels only take Magic damage.**
5 Mana, Divine Gift, Bless Self, Dispel and Reflect Magic (Passive), Instant Ethereal, Flying, Giant Strength, Jumpstart Heal, Rebirth, *Outsider Regenerating, Shattering Armor, Spell Turning Shield.
Innately 2nd Rank in three classes, may have other skills.

Notes: Often wear magical full plate armor, and any armor they wear does not impede their ability to cast spells.

BEASTS

Large, dangerous wildlife.

Armored Beast

HP: 5

Size: 5

AV: 3

Int: Animal

BR: 7

Looks: Usually bulky and covered in heavy, bony, plates.

Abilities: **Bite AV0, Devour, Giant Strength, Martial Arts, Night Vision, Shattering Armor.**

Notes: -

Common Beast

HP: 5

Size: 5

AV: 1

Int: Animal

BR: 3

Looks: Usually ugly, gorilla-like monsters with or without hair.

Abilities: **Bite AV0, Devour, Night Vision, Martial Arts, Strength. [Partial Hands, No Speech]**

Notes: -

Mountain Beast

HP: 4

Size: 4

AV: 3

Int: Animal

BR: 8

Looks: Usually muscular and covered in shaggy fur. Ram-like horns.

Abilities: **Bite, Battle Charge and Trample, Devour, Martial Arts, Night Vision.**

Notes: -

Rourge

HP: 5*

Size: 5

AV: 2

Int: Animal

BR: 11

Looks: Purplish, long-jawed beasts with claws and horns.

Abilities: **Magic damage instantly heals Rourges to full HP and Mana, Resurrecting them if dead.*
Bite, Devour, Leap, Martial Arts with Weapon Mastery, Night Vision, Strength.

Notes: -

Vroat

HP: 5

Size: 5

AV: 2

Int: Animal

BR: 5

Looks: Like a massive toad with a crocodile's head.

Abilities: Bite AV0, Devour, Leap, Martial Arts, Night Vision, Strength.

Notes: -

Sea Beast

HP: 5

Size: 5

AV: 3

Int: Animal

BR: 6

Looks: Come in a wide variety of forms, often look like something somewhere between a huge predatory fish and a sea snake with very heavy scales.

Abilities: Bite AV0, Devour, Martial Arts, Night Vision, Strength, Water Native.

Notes: -

Serpent Beast

HP: 5

Size: 5

AV: 3

Int: Animal

BR: 7

Looks: Like very large snakes.

Abilities: Bite AV0, Devour, Night Vision, Martial Arts, Strength. *May have Poison (GM Discretion).*
[No Hands, No Speech]

Notes: -

Sky Beast

HP: 2

Size: 2

AV: 1

Int: Animal

BR: 2

Looks: The most common type are flying, monkey-like creatures.

Abilities: Bite, Devour, Flying, Night Vision, Martial Arts.
[Partial Hands, No Speech]

Notes: -

Swamp Beast

HP: 5

Size: 4

AV: 2

Int: Animal

BR: 7

Looks: A cross between a snake and a hippo.

Abilities: **Bite AV0, Devour, Night Vision, Martial Arts, Strength.**
May have Poison.
[Partial Hands, Partial Bipedal, No Speech]

Notes: Usually solitary and territorial.

Brittlemen

HP: 5

Size: 2

AV: 0

Int: Stupid

BR: 5

Looks: Strangely elongated and carnivorous goblins, almost appear to be on stilts. Brittlemen's origin is unknown, possibly a form of Drakespawn, some believe them a failed species creation attempt.

Abilities: **Adrenaline, Endure (passive, no choice!), Bite, Limited Martial Arts (Attack only).**
[Partial Humanoid]

Notes: They tend to attack in hordes, eating whatever they can find. They use weapons if they can find them.



DRAGONS

Dragons are powerful magical creatures of extreme intelligence and influence. Believed to have been involved with creation of the universe and as such are often viewed as gods. The language of magic, Elder Sorcery, is the language of dragons, thus dragons can make things happen simply by saying so. Greatly feared and revered by all, and rightly so, Dragons embody the very mystery of the universe itself and the raw power of nature unleashed.



Dragon

HP: 30	Size: 10	AV: 4	Int: Extreme	BR: ∞
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Looks: Massive reptilians with wings, looks vary by type.

Abilities: 10 Mana, Battle Roar, Bite AV0, Improved Devour, Dragon Scales (all body armor counts as a Shield!), Dragon Sight (True Sight & Instant Identify), Flying, Martial Arts, Monstrous Strength, Night Vision, Shattering Armor. *Innately at least 2nd Rank in one class (by type) and have a breath weapon (by type). Their breath weapon costs 1 Mana and takes its effect on anyone within 30 feet in the direction the dragon is facing. See "Dragon Types" below for more information. All Dragons have innate Elder Sorcery. Adept at Elder Sorcery and Class skills/spells by type. Improved Healing & Energy Factor in vicinity of their lair. [Non-Humanoid, Partial Bipedal]*

Notes: Dragons are extremely intelligent, and natively speak the language of creation! May have other abilities not listed.

Dragon Types:

There are many different types of dragon, each with its own appearance, set of abilities, and specific breath weapon:

- **Red Dragons** - Innately Flame Mages. Breath Weapon: call "Red Dragon Breath." Deals 20 Magic Fire damage.
- **Blue Dragons** - Innately Storm Mages. Breath Weapon: call "Blue Dragon Breath." Freezes all for hit for the encounter.
- **White Dragons** - Innately Life Mages. Breath Weapon: call "White Dragon Breath." All hit cannot deal damage for the encounter.
- **Black Dragons** - Innately Necromancers. Breath Weapon: call "Black Dragon Breath." Deals 20 Magic Terror damage.
- **Green Dragons** - Innately Nature Mages. Breath Weapon: call "Green Dragon Breath." Unforges all magic items.
- **Iron Dragons** - Innately Barbarians. Breath Weapon: call "Iron Dragon Breath." Hacks all limbs.
- **Golden Dragons** - Innately Samurai. Breath Weapon: call "Golden Dragon Breath." +5 deaths to next pull, +10 if you attack the dragon.
- **Mithril Dragons** - Innately Veterans. Breath Weapon: call "Mithril Dragon Breath." Immobilizes all hit for the encounter.
- **Steel Dragons** - Innately Knights. Breath Weapon: call "Steel Dragon Breath." 20 Magic damage and Knockback 10.
- **Platinum Dragons** - Innately Paladins. Breath Weapon: call "Platinum Dragon Breath." Divine Gift (usually kills undead and Exorcises them).
- **Shadow Dragons** - Innately Assassins. Breath Weapon: Call "Shadow Dragon Breath." Kills all players hit (magic damage).
- **Sea Dragons** - Innately Amazons and are Water Native. Breath Weapon: call "Sea Dragon Breath." Impales and deals 10 Magic Vitals damage to all hit.
- **Needle Dragons** - Archers. Breath Weapon: call "Needle Dragon Breath." Deal 20 individual points of Magic damage.
- **Copper Dragons** - Innately Thieves. Breath Weapon: call "Copper Dragon Breath." Unglue Search/Loot all items (gone from the enc.)
- **Leather Dragons** - Innately Rangers. Breath Weapon: call "Leather Dragon Breath." Shatter all non-magic items hit.

Drake

HP: 15

Size: 5

AV: 2

Int: Animal

BR: 13

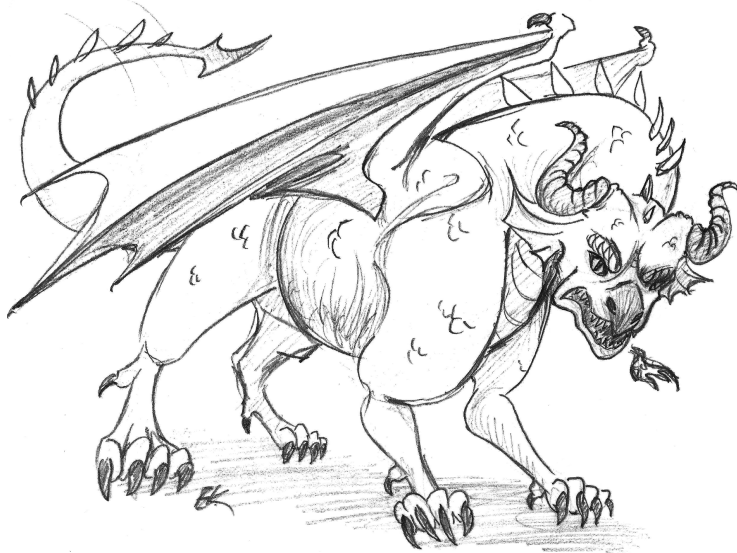
Looks: Similar to dragons, but half the size and much more bestial.

Abilities: Flying, Bite AV0, Devour, Martial Arts, Improved Strength, Night Vision, Battle Cry.

Innately Rank 1 in a class and a breath weapon (by type). Their breath weapon costs 2 Mana and takes the form of a blast (10' cone). See "Dragon Types" for more information.

[Non-Humanoid, Partial Bipedal]

Notes: These "half-dragons" are a hybrid of Dragons made by Elder Sorcery. Dragons hate these beasts, who possess little intelligence beyond the desire to kill. Drakes can be ridden and are often found as mounts for imperial guards. They spawn drakespawns. Drakes are **Domesticated**.



DRAKESPAWN

Drakes breed at a frantic pace. Each clutch has six eggs: three drakes, three random creatures (a remnant of Dragons' innate Elder Sorcery). These drakespawn usually appear as a cross between two animals, but with strange abilities.

Common Drakespawn

HP: V

Size: V

AV: V

Int: Stupid

BR: V

Looks: Usually look like a cross between two normal animals, though they can look like anything.

Abilities: **Aggressive.**
Drakespawn have have 1d10 random abilities (50% normal animal ability 40% class-type spell or skill, 10% new ability)
[Non-Humanoid, Partial to Full hands, Partial to Full Bipedal]

Notes: Drakespawn are the offspring of Drakes. They can breed on their own and are very aggressive.

Spawnmen

HP: V

Size: V

AV: V

Int: Stupid

BR: V

Looks: Usually look like a cross between a normal animal and a humanoid though they can look like anything.

Abilities: **Aggressive (very amoral and sociopathic).**
Spawnmen have 1d5 random abilities (50% normal animal ability 40% class-type spell or skill, 10% new ability)
[Partial Humanoid, Partial to Full hands, Partial to Full Bipedal]

Notes: Spawnmen are the offspring of Drakes. They can breed on their own and are very aggressive. They tend to be sociopath killers and Amoral, living alone, or in very small groups of their type only. They treat all species not their own as things to be killed/destroyed.

Elemental [Outsider]

HP: 1-10

Size: V

AV: 0

Int: High

BR: 7-16

Looks: Appear a mass of their element (fire, rock, water, etc.) Elementals can also take a human form (resembling a human with an odd skin color)

Abilities: *Elementals only take magic damage. Immune to all magic of their own mage type.*

5 Mana, Dark Vision, Immune to Unconsciousness.

Innate Mage spells by type and size: Sizes 1-5 are 1st Rank, Sizes 6-10 are 2nd Rank. Adept at spells by type.

- *Fire - Innate Flame Mage*
- *Water - Innate Storm Mage*
- *Air - Innate Life Mage*
- *Shadow - Innate Necromancer*
- *Earth - Innate Nature Mage*

[Non-Humanoid]

Notes: If an elemental takes on it's humanoid form, it retains all of its immunities but cannot use it's innate spells. Elementals can "revert" between forms at will.



ENTS

Protectors and shepherds of the forest, these ancient beings are believed to be descendents of nature elementals or fae. Each is native to a particular forest which it protects and maintains for hundreds of years. Ents are slow, patient beings, ever on the watch for threats to nature and protecting beings who can't protect themselves.

Common Ent

HP: 10*	Size: 8	AV: 4	Int: Average	BR: 15
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Looks: Walking tree with a rough face, branches for arms, roots as feet.

Abilities: **Healing Touch, *Improved Healing Factor, Martial Arts, Monstrous Strength, Night Vision, Rebirth (free in home forest), Treeform (self), Treeform Ball.**
[Non-Humanoid, Partial Hands]

Notes: Use flails one arm, cast spells with the other hand. Ents, if unprovoked, will usually heal anyone in need, but will attack anyone with an axe!

