

Steam Craft

Get your Goggles On



*Role-playing in a mythic world of steam power and rapidly expanding technology.
A single book role-playing system requiring only pencils, paper, and dice to begin play.*

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Introduction

Welcome to SteamCraft; a steampunk role-playing game set in an alternate world where gears, goggles, and airships dominate life. It is a universe that mixes the scientific wonder of Jules Verne and H.G. Wells with elements of gritty, futuristic cyberpunk. While not our Earth, there is much in the SteamCraft world that you will find familiar. SteamCraft will mentally transport you to another world called Tellus. Tellus is inspired by late 19th century Earth, where steam power dominates, and the industrial revolution is in full swing. Unlike our Earth, the information age begins a century earlier due to the invention of the analytical engine. These two revolutions have caused great social upheaval that has driven many of the residents of this realm to fear the future. They preach a return to the simpler way of life that embraces nature magic, small towns, and local governance. Others embrace technologies for their own ends, manipulating people and power for their own gain, regardless of the cost.

For the humans, dwarves, elves, and other races, it is a time when society threatens to plunge into either a dystopian future controlled by corporations and authoritarian governments, or one where heroic individuals manipulate information and technology to bring about a better future. Intrigue, insidious evil, and the opportunity for both unlimited power, and unlimited beneficence await those that would explore this world. The clever and the bold will shape that which it is to become.

What is a Role-Playing Game?

Chances are that if you are looking at this book, you already have some idea of what a role-playing game is. For those that do not, the core idea is simple. A role-playing game is a game where players assume the roles of fictional characters. At its core, it is nothing more than the imaginative 'let's pretend' game of youth, whether it was playing with *Star Wars* action figures, taking Barbie to the beach, or pretending that a broom was a sword and fighting imaginary creatures in the back yard. Anyone involved with playing "war" as a child will understand certain limitations. Namely, you say you shot another kid and he says you didn't. How do you resolve the dispute? Role-playing games resolve these and

other problems by creating a set of fair rules that everyone has to play by, and then selecting one person to serve as an arbiter of the rules to resolve disputes when they arrive.

A role-playing game requires two or more players. Ideally, you should really have at least three. One player assumes the role of the Gamemaster, or GM for short. The remaining players assume the roles of player characters, or PC. Players are responsible for getting into the character they are playing. They are to pretend that they are these fictional characters of their own creations. If their PC is a former airship captain who lost his ship to mutiny, and is now bitter and seeking revenge, then the player needs to assume that role and personality (insofar as these are in game interactions.) A player describes to the GM and to the other players, what their character is doing. The GM then describes the results of what happened.

The GM "runs" the game. Running the game requires the GM to be part storyteller and part arbiter. As a storyteller, the GM is responsible for describing the world. He tells the players what their characters see, smell, taste, hear, etc. The GM is also responsible for playing all of the non-player characters, or NPCs. If a player is negotiating a higher fee with a corporate representative, who wants the PCs to steal a prototype from a competitor, then the GM assumes the role of the corporate representative. The players describe what their PCs say or do. The GM pretends to be the corporate representative and responds appropriately.

As the arbiter, it is the job of the GM to decide when dice are to be rolled. Dice are used to determine the outcome of an action or event if the results are uncertain. The rules for character creation, game play, dice, etc. are all contained in this book. The GM should be impartial and apply the rules fairly.

It is important to remember that a role-playing game is a social and generally cooperative form of entertainment. It is important for the players and the GM to keep this in mind. It is not the players vs. the GM, nor players vs. players. This is not to say that characters will not have disputes with each other, but that the goal is to have fun.

What is Needed to Play?

You need at least two people to play, ideally three or more. The upper limit depends on the GM, but

in general, anything past six or seven can cause problems. Additionally, you need this book, some pencils, paper, a character sheet, a set of dice and probably something to drink. You can get by with two ten-sided dice, but the game does use all common polyhedral dice. If you do not already own one, you should purchase a standard set of gaming dice that includes percentile dice with it. Percentile dice are d10 dice, but one is marked with 0-9 and the other one is marked with tens, from 00-90. For those new to role-playing, all zeros represent 100, not zero. Note, role-playing games use 'd' to denote dice and the number for the type, e.g., a d20 would be a twenty-sided die.