Ironwood Ent

HP: 10*	Size: 8	AV: 4	Int: Low	BR: 20
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Looks: Walking tree with a rough face, heavy, weapon-like branches, and roots for feet.

Abilities: **Dark Vision, *Improved Healing Factor, Martial Arts, Monstrous Strength, Treeform (self), Unbreachability.**
[Non-Humanoid, No Hands]

Notes: Use any weapons as arms. Ironwood Ents will attack anyone with an axe as well as anything that doesn't seem like nature to them!

Elder Ent

HP: 20*	Size: 10	AV: 4	Int: High	BR: 30
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Looks: Walking tree with a rough face, branches for arms, roots as feet.

Abilities: **Dark Vision, *Improved Healing Factor, Martial Arts, Monstrous Strength, Rebirth (free in home forest), Treeform (self), Treeform Ball, Unbreachability, Ward.**
Innately have Elder Sorcery of Nature at double proficiency.
[Non-Humanoid, Partial Hands]

Notes: Use a flail for one arm, cast spells with the other hand. Elder Ents are very rare, thought of as the true shepherds of the forests. They are believed to be only one per forest. Elder Ents are very reclusive spend most of their time dormant (in Tree Form).

FAERIE FOLK

Faerie Folk take many shapes and forms but usually appear as tiny elfin people with wings. They are deeply interwoven with the forces of nature and are believed to be caretakers, protectors, and messengers of the wild. Much like elves they are immortal and wrapped deeply in their own world of timeless feuds and plots, making them appear extremely chaotic to mortals. Fae have innate magic much like dragons do, but their magic is more unconscious and usually not completely under their control, triggered by intense emotion or need, making them extremely dangerous if provoked.



Faerie

HP: 1	Size: ½	AV: 0	Int: Average	BR: 10
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Looks: Humanoid with wings, and small size.

Abilities: **Flying, *Mana Regenerating, Limited Damage Resistance (Zones 0-2), Night Vision, Tiny Strength.**
One chosen Mage spell, Innate Elder Sorcery (see GM).

Notes: The great mages of their race, Fairies are dangerous spell casters.

Pixie

HP: 1*	Size: ½	AV: 0	Int: Average	BR: 10
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Looks: Humanoid with wings and small size.

Abilities: **Flying, Limited Damage Resistance (Zones 0-2),**
***Regenerating, Night Vision, Tiny Strength.**
One chosen Warrior skill. Innate Elder Sorcery (see GM).

Notes: Pixies are the warriors of their race.

Nymph

HP: 1*

Size: 3

AV: 0

Int: Average

BR: 12

Looks: Very attractive elf-like beings.

Abilities: Adrenaline, Allure, Charm, *Mana Regenerating, Night Vision, *Regenerating, Treeform Ball.
Innate Elder Sorcery (see GM).
[Cannot wear armor]

Notes: Seductive and dangerous creatures, Nymphs lure their prey into an intoxicating dream world. Nymphs never wear armor (or much else for that matter).

Madwing

HP: 2*

Size: 2

AV: 0

Int: Average

BR: 12

Looks: Larger Faerie with a set of dragonfly-like double wings.

Abilities: *Mana Regenerating, Night Vision, Flying, *Regenerating.
One chosen Warrior skill and one chosen Mage spell. Innate Elder Sorcery (see GM).

Notes: Madwings are very rare elite forces of the fae.

Brownie

HP: 1*

Size: ½

AV: 0

Int: Average

BR: 15

Looks: Brownies appear like elfin gnomes, always in hats and nicely made clothes.

Abilities: Instant Teleport, Limited Damage Resistance (Zones 0-2), Night Vision, *Regenerating, Tiny Strength, True Invisibility (at will!).
Innate Elder Sorcery (see GM).

Notes: They *love* magic items and bartering, often won't take "No" for an answer!

GIANTS

Giants are solitary and prefer fighting alone (though they will come to each-others aid). They are arrogant and will only attack if they see a large group worthy of battle or are attacked themselves.

Hill Giant (Lesser)

HP: 10	Size: 6	AV: 0	Int: Low	BR: 8
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Looks: Humanoid, though of great size and build

Abilities: **Giant Strength.**

Notes: The major fighters of their race, Hill Giants are straightforward, and often Warriors.

Stone Giant (Lesser)

HP: 15	Size: 7	AV: 0	Int: Average	BR: 10
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Looks: Humanoid, though of great size and build

Abilities: **Giant Strength.**

Notes: The craftsmen of the Giant Clans, they tend to specialize in one area and master it. They can be Warriors *or* Mages.

Greater Giant (All Types)

HP: 20	Size: 8	AV: 0	Int: Average	BR: 16
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Looks: Humanoid, though of great size and build, skin colors and features varying by their natural mage-type.

Abilities: **Monstrous Strength.**

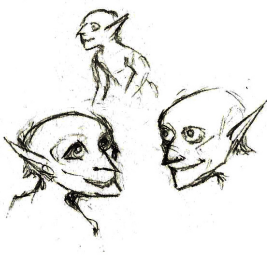
Greater Giants have all of the 1st Rank spells (Innately) of the Mage class that matches their color.

- ***Flame Giants - Innate 1st Rank Flame Mage Spells***
- ***Strom Giants - Innate 1st Rank Storm Mage Spells***
- ***Life Giants - Innate 1st Rank Life Mage Spells***
- ***Death Giants - Innate 1st Rank Necromancer Spells***
- ***Nature Giants - Innate 1st Rank Nature mage Spells***

Notes:

GOBLINS

A species of underground people with thousands of variations and mutations, Goblins have a very odd culture. They breed extremely fast and reach adulthood in under a year. Most do not live much longer, as they are known for a lack of intelligence that often leads them into deadly circumstances. Goblins are not evil, but are often used by evil armies because they are easy to manipulate and are extremely numerous.



Common Goblin

HP: 1

Size: 1

AV: 0

Int: Stupid

BR: ½

Looks: Green skinned, with a slight build, wide eyes and sharp features.

Abilities: **Digging, Tunneling.**
[Partial Humanoid, Partial Speech]

Notes: Goblins have only a loose grasp on reality and are easily fooled. In combat, they prefer to attack in large numbers.

Goblin (Types)

HP: 1

Size: 1

AV: 0

Int: Stupid

BR: 2

Looks: Like Common Goblins, but with different skin colors features due to their different adaptations.

Abilities: **Digging, Tunneling.**
Special Abilities by type:

- **Cliff Goblin - Knockback, Leap.**
- **Prairie Goblin - Rebirth.**
- **Swamp Goblin - Spirit Bury.**
- **Sand Goblin - Dispel Magic.**
- **Wood Goblin - Threat, Defy Death.**

[Partial Humanoid, Partial Speech]

Notes: These unusual breeds of goblins have developed various natural abilities which make them marginally more threatening than their more common kin.

Hobgoblin

HP: 1

Size: 1

AV: 0

Int: Dense

BR: 2*

Looks: Slightly larger, more alert goblins.

Abilities: **Digging, Tunneling.**
****Goblins in the presence of a Hobgoblin will go Berserk in combat.***
[Partial Humanoid, Partial Speech]

Notes: These creatures are slightly more intelligent than goblins, often acting as leaders of goblin packs. Will fight alone but prefer to fight in groups.

GOLEMS

Golems are built as sentries to guard particular spots or items and have a trigger system that activates them (costs one Mana to activate). They generally follow a set "program" while active. Their construction and abilities vary as below:

Flesh Golem

HP: 3

Size: 4

AV: 0

Int: Dense

BR: 10

Looks: Humanoid statue made of flesh.

Abilities: **Golems only take Magic Damage and are Immune to Spells. Immune to Unconsciousness, Giant Strength, Shattering Armor.**
Innately 1st Rank in one Class.

Wood Golem

HP: 5

Size: 5

AV: 1

Int: Low

BR: 12

Looks: Humanoid statue made of wood.

Abilities: **Golems only take Magic Damage and are Immune to Spells. Immune to Unconsciousness, Giant Strength, Shattering Armor.**
Innately 1st Rank in one Class.

Stone Golem

HP: 10

Size: 6

AV: 2

Int: Average

BR: 16

Looks: Humanoid statue made of stone.

Abilities: Golems only take Magic Damage and are Immune to Spells. Immune to Unconsciousness, Giant Strength, Shattering Armor.
Innately 2nd Rank in one Class.

Iron Golem

HP: 15

Size: 7

AV: 3

Int: High

BR: 22

Looks: Humanoid statue made of iron.

Abilities: Golems only take Magic Damage and are Immune to Spells. Immune to Unconsciousness, Giant Strength, Shattering Armor.
Innately 2nd Rank in one Class, 2 Fireballs.

Silver Golem

HP: 20

Size: 8

AV: 4

Int: Very High

BR: 30

Looks: Humanoid statue made of silver.

Abilities: Golems only take Magic Damage and are Immune to Spells. Immune to Unconsciousness, Monstrous Strength, Shattering Armor.
Innately 2nd Rank in two Classes, 2 Lightning Rays and 2 Elder Sorcery Thunder Rays (deal 5 AV0 Knockout)

Mithril Golem

HP: 25

Size: 9

AV: 4

Int: Extreme

BR: 30+

Looks: Humanoid statue made of mithril.

Abilities: Golems only take Magic Damage and are Immune to Spells. Adrenaline, Monstrous Strength, Shattering Armor.
Innately 2nd Rank in two Classes, All attacks are Passively Warded and will Shatter and Unforge.

Griffin

HP: 4

Size: 5

AV: 1

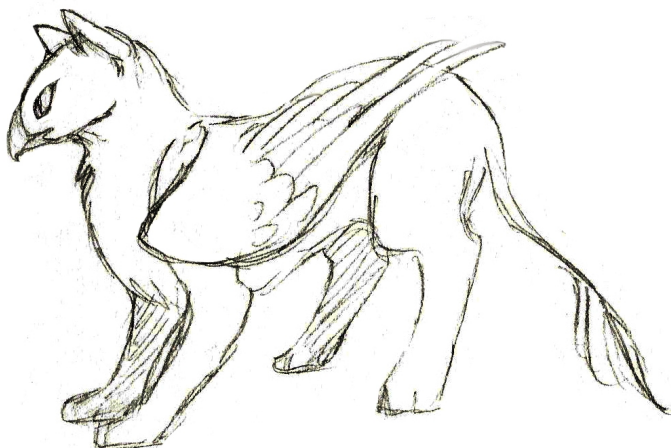
Int: Low

BR: 6

Looks: Like a large cross between an eagle and a lion.

Abilities: **Bite AV0, Devour, Flying, Martial Arts, Night Vision.**
[Non-Humanoid]

Notes: Griffins have a particular fondness for shiny objects and riddles, as well as fresh meat! Griffins are **Domesticated**.



Harpy

HP: 3*

Size: 2

AV: 1

Int: Low

BR: 4

Looks: Bird-like, but with a human features.

Abilities: **Flying, *Improved Healing Factor, Swimming.**
[Partial Humanoid, Partial Hands, Partial-Bipedal]

Notes: Harpies are generally cruel, and prefer to attack in bands from the air. Usually live near the coast.

HYDRA

Hydras are tricky to play, as they require multiple players acting as one creature: one player for the body and many players for the heads. The heads must stay within 30 feet of the body. The body can't be dropped until *all* the heads are killed and burned.

Hydra - Head

HP: 5*

Size: 2

AV: 2

Int: Animal

BR: 8

Looks: A massive lizard with multiple snake-like heads.

Abilities: **Acidic Blood, Bite AV0, Devour, Glide, Reach, *Regenerating (and remember they can Carry!).**
Flying if part of a Greater Hydra.
[Non-Humanoid]

Notes: Heads cannot move more than 30 feet away from their body!

Hydra - Body

HP: X

Size: 5-7

AV: 3

Int: Animal

BR: 12

Looks: A massive lizard with multiple snake-like heads.

Abilities: **Acidic Blood, Martial Arts w/ Weap. Mastery.**
Hydra Bodies have 5 HP per head they start with. The body cannot be dropped until all of the heads are killed and burned! Greater Hydras (Size 8-10) have Giant Strength.
[Non-Humanoid]

Notes: Heads cannot move more than 30 feet away from their body!

Kobold

HP: 1

Size: 1

AV: 2

Int: Low/Ave.

BR: 5

Looks: Small lizard-men.

Abilities: **Aggressive.**
Fight as though they had Average Intelligence, in battle only!
[Partial Humanoid]

Notes: They usually attack in large numbers. Their innate scale armor makes them very dangerous, as they only need to put on leather armor to have AV 3! They are a little dull, and are aggressive and territorial.

KRAKKEN

Krakens are tricky to play, as they require multiple players acting as one creature: one player for the body and many players for the arms (tentacles). The arms must stay within 30 feet of the body. If the body dies, so do all of the arms!

Krakken - Arm

HP: 1	Size: 4	AV: 1	Int: Animal	BR: 7
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Looks: A huge, scaly tentacle!

Abilities: **Endure, Glide, Monstrous Strength, Reach, Snare.**
[Non-Humanoid]

Notes: Use a long-flail as the end of the tentacle to attack and carry!
 Arms cannot move more than 30 feet away from their body!
 Drop enemies and bring them to the body to be devoured.

Krakken - Body

HP: X	Size: 5-7	AV: 3	Int: Animal	BR: 18
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Looks: An enormous squid covered in scaly armor.

Abilities: **Bite AV0, Devour, Monstrous Strength, Martial Arts w/ Weap. Mastery, Shattering Armor, Water Native.**
Kraken Bodies have 10 HP + 5 HP per arm they start with. If the body is killed, all of the arms die as well!
[Non-Humanoid]

Notes: Arms cannot move more than 30 feet away from their body!

Merfolk

HP: V	Size: V	AV: V	Int: V	BR: 1
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Looks: As aquatic versions of many land species with gills, fins and other "fishy" features.

Abilities: **Water Native**
**Stats and abilities as species type.*

Notes: Territorial about their waters, lay claim to anything below the waves and raid ships. Can be as friendly or hostile as anyone.

OGRES

These people look like bigger and stronger Orks. Ogres have a wild culture, tending towards solitude and hunting smaller humanoid species for food. Relying on superior strength and toughness in combat, Ogres are known to underestimate their foes. Often recruited by evil armies due to the Ogre's hunting instincts for humanoids, which are their natural prey.

Common Ogre

HP: 5	Size: 5	AV: 0	Int: Low	BR: 4
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Looks: Ugly muscular humanoids with sharp teeth.

Abilities: **Improved Strength**
[Partial-Humanoid]

Notes:

Grey Ogre

HP: 5	Size: 5	AV: 0	Int: Low	BR: 4
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Looks: Ugly muscular humanoids with sharp teeth and grayish skin.

Abilities: **Improved Strength**
[Partial-Humanoid]

Notes: Terrified of magic (as Cowardly), will flee if any is used on them!

Dark Ogre

HP: 5	Size: 5	AV: 1	Int: Average	BR: 5
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Looks: Ugly muscular humanoids with sharp teeth, blue-green skin.

Abilities: **Improved Strength, Night Vision**
[Partial-Humanoid]

Notes: Dark Ogres are a cross between Death and Common Ogres. Smarter and solitary, they tend to be cruel and dangerous.

Death Ogre

HP: 5	Size: 5	AV: 1	Int: High	BR: 6
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Looks: Ugly muscular humanoids with sharp teeth and olive skin.

Abilities: **Dark Vision, Improved Strength**
[Partial-Humanoid]

Notes: Very smart and solitary. Often cruel and evil.

ORKS

An often misunderstood group of people, Orks have a wide range of cultures and behaviors. They have evolved to be tougher and more resilient than many other species, but due to the harsh climate and demands of their region their culture is similarly rough and brutal.

They are not evil, but more survival driven, making them prone to control by evil forces who tend to use them as troops for their strength and resilience.



Common Ork

HP: 1

Size: 3

AV: 1

Int: Dense

BR: 1

Looks: Humanoids with a sturdy, strong build and heavier features.

Abilities: **Night Vision.**

Notes: Good fighters and resilient but rarely mages. Common Orks receive very little training or education. *Playable as characters with GM permission.*

Urukai Ork

HP: 1

Size: 4

AV: 1

Int: Average

BR: 1

Looks: Tall, heavily muscular Orks.

Abilities: **Aggressive, Armor Piercing, Night Vision.**

Notes: High status Orks chosen young for intensive physical and mental conditioning, Urukai are very smart and are good fighters and mages. They prefer to fight alone unless leading other Orks. *Playable as characters with GM permission.*

Turuk Ork

HP: 3

Size: 3

AV: 1

Int: Low

BR: 6

Looks: Tall muscular Orks

Abilities: Berserk, Fearless, Night Vision.

Notes: Tougher, battle-hardened Orks chosen young for harsh training. Turuk Orks tend to be very combat-oriented, and are rarely mages. Known for their wild yet effective battle tactics, Turuks are very deadly foes.

Ogrekai Ork

HP: 4

Size: 4

AV: 1

Int: Average

BR: 5

Looks: Tall, heavily muscular Orks

Abilities: Improved Strength.

Notes: Ogrekai Orks are a cross-breed between Orks and Ogres. They are very rare and tend not to breed well.

Phoenix [Outsider]

HP: 20*

Size: 5-10

AV: 3

Int: Anim./High

BR: 20

Looks: A huge red-orange bird with feathers made of fire.

Abilities: 5 Mana, Bite AV0, Devour, Flying, Adept at Flame Magic, Immune to Fire, Inferno (Innate, free!), Martial Arts, * Outsider Regenerating, Giant Strength. [Non-Humanoid]

Notes: Phoenixes are actually Outsiders as they are not native to this plane.



Sea Serpent

HP: 20

Size: 9

AV: 4

Int: Animal

BR: 16

Looks: Like a giant, aquatic snake

Abilities: **Battle Roar, Bite AV0, Improved Devour, Dragon Scales** (all natural AV counts as a shield), **Monstrous Strength, Natural Helm, Water Native.**
In the vicinity of its lair: Improved Healing Factor for HP & Mana
[Non-Humanoid, No Hands]

Notes: (Sea Serpents are essentially Water Native Wyrms)



Slime

HP:1-10

Size: V

AV: 0

Int: Animal

BR: 7-12

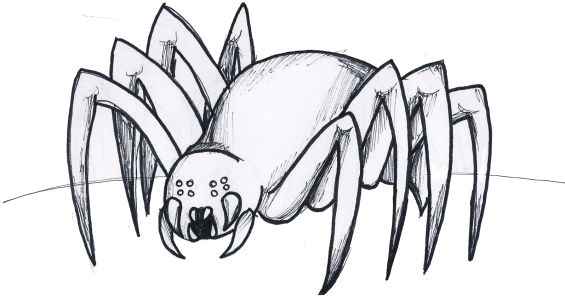
Looks: A pool of thick, opaque liquid with the color of the matching Mage type.

Abilities: **Damage Reduction** (all damage taken is reduced by one bracket). HP varies by size. **Immune to Mental Effects and Unconsciousness. Acidic Blood, Advanced Smell, Blind-fighting, Dark Vision, Devour, Effects Resistance, Slow, Immune to Vitals.**
Slimes have innate Mage spells of their color: Small Slimes are 1st Rank, Big Slimes are 2nd Rank.
[Non-Humanoid, No Hands]

Notes: Slimes are basically a conglomeration of semi-sentient ooze.
Schooooooooooop!

SPIDERS

The Spiders of our game world are no different than those of the real world, except in size. These creatures look and behave just as their real world counterparts might, if they were much larger. Most are animals, just like any other, but on a scale we wouldn't recognize in the real world.



Big Spider

HP: 3	Size: 2	AV: 1	Int: Animal	BR: 5
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Looks: Just like a normal spider, but about the size of a dog.

Abilities: Acidic Blood, Acrobatics, Adrenaline, Bite, Dark Vision, Devour, Improved Strength, Poison (Bite only), Snare, Unbreachability, Web (AV0 packet & UB ball, as Earthbind).
[Non-Humanoid]

Notes: Use a flail in each hand as your arms.

Huge Spider

HP: 5	Size: 4	AV: 2	Int: Animal	BR: 6
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Looks: Just like a normal spider, but about the size of a horse.

Abilities: Acidic Blood, Acrobatics, Adrenaline, Bite, Dark Vision, Devour, Improved Strength, Poison (Bite only), Snare, Unbreachability, Web (AV0 packet & UB ball, as Earthbind).
[Non-Humanoid]

Notes: Use a flail in each hand as your arms.

Giant Spider

HP: 10

Size: 8

AV: 3

Int: Animal

BR: 12

Looks: A spider the size of a giant!

Abilities: Acidic Blood, Acrobatics, Adrenaline, Bite AV0, Dark Vision, Devour, Monstrous Strength, Poison (Bite only), Snare, Unbreachability, Web (AV0 packet & UB ball, as Earthbind). [Non-Humanoid]

Notes: *Use a flail in each hand as your arms.*

Spiga [Outsider]

HP: 20

Size: 10

AV: 4

Int: Very High

BR: 26

Looks: Monstrous, metallic gunmetal-grey spider-like creature with a human-like face.

Abilities: Spiga only take Magic Damage.
5 Mana, Acidic Blood, Acrobatics, Adrenaline, Bite AV0, Dark Vision, Devour, Monstrous Strength, Poison (Bite only), Snare, Unbreachability, Web (AV0 packet & UB ball - Immobilize indefinitely).
Innately 1st Rank in one mage type. Adept with that type.
[Non-Humanoid]

Notes: *Use a flails as your arms. Carrying size 10 needed to free anyone from Spiga Snares/Webs. Snared/Webbed players at half strength carrying. Spiga are powerful spider-like Outsiders.*

Spinemen

HP: 5

Size: 4

AV: 2

Int: Stupid

BR: 7

Looks: Broad reptilian creature covered in sharp spines with bladed forelimbs

Abilities: Hack, Unbreachability
[Non-Humanoid, No Hands, Partial Bipedal]

Notes: *Use swords in each hand, pointing backwards along the forearms as the spineman's bladed forelimb.*

TROLLS

These predominately nocturnal creatures are well known and feared across many lands. While goblinoid in appearance, they have many variations in their builds and habits. Their primary trait is that they all Regenerate, even when dead! This amazing ability is the reason they are feared by all but the most knowledgeable of adventurers. Tough and resilient, Trolls are not necessarily evil, but are predators of most player species, leading to poor relations between the two groups.

Wood Troll

HP: 5*	Size: 2	AV: 1	Int: Dense	BR: 5
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Looks: Dwarf-sized, ugly and hunched with a lanky build and chameleon-like skin.

Abilities: **Hide & Stealth, Martial Arts, Night Vision, *Regenerating.**
[Partial Humanoid]

Notes: Wood trolls are very wild and not much smarter than cave trolls.

War Troll

HP: 10*	Size: 4	AV: 1	Int: Low-Ave.	BR: 7
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Looks: Ugly, and hunched with a lanky build and thick, leathery skin.

Abilities: **Night Vision, *Regenerating.**
[Partial Humanoid]

Notes: War trolls are much smarter than cave trolls and are commonly found in evil armies as front running troops.

Cave Troll

HP: 20*	Size: 8	AV: 2	Int: Dense	BR: 11
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Looks: Huge and ugly with a hunched, muscular build, claws, and rock-like skin.

Abilities: **Adrenaline, Dark Vision, Martial Arts, Monstrous Strength, *Regenerating.**
[Partial Humanoid]

Notes: Cave trolls are not very smart but extremely resilient. Rarely mages.

Dark Troll

HP: 10*

Size: 5

AV: 1

Int: High

BR: 15

Looks: Ugly and hunched with a lanky build and dark leathery skin, long razor sharp claws and huge yellow cat-like eyes.

Abilities: **Acidic Blood, Adrenaline, Dark Vision, Martial Arts with Weapon Mastery, *Regenerating, Strength.**
[Partial Humanoid]

Notes: Dark Trolls are nocturnal and wilder than War Trolls. They are often deadly mages.