What is Steampunk?

Steampunk is a form of science fiction that combines the industrial revolution with the information age at a time when steam produced by coal was the dominant source of power. This is where the "steam" in the name comes from. "Punk" derives from cyberpunk. Punk is meant to evoke dystopian feelings, also one where the protagonists are punks. That is, they are a rebellious underclass that is using technology as a fashion statement and as a way to survive. Steampunk takes the elements of steam power, spring power, computers, and a dystopian view and combines them into a society that looks similar to the late 19th Century Earth. Steampunk, however, is not as pessimistic as cyberpunk. It is an era filled with hope. Technology will be either the savior or destroyer of humanity. It remains to be seen which way things will do.

The terms 'steampunk' is often used in connection with a certain style of aesthetics that has developed. It is (very) loosely inspired by Victorian era clothing. Corsets and lace are common, but the dress styles are different. Women can wear pants or shirt skirts. Gears and technology are parts of clothing. A steampunk look may involve a woman wearing a leather corset with gear patterns embossed on it. She may have a short lacy skirt and be wearing goggles on her head. Goggles are a common steampunk look. Some steampunk fashion goes beyond this to include what looks like machinery attached to them. Leather, brass, copper, silver, and bronze are common colors – and items – used in steampunk clothing.

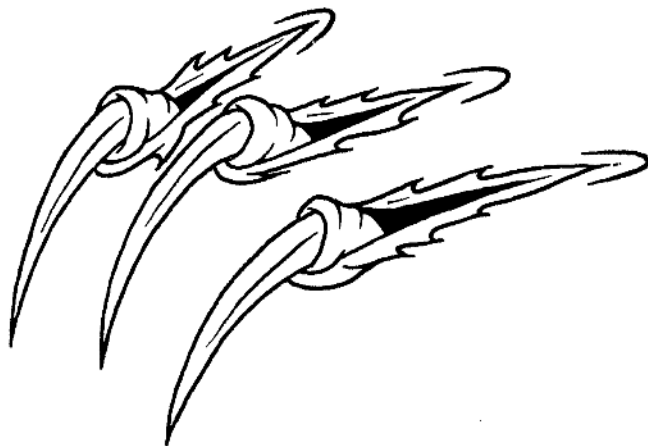
In other words, steampunk is a world filled with steam-powered airships instead of airplanes. The world is populated with mechanical monsters,

powerful corporations, exploited workers seeking a better life, and weak governments using the latest in technology to control its population and the corporations. Meanwhile, the populace embraces technology to such an extent that it is incorporated into fashion.

Role-playing in SteamCraft

In SteamCraft, characters are not expected to assume any particular role or purpose beyond those chosen by the players. Players can choose to play a variety of character types, ranging airship pirates, tomb-raiding archeologists, petty thieves, gamblers, gunslingers, or mad scientists. Being a skill-based system, the only real limit to what type of characters are possible is the player's imagination.

To aid in building characters and thinking of what type of character to play, SteamCraft offers new players two things. First, in the character creation section of the book, there is a list of basic archetypes that would be common as player characters. This aids in building characters, but also getting a feel for the various possibilities. Second, this book details a game world where there are multiple themes and struggles that players can get involved with. The degree to which any character is involved in these events depends on the GM and other players. The key to remember is that, while this book provides a starting place for adventuring, it is not the end place. Each game table will be a different version of the game world. At some gaming tables, the stories in tabloids are true, and at others that are not. It all depends on how things play out at your own gaming table.



World of SteamCraft

SteamCraft is set in the world of Tellus on the continent of Laurentia. Cymurian explorers once thought of Laurentia as a new continent in the southern hemisphere. Humanoid life was sparse and there were no signs of civilization. However, later expeditions revealed that the new continent was part of an older continent inhabited by the Khemetic Empire. The large southern section of Laurentia was uncharted and generally unsettled. When drawing up new maps, Cymurian explorers labeled the area the Uncharted Territories. Sensing opportunities for wealth and freedom, many people left Cymuria to establish colonies in the Uncharted Territories.

The focus of SteamCraft is in the Uncharted Territories. It consists of the Arcadian Coast, the Badlands, the Central Savannah, and the Shadowlands. The Arcadian Coast is the coastal area of southwestern Laurentia. The Badlands lie to the east of the Arcadian Coast. Below the Badlands is the Central Savannah, and below the Central Savannah are the Shadowlands. North of the Uncharted Territories lies the Khemetic Empire. The Khemetic Empire inhabits the equatorial and northern portions of Laurentia, while the Uncharted Territories lie below the equator.

Arcadian Coast

The Arcadian Coast consists of the area west of the Arcadian mountains to the Western Ocean. The Arcadian coast is approximately 200,000 square miles. The length of the coast is over 900 miles. The climate of the Arcadian coast is mostly temperate due to the Western Ocean, ranging from a cool oceanic climate in the south, to a subtropical climate in the north. The southern portion of the Arcadian coast is often overcast and damp. During the winter, the rainstorms turn to snow. The snow has minimal effect on the coast and valleys, but makes mountain passes nearly impossible. The central to northern portions of the Arcadian coast has mild dry summers, and wet winters. The climate allows for a long growing season, making the area the breadbasket of the Uncharted Territories. The far northern regions of the Arcadia coast area hot and humid throughout the year. The coast consists of marshland, which gives way to thick forest and lush grasslands.

A Note about Measurements & Time Keeping

This book is written using U.S. customary measurements, e.g. feet, pounds, miles, etc. These measurements differ slightly from the U.K. Imperial system but can be treated as equivalent. Temperatures will be listed in Fahrenheit..

Time has mostly been standardized by railroads with the Arcadian Coast all being on one time zone. However, some areas without railroads will have local time keepers who are paid to keep track of the time. This time will differ from the railroad time due to sun measurements taken at the town instead of averaged for the entire coast.

The Uncharted Territories are south of the equator. This means the seasons are reversed from what most people are used to. So the middle of the year is winter instead of summer. There is no harm in ignoring this if it easier for players to assume standard months and seasons following whatever pattern they are used to.

Commonwealth of Arcadia

The Commonwealth of Arcadia consists of formerly independent countries that have been united by force and by treaty. It is often referred to as Arcadia or the Commonwealth, but many critics of Arcadia refer to it as the Arcadian Empire. Arcadia currently controls approximately 205,000 square miles, which consist of the entire Arcadian Coast and some strategic outlying areas. The areas outside of the Arcadian coast include Granite Valley, which lies between two spines of the Arcadian Mountain Range just north of the Red River, and three islands near New Arcadia. They are Bear Island to the north, Siren Island to the southwest, and Tazmin Island to the southeast.

The Commonwealth of Arcadia has a population of 2,542,164 as of the last census. There are four major industrialized cities. The capital of New Arcadia has the largest population with 342,782 residents. The metro area has a population of around 500,000. Kerdref is the largest city in the northern region with a population of 198,524 residents. Bakersfield is located in the central breadbasket region, and has 58,712 residents, who mostly work in agricultural processing. Newport serves as the main port for central Arcadia. It has a population of 66,383 residents.

The remaining population is mostly rural but there are small towns dotting the landscape that may have a few factories.

The Commonwealth has its beginnings with the settlement of New Arcadia, located on the south-western portion of the Arcadian Coast. New Arcadia began as a trading and resupply port. New Arcadia did not permit the importation of goods into New Arcadia as a way to encourage the development of domestic industry and limit the influence of foreign powers. The Ryoko Republic used its powerful airships to force New Arcadia to open bilateral trade. This quickly turned New Arcadia into a commercial hub. An aeronautical port was quickly constructed and New Arcadia began to import products from Anatolia and then sell those products throughout the Badlands. Some companies developed as intermediaries. They would import goods from Anatolia and then sell them to countries in Cymuria.

The Coal Rush of 1837 brought in significant immigrants to areas near New Arcadia. New Arcadia quickly claimed the area and used military force to conquer the small towns that had developed to support the immigrants. Access to abundant coal at cheap prices allowed airships to completely refuel. Airships engaged in inter-continental travel could now carry less coal and more cargo. Cheap labor, commodities, and foreign investment led to the rapid industrialization of New Arcadia and the surrounding region.