Rift Troll (Flame, Storm, Dune, Shadow, Rock) [Outsider]

HP: 15*

Size: 7

AV: 1

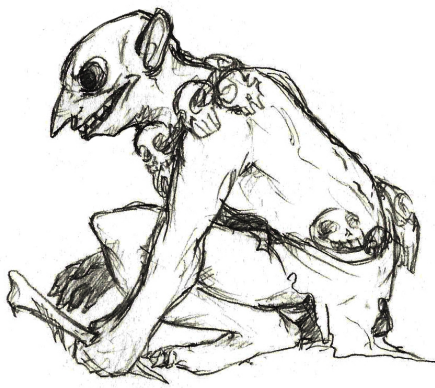
Int: High

BR: 30

Looks: Ugly, and hunched with a lanky build and dark, thick, colored, leathery skin, long razor sharp claws and huge yellow cat-like eyes.

Abilities: **5 Mana, Acidic Blood, Dark Vision, Monstrous Strength, Immune to Unconsciousness, Martial Arts with Weapon Mastery, *Outsider Regenerating.**
Immune to one type of magic & Element Shaping by elemental type.
[Partial Humanoid]

Notes: Rift Trolls are Elemental trolls that have come to this plane and are thus Outsiders. They are partial Elementals and have the same Immunity of Elementals. They also have an ability to shape their element at will (GM discretion). Their control range is usually 1 foot per level they are.



Were-Creature

HP: V

Size: V

AV: V

Int: V

BR: V

Looks: A monstrous cross between an animal and a humanoid species.

Abilities: **Can only be Killed by Silver or Magic damage. Do not regenerate these types of damage. Bite, Improved Strength, *Regenerating (Non Silver or Magic Damage only)**
Any abilities their animal-type would have.
**HP as animal + 1 HP per level, Size as animal +1, AV as animal, Int varies + Animal.*
[Partial Humanoid]

Notes: Anyone killed by a were-creature's bite may become a Lycanthrope of the same type. Lycanthropes change during their particular moon phase into a Chaotic half beast of themselves and begin attacking everything nearby. The rest of the time they appear as a normal humanoid (but still Regenerate). All werecreatures are infertile and will go were in the presence of animal-summoning effects. While were, a werecreature will treat no one as an ally.
 (Note: Were-Creatures are *not* undead!)

Windrunner

HP: 1

Size: 2

AV: 1

Int: Low

BR: 5

Looks: Windrunners look like skinny, very light cats that stand upright to fight

Abilities: **Aggressive, Flying, Martial Arts, Speed.**
Have Battle Training and are Fortified when in groups.
[Non Humanoid, Partial Bipedal]

Notes: They usually attack in large numbers. These creatures are ferocious protectors of their territory, and often use weapons to excellent effect. Their lack of a bipedal stance means that they cannot run while holding weapons so they tend to wear baldrics and sheaths for this.

Wyrms

HP: 20

Size: 9

AV: 4

Int: Animal

BR: 16

Looks: Like a smaller, longish dragon without wings.

Abilities: **Battle Roar, Bite AV0, Improved Devour, Dragon Scales, Martial Arts, Monstrous Strength.**
In the vicinity of it's lair: Improved Healing Factor for HP & Mana
[Non-Humanoid]

Notes: (Wyrms are essentially Land Native Sea Serpents.)



ANIMALS

Every once in a while, adventurers encounter common animals during the course of a mission. Animals are also used with certain spells and to generate drakespawn. Because of this, we have included the stats of some common animals below. GMs may decide to use a different set of stats for any of the animals listed, or make up stats for one that is not in the list. The stats below are only guidelines, as individual animals can vary in their abilities just as widely as people can. All animals are assumed to be Non-Humanoid, have No Hands, and No Speech.

Additionally, each animal has a pair of abilities listed which you may choose between if you gain the animal as a Familiar. In general players are not allowed to play their familiar or have a friend play it, and the familiar ability you choose represents having that animal with you as you adventure.

Common Animal Abilities Chart

1. Martial Arts	11. Hide
2. Bite	12. Sense Ambush
3. Night Vision	13. Improved Strength
4. Scouting	14. +1 AV (<i>natural</i>)
5. Advanced Smell (<i>or</i> Hearing)	15. Knockback
6. Acrobatics	16. Snare
7. Swimming	17. Reflexes
8. Flying	18. Fearless
9. Digging	19. Battle Cry
10. Terrain Native (<i>pick one</i>)	20. Endurance

Note: Animals are shy of fire and torches will cause Fear on contact (UB).

1- Badger

HP: 1	Size: 2	AV: 1	Int: Animal	BR: 6
Abilities:	Martial Arts, Bite AV0, Berserk, Digging, Advanced Smell.			
Familiar:	<i>Advanced Smell or Fearless.</i>			

2- Bat

HP: 1	Size: ¼	AV: 0	Int: Animal	BR: 1
Abilities:	Flying, Night Vision, Sonar, Climbing, Bite 0 (Infect - GM discretion).			
Familiar:	<i>Night Vision or Fear Touch.</i>			

3 - Bear

HP: 5	Size: 5	AV: 2	Int: Animal	BR: 8
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Abilities: Martial Arts, Bite AV0, Improved Strength, Carrying, Swimming, Berserk, Triumph, Advanced Smell, Battle Cry.

Familiar: Battle Cry *or* Endure.

4 - Bird, Raptor

HP: 1	Size: 1	AV: 0	Int: Animal	BR: 2
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Abilities: Flying, Martial Arts, Scouting, Carrying, Bite, Owls: Night Vision. Eagles: Strength. Falcons: Speed.

Familiar: Scouting *or* Gifted Accuracy.

5 - Bird, Songbird

HP: 1	Size: ¼	AV: 0	Int: Animal	BR: 1
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Abilities: Flying, Hide, Sense Ambush, Courtier 5.

Familiar: Talented Courtier *or* Sense Ambush.

6 - Birds, Waterfowl

HP: 1	Size: 1	AV: 0	Int: Animal	BR: 1
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Abilities: Flying, Swimming, Diving, Bite.

Familiar: Swimming *or* Sense Weather.

7 - Boar

HP: 5	Size: 4	AV: 3	Int: Animal	BR: 12
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Abilities: Bite AV0, Martial Arts, Berserk, Battle Charge, Trample, Improved Strength, Defy Death, Advanced Smell.

Familiar: Defy Death *or* Talented Enforcer.

8 - Buffalo

HP: 5	Size: 4	AV: 2	Int: Animal	BR: 5
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Abilities: Martial Arts, Knockback, Battle Charge, Trample, Imp. Strength. Water Buffalo: Swimming. Bison: AV3. Cow: AV1, Domesticated.

Familiar: Skill Share *or* Partner Awaken.

9 - Camel (Alpaca, Llama)

HP: 3	Size: 4	AV: 1	Int: Animal	BR: 4
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Abilities: Desert *or* Mountain Native, Bite, Animal Packet (Vitals Blind, 1m), Martial Arts, Strength, Endurance. *Domesticated.*

Familiar: Disable *or* Endure.

10 – Cat, Big

HP: 5	Size: 4	AV: 1	Int: Animal	BR: 8
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Abilities: Bite AV0, Martial Arts w/ Weap. Mast., Slay, Careful Planning, Acrobatics.

Lion: Battle Cry. Tiger: Swimming. Cheetah: Speed.

Familiar: Martial Arts *or* Gifted Slay.

11 – Cat, House

HP: 1	Size: 1	AV: 0	Int: Animal	BR: 1
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Abilities: Bite, Martial Arts, Acrobatics, Snare, Spirit Guide. *Domesticated.*

Familiar: Spirit Guide *or* Acrobatics.

12 – Crocodile (Alligator, Caiman)

HP: 5	Size: 4	AV: 3	Int: Animal	BR: 6
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Abilities: Bite AV0, Martial Arts, Swimming, Diving, Hide, Leap (Water Only), Hack, Improved Strength, Night Vision.

Familiar: +1 AV *or* Hack.

13 – Deer

HP: 1	Size: 3	AV: 1	Int: Animal	BR: 2
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Abilities: Martial Arts, Leap, Strength, Advanced Hearing.

Familiar: Sense Ambush *or* Light Touch.

14 – Dog

HP: 2	Size: 2	AV: 0	Int: Animal	BR: 2
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Abilities: Bite AV0, Martial Arts, Advanced Smell/Hearing, Tracking, Cure Mental Illnesses. *Domesticated.*

Familiar: Cure Mental Illnesses *or* Talented Tracking.

15 – Echinoderms (Sea Stars/Urchins/Cucumbers)

HP: 1	Size: 1/4	AV: 2	Int: Animal	BR: 1
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Abilities: Water Home, Regenerating (OOC), Slow, Resistance to Skills.

Familiar: Brace *or* Limited Effects Resistance (one class only – perm. choice).

16 – Elephant

HP: 15	Size: 8	AV: 3	Int: Anim./Ave.	BR: 12
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Abilities: Giant Strength, Trample, Knockback, Battle Charge, Martial Arts, Prehensile Appendage, Battle Cry.

Familiar: Limited Giant Strength (+Carrying Only) *or* Skill Share.

17 - Fish

HP: 1-5	Size: ¼ - 3	AV: 1	Int: Animal	BR: 1
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Abilities: Water Home, Bite, Escape, Leap, Hide.

Familiar: *Swimming or Duel.*

18 - Fox

HP: 1	Size: 1	AV: 0	Int: Animal	BR: 3
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Abilities: Martial Arts, Bite, Hide, Stealth, Advanced Hearing/Smell.

Familiar: *Scouting or Hide.*

19 - Frog (Toad)

HP: 1	Size: ¼	AV: 0	Int: Animal	BR: 1
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Abilities: Water Native, Leap, Gifted Poison (GM discretion).

Familiar: *Earthbind Touch or Leap*

20 - Goat

HP: 1	Size: 2	AV: 0	Int: Animal	BR: 2
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Abilities: Knockback, Battle Charge, Climbing, Martial Arts. *Domesticated.*

Familiar: *Knockback or Impale.*

21 - Hippopotamus

HP: 15	Size: 6	AV: 3	Int: Animal	BR: 14
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Abilities: Bite 5AV0, Berserk, Swimming, Martial Arts, Trample, Giant Strength, Gifted Deadly (Bite Only for sizes less than 5, 1m).

Familiar: *Threat Vitals or Swimming.*

22 - Horse

HP: 2	Size: 4	AV: 0	Int: Animal	BR: 7
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Abilities: Speed, Bite, Martial Arts, Trample, Battle Charge, Improved Strength, Endurance, Advanced Hearing. *Domesticated.*
Donkey: Resistance to Mental Effects. Zebra: Missile Resist, not Domest.

Familiar: *Endurance or Improved Strength.*

23 - Hyena

HP: 2	Size: 2	AV: 1	Int: Animal	BR: 4
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Abilities: BiteAV0, Martial Arts, Hack, Advanced Smell, Night Vision.

Familiar: *Spirit Bury or Spirit Guide.*

24 – Insect, Large

HP: 1	Size: ¼ - ½	AV: 2	Int: Animal	BR: 4
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Abilities: Bite, Climbing, Flying, Digging, Night Vision, Scouting.

Familiar: Fear Touch *or* Bite.

25 – Insect Swarm

HP: 1	Size: 3	AV: 0	Int: Animal	BR: 11
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Abilities: Only take area effects (immune to all else). Abilities by type.

Familiar: Fear Aura *or* Gifted Tumble.

26 - Lizard

HP: 1	Size: ½	AV: 1	Int: Animal	BR: 1
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Abilities: Climbing, Hide, Digging.

Familiar: +1 AV *or* Evasive Shimmering.

27 - Monkey

HP: 1	Size: 1-2	AV: 0	Int: Anim./Ave.	BR: 6
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Abilities: Acrobatics, Improved Strength, Hands, Unglued Search, Martial Arts, Bite, Battle Cry.

Familiar: Improvised Weapons *or* Acrobatics.

28 – Moose

HP: 5	Size: 6	AV: 2	Int: Animal	BR: 10
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Abilities: Martial Arts, Bite, Trample, Knockback, Impale, Improved Strength, Battle Charge, Swimming, Berserk.
Elk: Leap instead of Berserk.