New Arcadia negotiated several treaties with other kingdoms along the coast. Those treaties annexed those areas into the Dominion of New Arcadia. Areas in the central and northern regions of the Arcadia Coast consisted of small kingdoms and uncivilized areas. To encourage expansion northward, nobles were given land in those areas. Each noble was granted a large degree of control to subjugate his or her lands.

The decentralized nature of this arrangement caused political problems because many nobles negotiated secretly with foreign powers. This led to the creation of the Commonwealth in order to centralize control in New Arcadia. The Commonwealth is divided into various provinces. A governor appointed by the Arcadian central government administers each province. A bicameral Parliament was established. Nobility is represented in the House of Lords, while citizens serve in the House of Representatives. The monarchy, currently controlled by King Edward VII, has supreme executive authority as well as powers extending into the legislative and judicial aspects of government.

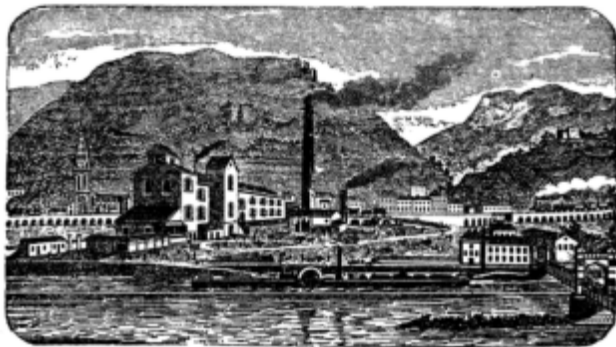
The new Commonwealth has caused problems with the major Anatolian powers. In addition to limiting their power and influence in the Arcadian Coast, the new government quickly passed laws restricting trade. It also did not recognize any deals made by nobility with foreign governments. The Commonwealth lacked strong patent or copyright laws, leading to New Arcadia producing cheaper knock off



items. At first, this was confined to just New Arcadia, but products began spreading around the globe. Major powers forced New Arcadia to establish patent laws in order to avoid war.

Arcadia's current focus is on stability and expansion. Political forces are fighting over how best to achieve these goals. Some argue that Arcadia should work on developing its current territory; meanwhile, others claim that Arcadia is destined to control all of the Uncharted Territories. In the last Parliament session, the advocates of Arcadian Destiny won a partial victory. It approved Expeditionary Forces being sent into the Badlands to establish contact with any inhabitants, and lay the groundwork for expansion. Further, the Parliament approved financial incentives to companies and individuals wanting to expand into the Badlands and the Central Savannah. These incentives give money to nobility in order for them to finance the creation and organization of new territories in the Badlands. The money is being used to transport colonists and hire security personnel. Railroads and telegraph companies are being financed to connect as much of the Badlands to Arcadia as possible. The belief is that, with technology, civilization will follow, and regions will naturally desire integration into the Commonwealth.

Those opposed to expansion point to the security threats Arcadia faces. The Arcadian Coast and the Badlands have the largest known coal reserves in the known world. This has drawn the attention of the foreign governments, who would like to claim the area for themselves. Tensions are high with the Khemetic Empire and expanding into territories claimed by them might lead to open warfare. Organized development into the Badlands is likely to push Ironskeep into the joining the Khemetic Empire which would change the balance of power in the Badlands. Finally, recent expansions along the Arcadian Coast during the past decades have led to civil strife.



The northern most provinces along the Arcadian coast have not fully integrated with Arcadian society. While money has been spent to develop the region around Kerdref, much of the population resents being forced into the Commonwealth. Over the past two years, a group calling itself the Northern Alliance has begun a terrorist campaign directed towards gaining the region its independence. Quelling the terrorist threat has been complicated by pirate activity along the coast supported by Tunis. Meanwhile, the island of Tazmin has not been fully colonized. Only one-third of the island is under control after 7 years. The use of convicts during the first four years proved to be a poorly thought out idea. Further, the island inhabitants claim that they cannot expand further because "the island seems to be fighting against them." They have requested aid, but the government's investigation found no evidence to support the colonists' claims. Their failure is due to their own lack of initiative.