Familiar: Knockback *or* Gifted Triumph-Boost.

29 – Mouse (Rat)

HP: 1	Size: ¼	AV: 0	Int: Animal	BR: 2
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Abilities: Climbing, Hide, Stealth, Bite 0 (Infect - GM Discretion), Devour, Partial Hands.

Familiar: Hide *or* Talented Area Search.

30 – Octopus (Squid, Cuttlefish)

HP: 1	Size: 1	AV: 0	Int: Anim./Ave.	BR: 6
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Abilities: Water Home, Hands, Hide, Stealth, Disguise (as aquatic only), Escape, Bite 0 (Poison - GM Discretion), Improved Strength.

Familiar: Lie *or* Evasive Shimmering.

31 - Opossum

HP: 1	Size: 1	AV: 0	Int: Animal	BR: 1
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Abilities: Martial Arts, Bite and Bite (Infect - GM), Climbing, Night Vision.

Familiar: Night Vision *or* Gifted Zombify.

32 - Ostrich

HP: 2	Size: 4	AV: 1	Int: Animal	BR: 4
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Abilities: Martial Arts, Bite, Knockback, Speed, Sense Ambush, Triumph: Damage Boost, Hide.

Familiar: Talented Messenger *or* Endurance.

33 - Rabbit

HP: 1	Size: ½	AV: 0	Int: Animal	BR: 1
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Abilities: Leap, Digging, Advanced Hearing, Speed.

Familiar: Leap *or* Sense Ambush.

34 - Raccoon

HP: 1	Size: 1	AV: 0	Int: Animal	BR: 4
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Abilities: Martial Arts, Bite and Bite (Infect - GM Discretion), Partial Hands, Unglued Search, Night Vision, Hide.

Familiar: Limited Reflexes (Disarm Resistance) *or* Unglued Search.

35 - Ram

HP: 3	Size: 4	AV: 1	Int: Animal	BR: 5
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Abilities: Knockback, Battle Charge, Acrobatics, Martial Arts, Impale, Improved Strength.

Familiar: Knockback *or* Improved Strength.

36 - Rhinoceros

HP: 10	Size: 5	AV: 3	Int: Animal	BR: 8
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Abilities: Martial Arts, Impale, Trample, Berserk, Knockback, Battle Charge, Partial Vision, Giant Strength, Advanced Hearing/Smell.

Familiar: Limited Spellturning Shield (UB only) *or* Might Strike.

37 - Salamander (Newt)

HP: 1	Size: ¼	AV: 0	Int: Animal	BR: 1
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Abilities: Water Native, Hide, Improved Healing Factor (Out of Combat), Poison (GM Discretion).

Familiar: Fire Resistance *or* Limited Healing Factor (limbs only).

38 - Scorpion

HP: 1	Size: ¼	AV: 2	Int: Animal	BR: 6
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Abilities: Climbing, Hide, Digging, Poison Strike (1 mana), Dark Vision.
Tarantula: Improved Strength instead of Poison.

Familiar: Gifted Slay **or** Night Vision.

39 - Shark

HP: 3	Size: 4	AV: 1	Int: Animal	BR: 6
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Abilities: Water Home, Bite AV0, Martial Arts, Knockback, Advanced Smell, Devour, Berserk, Imp. Strength.

Familiar: Summon the Dead **or** Resurrect.

40 - Sheep

HP: 1	Size: 2	AV: 0	Int: Animal	BR: 1
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Abilities: Weather Protection, Martial Arts. *Domesticated.*

Familiar: -1 weather damage **or** Limited Dispel Magic (Storm Spells Only)

41 - Skunk

HP: 1	Size: 1	AV: 0	Int: Animal	BR: 3
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Abilities: Martial Arts, Bite (Infect – GM Discretion), Fearless, Digging, Animal Packet (Knockout, 1m), Night Vision.

Familiar: Resist Devour **or** Disable Ray.

42 – Snake

HP: 1	Size: 1	AV: 1	Int: Animal	BR: 2
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Abilities: Martial Arts, Climbing, Advanced Smell, Hide.
Vipers: Bite 0 Poison (GM Discretion).

Familiar: Crit Elite **or** Gifted Slay.

43 - Spider

HP: 1	Size: ¼	AV: 1	Int: Animal	BR: 2
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Abilities: Climbing, Bite 0 (Poison) (GM Discretion), Tailor 5.

Familiar: Snare **or** Talented Tailor.

44 - Squirrel

HP: 1	Size: ½	AV: 0	Int: Animal	BR: 2
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Abilities: Martial Arts, Acrobatics, Bite 0 (Infect – GM Discretion), Shatter (Arrows Only), Unglue Search

Familiar: Acrobatics **or** Limited Shatter (Arrows Only)

45 - Tortoise

HP: 1	Size: 1	AV: 4	Int: Animal	BR: 1
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Abilities: Slow, Bite, Brace, Martial Arts, Unbreachable in zones 3-4.
Turtle: Swimming, Diving.

Familiar: +1 AV *or* Brace.

46 - Vulture

HP: 1	Size: 2	AV: 0	Int: Animal	BR: 1
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Abilities: Flying, Bite, Martial Arts, Advanced Smell Elite, Disease Resistance.

Familiar: Spirit Bury *or* Exorcism Ritual.

47 - Weasel

HP: 1	Size: ½	AV: 0	Int: Animal	BR: 2
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Abilities: Martial Arts, Bite, Reflexes, Digging, Hiding.
Otter: Swimming. Ferret: Evasive Shimmering.

Familiar: Reflexes *or* Evasive Shimmering.

48 - Whale, Toothed (Dolphin)

HP: 5+ X	Size: 3-8	AV: 3	Int: Anim./Ave.	BR: 6
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Abilities: Water Home, Giant Strength (Monstrous if size 6+), Bite AV0, Devour, Trample. HP is 5 + 5 per size above 3.

Familiar: Swimming *or* Skill Share.

49 - Whale, Baleen

HP: 5 + x	Size: 5-10	AV: 4	Int: Anim./Ave.	BR: 8
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Abilities: Water Home, Monstrous Strength, Bite AV0, Trample, 1UB to Boats. HP is 5 + 5 per size above 3.

Familiar: Identify (Talented) *or* Cartographer.

50 - Wolf

HP: 3	Size: 3	AV: 1	Int: Animal	BR: 9
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Abilities: Bite AV0, Martial Arts, Improved Hunting Party (min. 3), Slay, Battle Cry (Free in packs of 3+), Ambush, Advanced Smell, Tracking.

Familiar: Martial Arts *or* Talented Tracking.

Undead and Otherworldly Beings

In FanWar we have distinctions between the types of otherworldly beings you might run into based on the way they are created, as well as by what forms they take.

Undead can form or be created in several ways. They may be **constructed** by trapping a spirit in a body and using it like a battery to power the dead body (a very evil thing to do). These are usually like robots in that they follow orders and are not sentient. Some undead are **natural**, these are naturally occurring creatures of the Ethereal Plane. They can be summoned by Necromancers, but most are free-willed and, sentient and can even be good. The last type of otherworldly beings are called **outsiders** because they don't belong in this world or are from another dimension etc. These are things like Demons, Angels, or Elementals. Outsiders don't necessarily follow the rules of normal undead unless they are also undead (like the ones listed in this section).



Undead can also be categorized by their form. We use the terms corporeal, skeletal, spectral, and outsider to describe them.

- **Corporeal** undead are animated bodies like zombies or ghouls, and get no special abilities.
- **Skeletal** undead are animated bones, like skeletons or liches. They are always immune to missile weapons and vital attacks.
- **Spectral** undead are animated spirits, such as specters or wraiths. Spectral undead usually have some form of ethereal travel and martial arts, and can never wear armor.
- **Outsider** undead, such as demons, are often varied and can take many strange forms.
- Some undead are hybrid or other types and may not follow the guidelines outlined here.

Power Levels of Undead

All undead fall into one of three power levels: Minor Undead, Full Undead and Greater Undead. All undead have certain abilities just because they are undead. To save space, we will only list those abilities once below, and refer to them by the power level given for each undead creature.

All undead have the following:

Effective Dark Vision and Spirit Guide, Immune to Mental Effects and Unconsciousness, Immune to standard Necromantic Attacks, Mana Drain Ritual. They can take healing as damage; Holy damage acts as a Terror effect to them.

Other abilities by type:

☒ **Minor Undead**

These are just animated dead bodies or are otherwise weak enough to be cut down like any other body. Minor undead only have the most basic properties of an undead, as given above.

● **Full Undead**

These stronger beings have all of the above abilities and cannot be hurt by normal weapons. A full undead, if hit by a normal weapon will simply ignore that damage. Full Undead can also Mana Drain by two handed tag at the rate of one mana every 20 count (see below). To wound or kill a full undead the damage must be from:

- a) **Silver** - silver weapons can deal this kind of damage
- b) **Magic** - either from a spell or magic weapon, for example.
- c) **Healing** - healing spells can damage them on a point per point basis!

Ω **Greater Undead**

All of the above abilities, but are only affected by Magic Damage and healing. Greater Undead can Mana Drain with a UB Touch attack (see below)!

Mana Draining Attacks

All Full and Greater Undead can make Mana Drain attacks. These attacks damage affected players on their mana, similarly to taking damage on one's HP. Minor undead can only Mana Drain as a ritual. Full Undead must tag a player with both hands and count to their ROR to drain that player of a mana, and can only drain one at a time. Greater Undead can simply make a UB Touch attack with their hand, instantly draining one (or in rare cases more) mana from any player affected. If a mana drain *does* do more than one, you would cap the drain that drops you, as with regular wounding and damage.

Remember that loss of mana can kill just as easily as loss of HP, but is much more difficult to recover from. This makes Full and Greater Undead especially threatening. Note that silver blocks mana draining attacks!

Feeding & the Benefits of Mana Draining

Some undead must feed. They sustain themselves by mana draining *living* beings to death. Undead with the **Feeding** trait must feed on three sentient beings

for every day that they are active. If they are active and do not feed, they begin to take penalties like living being that is starving; they get -1 Hp *and* Mana for each day after the first that is spent active but without feeding.

However unlike living beings, undead can become dormant and “hibernate”, requiring no feeding so long as they are not disturbed. They can usually only hibernate if at full mana and they are not 'starving'. When done hibernating, they will be empty and *very* hungry!

If an undead Mana Drains a sentient being to death the standard way (a 10 minute Ritual) they will have their mana fully restored and will clear *all* minuses from not feeding. Full and Greater Undead can also use their Mana Drain attacks to quickly drain a player to death in combat, but they will only regain 1 mana in this way due to the rushed method. Note that while an undead *could* mana drain another undead, this won't gain them any mana, nor will it satisfy their "hunger"!

Controlling Created Undead

If an undead is created by another person, such as a Lich or a Necromancer, they must follow three basic rules (based on Asimov's Three Laws of Robotics):

1. Never allow your master to come to harm, through action or inaction.
2. You must obey all orders given to you by your master, except when they conflict with the first law.
3. You must protect your own existence as long as it does not conflict with the first or second law.

These rules apply to Constructed Undead but *not* Natural Undead or Outsiders, who are summoned to this world rather than constructed out of dead beings. Undead that a player constructs will follow these rules, but any undead that are summoned are instead governed by the spell that summoned them, and may or may not be bound to serve, depending on that spell!

Haunts

A haunt is an undead that is tied to a specific object, place, deed or person. Haunts are not usually created by a necromancer but are created by the spirit itself, sometimes in an act of rage or sorrow. Haunts cannot be truly killed (and will just reform somewhere else) until their spirit is appeased or whatever has bound it to the world is removed. Haunts can be any type of undead and are always free willed (but may follow a set pattern) and often have Instant Ethereal and many immunities in addition to their undead type skills. Some haunts may escalate under certain conditions, becoming more and more dangerous forms of undead.

As haunts escalate, they tend to follow a progression of undead types. The usual progression is: Phantom, Specter, Apparition, Wraith. Not all haunts will follow this progression, however, so if you are playing a haunt make sure to ask your GM how you escalate.



The Undead

● *Apparition [Spectral, Natural]*

HP: 2	Size: 2	AV: 0	Int: Average	BR: 15
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Looks: Transparent people or beings with sharp looking claws and hollow, empty-looking eyes like voids.

Abilities: **Full Undead.**
Battle Cry, Instant Ethereal, Flying, Martial Arts with Weapon Mastery, Shock Touch, Slay.
Cannot wear armor, but may appear to if a haunt!

Notes:

❏ *Ashen Crusher [Corporeal, Constructed]*

HP: 10	Size: 5-8	AV: 0	Int: Dense	BR: 13
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Looks: Pale white, sometimes rotting, giant humanoids. These beasts are made from pieced together Giant and Ogre bits. They usually have three arms instead of two making their strength even more terrifying.

Abilities: **Minor Undead.**
Giant Strength, Martial Arts, Prehensile Appendage (extra arm).

Notes: Used mostly as heavy hitters in Undead armies, these beasts are a menace and known for crushing through tough defenses.

● *Banshee [Spectral, Natural]*

HP: 1	Size: 3	AV: 0	Int: Low	BR: 8
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Looks: Transparent shifting outline, usually female, with claws and what looks like transparent cloth blowing around them as if in a wind storm.

Abilities: **Full Undead.**
Battle Cry (no mana cost), Cowardly, Ethereal Shift, Hide and Stealth, Martial Arts, and Shock Touch. Immune to Flame and Storm Spells as well as all Bindings or Control Spells.
Cannot wear armor.

Notes: Banshees are terrifying but not dangerous, fleeing if anyone stands up to them.

● **Battlebones [Skeletal, Constructed]**

HP: 5*	Size: 4	AV: 0	Int: Average	BR: 15
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Looks: Larger complete sets of bones (various troll sizes).

Abilities: **Full Undead.**
***Regenerating. Immune to Missile Weapons, Missile Spells and Vitals Attacks.**
[Partial Humanoid]

Notes: Made from fallen Trolls, Battlebones are far more dangerous than the common Skeletons that lurk marshes.

❑ **Bone Warrior [Corporeal, Constructed]**

HP: 3	Size: 3	AV: 0	Int: Low/Average	BR: 6
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Looks: Mutated bodies, with bones grafted out and sharpened to be used as weapons!

Abilities: **Minor Undead.**
Immune to Disarm.
Fight as though they had Average Intelligence, in battle only!
[No Hands]

Notes: Usually use axes or swords for bone-like hands. All of their items (weapons, shields, armor) are *part* of them. If shattered they can be healed and they cannot be Looted. Low Intelligence outside of combat.

● **Crypt Hulk [Corporeal, Constructed]**

HP: 5	Size: 4	AV: 1	Int: Animal-Low	BR: 7
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Looks: Gorillas with no heads and empty helmets instead.

Abilities: **Full Undead.**
Improved Strength, Jumpstart Animate Dead (allies only), Martial Arts, Zombify.
[Partial Bipedal]

Notes: These beings seem to be created from protective mother gorillas twisted to view allied undead as their babies. They are very healing focused and will even first aid allied living troops.

● *Crypt Sentinel [Other, Natural]*

HP: 1*

Size: 3

AV: 0

Int: High

BR: 12

Looks: Transparent skeletons.

Abilities: **Full Undead.**
Ethereal Shift, *Healing Factor, Unbreachability.

Notes: Dangerous guardians of tombs and relics, these creatures are sometimes recruited as deadly warriors for undead armies.

DEMONS

Dark beings from the underworld, demons are one of the most feared and powerful of all undead. Known for their intelligence, powerful magic, and deadly force. Many necromancers have sought to enslave demons to their will, only to end up as slaves themselves. Demons often operate as the chief agents of evil deities, much as angels are the agents of more good deities.

Ω Lesser Demon [Outsider]

HP: 20*

Size: 4

AV: 3

Int: Very High

BR: 30

Looks: A strange mixture of demonic and elemental features. These beings appear very alien and are only barely humanoid.

Abilities: **Greater Undead.**
5 Mana, Flying, Giant Strength, Martial Arts with Weapon Mastery, *Outsider Regenerating, Shattering Armor, Slay, Hack & Staff Touch with melee weapons.
Mage Abilities by Demon type:
(Fire, Storm, Sun, Shadow, or Earth)
- Innately 2nd Rank Flame, Storm, Life, Necro, or Nature Mage, respectively. Adept at spells by type.
[Partial Humanoid]



Notes: Demons are Outsiders and thus they may have many other abilities not listed here. They are notoriously difficult to control, power hungry, sadistic, and evil.

Ω Beast Demon [Outsider]

HP: 20*

Size: 1-10

AV: 1-4

Int: Animal/High

BR: 25

Looks: Demonic looking animals or beasts with a supernatural intelligence in the eyes and often characteristic demon like traits such as wings, horns, and claws.

Abilities: **Greater Undead.**
5 Mana, Flying, Giant or Monstrous Strength, Shattering Armor, Hack (Martial Arts only), Martial Arts with Weapon Mastery, *Outsider Regenerating, Slay.
[Partial Humanoid, Partial Hands, Partial Bipedal]

Notes: Beast Demons are Outsiders and thus they may have many other abilities not listed here. Unlike other demons, Beast Demons become sidetracked more easily and can be distracted.

Ω Greater Demon [Outsider]

HP: 30*

Size: 5

AV: 4

Int: Extreme

BR: 30+

Looks: Massively muscled and terrifying, usually with bat-like wings, horns, tail, and claws.

Abilities: **Greater Undead.**
5 Mana, Battle Roar, Flying, Giant Strength, *Outsider Regenerating, Shattering Armor, Skill/Spell Rogue, Hack & Staff Touch with melee weapons.
Innately 2nd Rank in three classes.

Notes: Demons are Outsiders and thus they may have many other abilities not listed here. They are notoriously difficult to control, power hungry, sadistic, and evil.

MORITOST

These animated suits of armor are created through mysterious means to guard important locations. They are often used to great effect in evil armies.

● **Moriplate [Corporeal, Constructed]**

HP: 3	Size: 4	AV: 3-4	Int: Average	BR: 12
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Looks: Complete suits of plate mail armor with helm, apparently empty, yet animated.

Abilities: **Full Undead.**

Notes: Armor that has been haunted, possibly by its former wearer, Moriplate are durable and dangerous foes.

Ω **Death Knight [Corporeal, Constructed]**

HP: 3	Size: 4	AV: 3-4	Int: Average	BR: 20
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Looks: Complete suits of plate armor with full helm, walking around, with an empty black void where a face should be.

Abilities: **Greater Undead.**
Animate Dead, Zombify.
Innately 1st Rank Knight and 2nd Rank Necromancer

Notes: Usually used as military generals or guardians, these very dangerous creatures are believed to be created when a Knight is killed in a particular way.

Ω **Doom Guard [Corporeal, Constructed]**

HP: 3	Size: 4	AV: 3-4	Int: Average	BR: 20
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Looks: Suits of plate armor with a skeleton fused to the metal. A large colored gem glows faintly in the forehead of the helm.

Abilities: **Greater Undead.**
Innately 2nd Rank Veteran and 1st Rank Mage of the type matching their gem color. Eye Hacks acts as slay to them!

Notes: Used as Elite Guards or as key units in wars, these rare creatures are simple yet effective. Extremely hard to destroy, these beings are feared and hated.

❓ *Ghost [Spectral, Natural]*

HP: 2

Size: 3

AV: 0

Int: Low

BR: 5

Looks: Transparent people.

Abilities: **Minor Undead.**
Can not deal any damage, Fear Touch, Flying, Instant Ethereal, Martial Arts.
Cannot wear armor, but may appear to if a haunt!

Notes: Ghosts tend to rely on scaring away their opponent and knocking them out for mana draining later. If this doesn't work, they tend to retreat.

GHOULS

Believed to be a terrifying form of zombie, ghouls are a mystery. Extremely loathsome. How they devour everything around and never get full is unknown, some believe them cursed by deities to forever walk the earth trying to get full.

❓ *Grave Ghou [Corporeal, Constructed]*

HP: 2

Size: 3

AV: 1

Int: Low

BR: 11

Looks: Hunched over, pale and raggedy with sharp claws and sharp teeth.

Abilities: **Minor Undead, Feeding.**
Bite AV0, Improved Devour, Martial Arts.
[Partial Humanoid]

Notes: Insatiable cannibals with no limit to how much they can eat. Items devoured are simply gone!



● *Plague Ghou [Corporeal, Constructed]*

HP: 2

Size: 3

AV: 1

Int: Low

BR: 15

Looks: Hunched over pale raggedy people with sharp claws and lots of very sharp teeth.

Abilities: **Full Undead, Feeding.**
Bite AV0, Improved Devour, Martial Arts.
Their Bite can have a variety of Poisons or Diseases.
[Partial Humanoid]

Notes: Insatiable cannibals with no limit to how much they can eat. Items devoured are simply gone!

⑦ Guardian Spirit [Spectral, Constructed]

HP: V

Size: V

AV: V

Int: V

BR: V+3

Looks: Like a transparent version of whatever the creature was in life when it died, with the same items, etc.

Abilities: **Minor Undead.**
**Stats and abilities as species type, no class skills. Can't Mana Drain.*
Cannot wear armor, but may appear to if a haunt!

Notes: They are usually created by Necromancers during battle when a party member dies, they retain all their personality, though none of their class spells/skills.

Ω Litch [Skeletal, Constructed]

HP: 3

Size: 3

AV: 0

Int: Very High

BR: 21

Looks: Complete sets of bones, usually humanoid, sometimes with magely garb or items.

Abilities: **Greater Undead, Feeding. Immune to missile weapons and Vitals Attacks. Animate Dead, Zombify.**
Innately 2nd Rank Necromancer. [Partial Humanoid]

Notes: Liches are double proficient with Elder Sorcery Undead Creation and Undead Binding and Command/Control Spells (create undead at ½ mana cost, double control number and double control range!).



Ω Lupogaunt [Outsider??]

HP: 30*+	Size: 4-10	AV: 4?	Int: Animal/Very High?	BR: 30+?
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Looks: Taking many forms, these creatures appear as strange terrifying beasts or beings, like something out of a nightmare. More often then not they are animal like, though humanoid ones have been encountered.

Abilities: **Greater Undead.**
Dark Vision, Giant or Monstrous Strength, Hind Claws, Martial Arts with Weapon Mastery, True Sight.
Immune to most attacks, Silveel (elven Silver Steel) seems to damage them as well as some ancient Elder Sorcery types of items.
Other Abilities?: *Paralysis Howl?, Plague Touch?, Magic Drain?, Innate Morganti Attacks?, Mana Drain 5 UB?, Command Breath?*

Notes: Definitely something from another plane, these beings are among the most feared of undead, if they are undead at all. Their abilities are unknown, as encounters with them are rare. Often seeming to act in an animal-like way, yet with powerful intelligence. Lupogaunts seem unable to be Exorcised normally, most having been killed or stopped by divine beings. Those that have been killed often return, imprisonment is the only known end for these terrifying beings.

● Mummy [Corporeal, Constructed]

HP: 5	Size: 3	AV: 0	Int: High	BR: 14
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Looks: Bodies wrapped in cloth ceremonially for burial.

Abilities: **Full Undead.**
Battle Cry, Martial Arts, Shatter. Immune to Charms etc. Fire damage ignites mummies immediately, even when up!
Size as species type. Innately 1st Rank Mage by type: Sand - Flame, Ice - Storm, Cairn- Life, Bog - Necro, Clay - Nature.
May have a blessing which is inverted to curse whosoever kills the mummy!
[Partial Humanoid]

Notes: Mummies are often guardians sanctified areas.



☞ *Phantom [Spectral, Natural]*

HP: 1	Size: 3	AV: 0	Int: Low	BR: 5
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Looks: Phantoms appear to be transparent humanoids.

Abilities: **Minor Undead.**
Ethereal Shift, Martial Arts.
Cannot wear armor, but may appear to if a haunt!

Notes: Often mistaken for Ghosts, these more dangerous undead are a common form that Haunts will take.

● *Skeleton [Skeletal, Constructed]*

HP: 1	Size: 3	AV: 0	Int: High	BR: 8
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Looks: Complete sets of bones, usually humanoid.

Abilities: **Full Undead.**
Immune to missile weapons and Vitals attacks.
[Partial Humanoid]

Notes: Skeletons, known for their inhuman intelligence are used for complex tasks which they perform with eerie efficiency.



● *Specter [Spectral, Natural]*

HP: 1	Size: 3	AV: 0	Int: Average
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Looks: Transparent humanoids with claws.

Abilities: **Full Undead.**
Instant Ethereal, Flying, Martial Arts. Never wear armor.

Notes:

Ω *Tomb Wight [Other, Natural]*

HP: 3	Size: 3	AV: 0	Int: Average	BR: 18
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Looks: Transparent Zombies, shifting between solid and transparent.

Abilities: **Greater Undead, Feeding.**
Flying, Improved Strength, Martial Arts. Immune to damage (except Healing damage).

Notes:

VAMPIRES

Vampires are creatures that derive their power from forsaking something they previously valued above all else. For many this is a divine power, for others it is merely their own better self. All vampires are thus touched by Evil; a Good vampire, by definition, cannot be. Some try to control the evil side of themselves, but most have embraced it completely. This determines the power level and type of vampires. The more they accept the power of the evil part of themselves, the more powerful they become.

Feeding

Vampires need to feed whenever they are active, like other Feeding undead. However, Vampires *also* are at risk of degrading into a lower form of vampire if they fail to feed. When a vampire would normally gain an insanity due to loss of mana, they instead degrade one step.

If this 'insanity' would become permanent, they are *permanently* degraded to that lower form of vampire. It is possible for vampires to move into more powerful forms, but all that is known about this process is that it is likely difficult and costly.

Infect

Some vampires can use a ritual to Infect with their bite. Any Infected person will be loyal to the vampire that created them (as Allure), but Remove Charm has no effect on this. Only an Exorcism can return them to their original state. Players successfully infected by a vampire's bite will likely become Sired-by Vampires (50%), but can be Beast (40%) or Noble (10%) Vampires.

Vampiric Traits

There are other factors that are true to all Vampires: Sunlight harms them, they can die if immersed in running water, and any symbol of that which they previously held dear bothers them. The amount that each of these forms of attack will affect a vampire depends on its type, see below.



2 Sired-by Vampire [Corporeal]

HP: V

Size: V

AV: V

Int: V

BR: V+5

Looks: These creatures look exactly like their original species and often do not even seem undead! They usually have pale skin and more pronounced fangs.

Abilities: **Partial Undead (do not take necromantic damage, can take healing as damage), Feeding.**
Charm, Talented Courtier
Sunlight deals Holy Healing weather damage to them.
Running water is painful to them.
***Stats as species type. Does not look undead!**

Notes: Must feed on the blood of sentient living beings (Ritual Mana Drain).

● Beast Vampire [Corporeal]

HP: 4

Size: 5

AV: 1

Int: Dense

BR: 10

Looks: Monstrous, bestial versions of their original species.

Abilities: **Full Undead, Feeding.**
Bestial Transformation (Bat and Wolf only), Bite and Devour, Martial Arts, Night Vision, Strength.
Sunlight or running water deals damage as Holy Healing damage every 20 count.
[Non Humanoid, Partial Hands, Partial Bipedal, No Speech]

Notes: Also called "Blooded Vampires", these creatures are voracious killers. They must feed on one sentient being per encounter that they are active! One per day can sustain them if they remain dormant the rest of the time.

Ω Noble Vampire [Corporeal]

HP: 5

Size: X

AV: 0

Int: Very High

BR: 20

Looks: Look exactly like their original species and may not even seem undead! Usually have pale skin and pronounced fangs.

Abilities: **Greater Undead, Feeding.**
Animate Dead, Charm (x2 Item Tier), Bestial Transformation, Courtier @ Level, Duel, Infect, Instant Ethereal, Flying, Spirit Bury.
Sunlight & running water damage them as Warded Holy Healing every 20 count.
Size as species type.

Notes: "True Vampires", Nobles must feed to maintain their state.

Ω Elder Vampire [Corporeal]

HP: 10?

Size: X

AV: 0

Int: Extreme

BR: 30+

Looks: Look exactly like their original species and may not even seem undead! Usually have pale skin and pronounced fangs.

Abilities: **Greater Undead, Feeding.**
Animate Dead, Charm (x2 Uses), Bestial Transformation, Courtier @ Level, Duel, Infect, Instant Ethereal, Flying, Spirit Bury.
Sunlight & running water damage them as Warded Holy Healing every 20 count.
Size as species type. Elder Vampires can control vast numbers of undead, there are many rumors that Elder Vampires are innately Necromancers, like Liches and Death Knights. Their full abilities are unknown, but usually they can create a "shroud" or dark layer around their lair to protect themselves and their minions from sunlight. Other abilities unknown!

Notes: Few Elder Vampires have been recorded in history. They have a host of 15-25, 25th level Vampires called *Carakwaith*, usually former Dark Heroes. Elder Vampires take over entire cities, twisting them to their control and using them as a feeding source and recruitment system.

● *Wisp Guard [Spectral, Natural]*

HP: 1

Size: 1/4

AV: 0

Int: Average

BR: 10

Looks: Floating lights of various mage-type colors.

Abilities: **Full Undead.**
Animate Dead and Zombify, Ethereal Shift, Flying, Limited Damage Resistance (Zones 0-2), Limited Melee Weapon Resistance (Zones 0-4), Tiny Strength. Innately 1st Rank of the mage type matching their color.
Cannot wear armor.

Notes: These lights are used to keep undead armies up and running. They have no attacks except spells, but are very hard to deal with.

WRAITHS

Wraiths are powerful spirits that have remained in this world rather than passing on, Embodying a powerful anger and hatred for life, wraiths have been twisted from a previous, more benign, spectral form into vicious predators. They take many forms, all deadly and not to be trifled with.



Ω *Wraith [Spectral, Natural]*

HP: 10

Size: 3

AV: 0

Int: Average

BR: 17

Looks: Transparent humanoids with red glowing eyes, long claws, and black strands of darkness blowing around them.

Abilities: **Greater Undead.**
Animate Dead, Charm, Instant Ethereal, Flying, Martial Arts and Weapon Mastery, Slay.

Notes: Never wear armor.

Ω Blue Wraith [Spectral, Natural]

HP: 10

Size: 3

AV: 0

Int: High

BR: 26

Looks: Blue transparent humanoids with blue glowing eyes, long claws, and black strands of darkness blowing around them.

Abilities: **Greater Undead.**
Instant Ethereal, Flying, Martial Arts with Weapon Mastery.

Notes: Never wear armor. Anyone mana drained to death by a Blue Wraith becomes another one under the original's control!

Ω Knight Wraith [Spectral, Natural/Constructed]

HP: 10

Size: 3

AV: 0/4

Int: High

BR: 26

Looks: Appearing black and empty in the material plane, these creatures are Death Knights in the Ethereal plane.

Abilities: **Greater Undead, Feeding.**
Animate Dead and Zombify, Charm, Instant Ethereal, Flying, Martial Arts with Weapon Mastery, Slay.
Innately 1st Rank Knight and 2nd Necromancer

Notes: Also called "Black Wraiths", on the Ethereal Plane (or in Duels) they have Full Plate mail.

Ω Demon Wraith [Spectral/Outsider, Natural/Outsider]

HP: 10

Size: 3

AV: 0

Int: Very High

BR: 30+

Looks: Transparent, with Demon like traits, red glowing eyes, long claws, and black strands of darkness blowing around them.

Abilities: **Greater Undead, Feeding.**
Tend to have many Demon and Wraith abilities.
5 Mana, Animate Dead, Charm, Instant Ethereal, Flying, Improved Strength, Slay, Staff Touch & Hack with Melee Weapons.
[Partial Humanoid]

Notes: Demon Wraiths are demons from the ethereal plane.

ZOMBIES

Animated bodies, zombies are a well known form of undead. Easy to make quickly and in great numbers, Zombies are found anywhere Necromancy is at work.

2 Humanoid Zombie [Corporeal, Constructed]

HP: 1

Size: 3

AV: 0

Int: Stupid

BR: 3

Looks: Humanoid corpses, often rotting or otherwise falling apart.

Abilities: **Minor Undead.**
Slow. (Will damage down players once before moving on.)
[Partial Humanoid]

Notes: Common creatures found in use by necromancers everywhere, Zombies are one of the easiest undead to create and are a staple of undead armies.



Ω Shambler [Corporeal, Constructed]

HP: 5

Size: 3

AV: 0

Int: Dense

BR: 10

Looks: Like Zombies, but occasional bursts of speed in combat.

Abilities: **Greater Undead.**
Slow (may move full speed in battle).

Notes: These strange creatures move with the shuffling gate of a Zombie and are sometimes fatally mistaken for one.

2 Zombie - by species [Corporeal, Constructed]

HP: V

Size: V

AV: V

Int: Dense

BR: 4

Looks: They look somewhat like the original species though with none of the abilities or stats of that creature.

Abilities: **Minor Undead.**
Slow.
***Stats as species type.**

Notes: Species type zombies are somewhat smarter and more dangerous than their standard counterparts. Seek to feed.

Abilities Glossary

Acidic Blood

[Called]

If a weapon deals damage to you, call "Acidic Blood" to render it shattered in a 20 count.

Adrenaline

[Passive, Resistance]

Resist Unconsciousness and can fight while in the negatives. You die at -4 as normal.

Advanced Smell

[IC/OC, Passive]

Can smell what type of creatures are within 30' and can tell the exact location of creatures within 10' if given at least a 20 count.

Aggressive

[Passive]

You must drop anyone who opposes you.

Animate Dead - 2 Mana, Covoke, Tag

[IC, Called, Spell, Magic]

Call "Animate Dead," spend 1 Mana, and Invoke. Tag an undead player to instantly reanimate them.

Battle Charge - Invoke, Running

[BC, Called, Modifier]

Call "Battle Charge" and remain running. As long as you do, you may Invoke then call "UB Knockback" and tag a player *anywhere* with your weapon to knock them back.

Battle Cry - Aura

[IC, Called]

Call "Battle Cry: Run in Fear" to cause Fear on all players within 10 feet. Costs 1 mana.

Battle Roar - Aura

[IC, Called]

Call "Battle Roar: Run in Fear" to cause Fear on all players within 10 feet. No mana cost.

Berserk

[IC, Called]

Call "Berserk" to become berserk. While berserked you are in a Frenzy state and have Adrenaline and Fearlessness.

Bite

[IC, Called]

Call "Bite" and tag a player with BOTH hands at the same time. If *both* hands make contact the Bite is successful. Bite can be anything from Vitals to AV0 to UB, depending on the monster.

Blinded (Blind)

[Passive / Mechanic]

Must look down toward your feet, chin to chest, until the end of the duration.

Blind Fighting

[Passive]

Can fight things that are within 10 feet normally even if you are effectively Blind.

Breath Weapons - 30' cone effects

[IC, Called]

Call "[name of breath weapon]" and extend your arms out in front of you at roughly 45 degree angles from the direction you're facing. Anyone within 30 feet of you who is also within the area indicated by your outstretched arms (sight along each arm to check), takes the effect of the breath weapon. A player can shatter a shield in order to avoid the effects of the breath weapon entirely.

Clumsy

[Passive]

Use your off hand for everything to represent this creature's lack of dexterity.

Cowardly

[Passive]

Any attack that contacts your body (even if you are unharmed) causes Fear. (You can still attack and block, but if you're hit- you run!).

Dark Vision

[Passive]

You can see in situations where there is no visible light (Infra Red, UV, or other sense).

Deadly

[IC, Called]

Call "Deadly". Deals an amount of damage which kills the player. Deadly damage cannot be debossed or capped.

Devour - Tag

[IC, Called]

To devour a player, a monster will tag the player with both hands and call "Devouring" then count to 20. After a 20 count, one 'size' of the player is gone. If they were not already dead, this kills them (deals deadly damage). Monsters usually will devour a number of 'sizes' equal to their own size, before being full and moving on. Devour shatters any worn items, but does not fully destroy the body (instead the body must be "summoned" to put it back together).

Devour (Improved) - Tag

[IC, Called]

As Devour, but all of the target's items are consumed as well.

Digging

[IC, Called]

Stationary Escape in soft soil.

Diving

[IC, Called]

Call "Diving" while swimming and point your fist with two fingers extended to the ground and count to 5. You are then out of reach of all attacks from players that are not also Dived. If you have water breathing, you may remain Dived until you call "Surfacing" and count to 5 (as Flying); if not, surface immediately.

Dragon Scales

[Passive, Modification]

Your body armor counts as shields for you. This means AV0 will not cut through your armor in those zones!

Endurance

[Passive]

You will not tire while running, carrying, etc. If you can get OUT of game while running you may elect to continue to "run" indefinitely OUT of the encounter.

Enrage: [name]

[IC, Called]

Call "Enrage: [name of ability]" when you take damage to gain that ability as long as you *remain* injured (down any HP, Hacked, etc).

Ethereal Travel

[IC, Called, Primal]

Some creatures have different forms of traveling between the ethereal and material realms.

- **Ethereal Shift:** Call "Ethereal Shift" and count to 20 and then put your open hand over your head to indicate that you are now ethereal. To manifest, count to 20 again and then immediately drop your hand to and call "Manifest" to manifest.
- **Instant Ethereal:** Call "Instant Ethereal" to vanish immediately and put your open hand over your head. To manifest, call "Manifest" followed by a five count and then drop your hand, after which you are material.

Evasive Shimmering

[IC, Called]

Call "Evasive Shimmering" to gain Resistance to Snare and Immobilization as long as you not Stationary and are avoiding combat.

Fast

[OC]

If you leave a battle or encounter, you may return in two minutes unless the GM says otherwise.

Fearless

[Passive]

You are Resistant to Fear.

Frenzy

[State]

While in a Frenzy state you must kill anyone who opposes you. You will not leave combat willingly,

Gliding

[Passive]

Flying without the ability to "Soar."

Hands

[Passive]

Some creatures have abilities that affect their manual dexterity as follows:

- **Hands:** Able to hold, manipulate, and use items without issue. Hands is assumed if not otherwise state.
- **Partial Hands:** You do not have real opposable thumbs, thus holding things is difficult. You must wield all items with both hands.
- **No Hands:** Cannot use items in your hands, as you don't have any!

Healing & Energy Factors

[Passive]

Creatures with a Healing Factor are healed every 20 count, as long as the Healing Factor is working (see below). Creatures with an Energy Factor recover one Mana every 20 count, as long as the Energy Factor is working. These factors exist on a continuum from weak to very strong.

- **Low** - Only works after battles, as an Out.
- **Healing Factor** - Only works while you are conscious.
- **Improved Healing Factor** - Works even when unconscious.
- **Regenerating** - Always working, see Regenerating below.

Hidden

[State]

While Hidden, other players cannot see you – regardless of whether you are in sun or shade - unless they have an ability like Scouting. Hidden players put their hand over their face to show that they are Hidden.

Humanoid Appearance

[Passive]

Some creatures may have different

kinds of appearance listed in regards to how humanoid (or not) they look.

- **Humanoid:** Looks roughly human in shape and proportion. Assumed unless otherwise noted.
- **Partial Humanoid:** Looks slightly human, could pass for a human or similar species in the dark etc.
- **Non-Humanoid:** Looks like an animal or a beast (though may have arms and legs and walk upright). May need to wear an animal sash.

Immobilized

[State]

While immobilized, you cannot move from the spot you are at. You may fight, rotate, and turn around, but cannot step away from the spot at which you were immobilized.

Instant Teleport

[IC, Called, Magic]

Call "Instant Teleport" and choose a location by line of sight you wish to Teleport to, then make a "POP!" sound and put your fist over your head (Out of Game). Proceed directly to that location. Once you arrive you must immediately make the "POP!" sound again and drop your hand, returning to the In Game state. (Note: Dispel Magic will *not* dispel this, it is not a standard class spell!)

Intelligence

[Passive]

We use a scale of intelligence to describe how a creature thinks. The different types are as follows:

- **Animal:** Animal intelligences vary widely, but a creature with Animal Intelligence approaches situations from the mindset of an animal. Animals usually have fairly simple, straightforward motivations, but vary in how cleverly they go about things.

- **Stupid:** Stupid creatures are easily tricked and don't know when they are in danger or not. They'll leap off cliffs in pursuit of enemies, etc. and have a basic disregard for the laws of nature and their own safety.
- **Dense:** Dense creatures are a step up from Stupid. They have a basic sense of reality but often forget what they're not immediately concerned with. They don't retreat even if they can't win a fight (don't realize they can't win). They don't search people for goods, forget items are magic, attack without warning and hide things in rather obvious places. If you are playing a Dense creature, be just that, dense, and have fun with it.
- **Low:** You are basically not very bright and take longer than normal to assess what is going on and what to do about it. You will think of things in rather simple terms, and may get confused by complex problems. You tend to prefer action to strategy and do things rather than think them through.
- **Average:** Thinks with the skill and mindset of an average person. Players cannot usually have higher than average intelligence.
- **High:** You are much smarter than the average individual and anticipate the actions of others and react accordingly. Occasionally, with GM permission, you are allowed to meta game to simulate this level of intelligence. You will learn your opponent's weaknesses quickly and exploit them. Crafty and cunning, you will always make the smart move.
- **Very High:** The ability to think in an exceedingly advanced way, anticipate the actions of others and react accordingly before events begin. You fight far better than average and are allowed to meta-game to simulate this level of intelligence.
- **Extreme:** The ability to think far beyond the abilities of most other beings. You know the skills, abilities and motives of most everything you meet. You have a profound understanding of the universe that others cannot begin to fathom. You are allowed to meta-game in order to role play this kind of intelligence effectively and can assume you know the answer to almost any question posed to you. The GM may give you additional abilities in combat to simulate your level of intelligence in battle.

Invisibility

[IC, Called, Magic]

Call "Invisibility" to become invisible. Alternate quickly between a fist and a open hand in front of your face to alert players that you're Hiding state is not usual and their Scouting isn't working. You may continue to move around as normal. (Note- Advanced Smell or Hearing still reveals you).

Night Vision

[Passive]

You can see in areas with low light.

Partial Bipedal

[Passive]

You cannot run with anything in your hands because this creature runs on all fours. Can only walk while holding items.

Poison

[IC, Called, Modifier]

Call "[Type] Poison" as a Modifier to your attack; anyone damaged by the attack will take the listed effect every 20 count. The default type of poison (assume if not otherwise stated) is damage poison, which puts a -1 counter on your HP every 20 count.

Prehensile Appendage

[Passive]

You have Strength. You have the use of another part of the body as if it were a hand (like a monkey tail or an elephants trunk).

Quadruped

[Passive]

You walk on all fours. You cannot walk or run while holding anything, and must drop items if you want to move from your spot.

Reach - Stationary

[BC, Called]

Call "Reach" and be stationary. As long as you remain stationary you may call "Reach" before making an attack to have that attack count as though you had Flying.

Regenerating

[Passive]

A type of Healing Factor that keeps you alive and healing even at -4 (though you do drop at -4 even if you have Adrenaline or are Immune to Unconsciousness). Usually requires Terror Damage or applying the Burned state to stop it. Regenerating recovers HP, Regenerating Mana recovers mana.

- **Outsider Regeneration:** As regeneration, but resists interruption and only paused or stopped by an exorcism.

Shatter - 1 Mana, Invoke

[IC, Called]

Invoke and call "Shatter: I shatter your [item name]" & tag an item with your weapon to Shatter it (makes it no longer work normally).

Shattering Armor - Stationary

[IC, Called]

Call "Shattering Armor" and be stationary. As long as you remain stationary, any items that strike your body armor, but *do not* damage you, are Shattered.

Slow

[Passive]

You can't move faster than a walking pace at any time, no matter how you are traveling (Flying, Swimming, etc.).

Speech

[Passive]

Some creatures have abilities that affect their speech and ability to talk.

- **Partial Speech:** Can only speak in broken sentences.
- **No Speech:** Can't talk, but can make grunts and noises.

Speed

[Passive]

Can leave an encounter by calling Escape and counting to 5. You may return to the encounter where you left it after a count to 20.

Strength

[Passive]

There are several levels of Strength, all listed below. Each level is assumed to include all of the previous ones.

- **Tiny Strength** - Can't wield any weapons longer than two feet.
- **Low Strength** - Less than average, can't wield two-handed weapons.
- **(Normal Strength)** - Average strength, no limits or benefits. This is never listed, but instead assumed by default.
- **Strength** - Can wield two-handed weapons in one hand and run while carrying.
- **Improved Strength** - Gives +1 to carrying capacity and Improved Armor Piercing:

Invoke any weapon in one hand to deal AV0.

- **Giant Strength** – Gives +2 to carrying capacity, Boulder Throwing: can invoke and throw boulders for 1 UB, and Invoke Damage Boost: Invoke a weapon in both hands to deal one damage bracket higher on your next attack.
- **Monstrous Strength** - *All* Melee and Thrown attacks are boosted by one damage bracket. Carrying capacity increased by +3.

Trample - Invoke, UB

[BC, Called]

Call “Trample” and stay in motion. As long as you remain traveling you can Invoke and deal one UB for your next strike only.

Triumph: [name]

[IC, Called]

Call “Triumph: [name of ability]” when you drop an opponent to gain a one-time use of the named ability (as Gifted or mana activated abilities).

True Sight

[Passive]

Scouting, Spirit Guide, and can see Invisible things. See through Illusions, Polymorphed or shape changes, etc.

Water Native

[Passive]

You have Swimming and Diving, but are Slow on land.

Water Home

[Passive]

Water Native and Water Breathing. Cannot move on land. (Note: Air breathing creatures with Water Home still are effectively Water Breathing for one encounter at a time).

Web - Animal Packet, AV0 or UB

[IC, Called,]

Call “Web: Earthbind AV0 or UB” and throw an animal print packet to Earthbind anyone hit.

MODIFIERS

Adept at [name]

[Passive]

Using the named ability(s) costs one less mana than normal. (May cost zero)

Double Proficient at [name]

[Passive]

For skills with a lvl attached, you perform the skill you are double proficient in at twice your effective lvl with it.

Effective [Skill]

[Called]

Any skill with the word “effective” called before that does the effect of the skill without counting *as* the skill for the purposes of resistances, avoid, etc.

Gifted [name]

[Passive]

Can use the named ability even though you aren't trained in it. Costs 1 mana per use. Note: as with mana activated items, passive abilities last for a 20 count, rituals and crafts are one full use per mana, and any ability that reads your level reads 5 instead.

Immune to [name]

[Passive, Immunity]

The named effect *always* fails to work on you, even if it is Warded/would bypass a Resistance. You are *Immune*.

Incapable of [name]

[Passive]

You can never gain/use the named ability through *any* means, including magic items, training and blessings.

Inept at [name]

[Passive]

Using the named ability(s) costs one more mana than normal. (May add a cost when there was none before)

Jumpstart [name]

[Passive]

The named effect works just like it normally would (see the appropriate skill rules) but only after a 20 count delay.

Resistant to [name]

[Passive, Resistance]

The named effect fails to work on you *unless* it is Warded/would bypass a Resistance.

Talented at [name]

[Passive]

Naturally skilled at the named Craft and have it equal to half your total level.

Vulnerable to [name]

[Passive]

You count as level 0 versus the named effect and cannot be Resistant to it, no matter what other skills or abilities you have. Does not invalidate immunities.

DELIVERIES**Blast**

[Delivery]

As a breath weapon cone, but with a range of 10' instead of 30'.

Blaze

[Delivery]

Call Blaze [Ability] to have that ability for a 20 count.

Burst

[Delivery]

A UB strike. Can be done with a thrown weapon and does not require magelore.

Mage Blast

[Delivery]

Extend your magelore item at arm's length and spin in a circle. All players nearby should duck. Anyone inside the range of your magelore is affected by the ability you have called.

Ripple

[Delivery]

If you are hit by a ripple effect, tag all players within reach for the same effect. They then tag all players within their reach, continuing until there are no more players within reach of the ripple.