The reasons for and against expansion are both related to the issue of immigration. Arcadia has taken to advertising itself in foreign countries as the land of opportunity. The population of Arcadia has doubled over the past 20 years. Cities are overcrowded, and this has caused numerous health problems. Some want to clean up the cities and control development. Others see this as an opportunity to use the immigrants to claim more territory, with their descendants being the ones to fully develop cities. It is cheaper to give immigrants free land and have them work on railroads than it is to expand the sewer and build underground railways in cities. Business leaders see either outcome as a win.

Kerdref

Kerdref is the largest city in the northern regions of the Arcadian Coast. It lies of the coast of the Western Ocean just south of the Marwol Forest. The city is in a hot and humid sub-tropical region, with dry summers and wet winters. The city covers an area of 40 square miles and has a population of 198,524. Most of the upper middle class resides along the white sandy beaches.

Kerdref was the former capital of the Kingdom of Dyfed before its annexation by Arcadia 12 years ago. King Cantorix and his only son died in a mysterious accident. While the son's body was recovered, this King's body was not. After their deaths, a battle of succession briefly broke out between the various clans, but the Arcadian military stepped in to end the violence. Arcadia

Pirates Seize Airship Kerdref

Another airship was seized northeast of Kerdref in the early morning hours. The crew was taken to Tunis where they were released unharmed. In response to a telegraph inquiry, The Pilot's Guild responded that it was upset by the tragedy, but that it was not a surprise. The Pilot's Guild only provides protection to its members and recommends that all airships use recommended flight paths. The governor's office has no response to the latest incidence, but insider sources reports that telegraphs were sent to Septus Security. Insiders all report that the Governor regrets she no longer is permitted to grant Letters of Marque in order to attract rogue pilot crews who would wage war on the pirates.

Bomb Destroys Train, Damages Track Near Kerdref

The Northern Alliance has claimed responsibility for a blast on the Bakersfield Zephyr. The blast occurred as the express change was making its morning commute to Bakersfield. The blast destroyed the locomotive and many of the freight containers. It will be at least three days before the track will be usable. In response to the attack, Governor Almyra Hastings has put in place new banking restrictions in an attempt to cut off funding for the terrorist group. Additionally, plans were announced that would require all citizens to secure a Arcadian Identification Number by the end of next month instead of the year. Failure to do so will result in fines and the possible loss of legal protections.

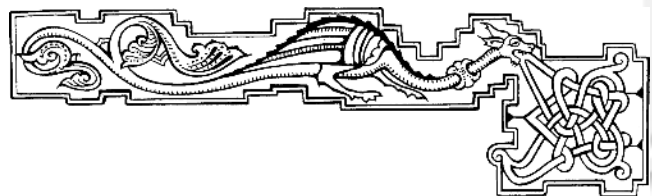
claimed the King was in negotiations to join the Commonwealth, and produced a will showing that the King bequeathed the land to Arcadia if he died. Representatives from Arcadia claimed that they would not have used the will if it were not for the need to stop the violence.

Prior to annexation, Kerdref and the kingdom as a whole preferred the simple life. Very few factories existed, and production was controlled by trade guilds. Coal powered industries were viewed as damaging to nature, and disruptive of the harmony people have with nature. Locals believe tampering with nature would likely anger local spirits, leading to destruction. While less than 1% of the general population of the world is capable of magic, over 7% of the residents in the area practiced magic prior to annexation. Most of those that did practice magic, practiced elementalism. Magic was used in the place of industry to provide many modern conveniences.

Since annexation, the population of Kerdref has tripled, with about half that number being immigrants from other areas. The Arcadian government gave special grants to encourage the building of factories. Large buildings now fill the administration district and factories billow smoke in the northern sections of Kerdref. One-quarter of the immigrants to the city are of Anatolian descent, and the city's new buildings reflect that influence. Along with new residents came a high rate of crime. Starting two years ago, terrorist activities began. To combat this crime wave, Almyra Hastings has been appointed as governor.

Governor Hastings began using the military as police, and has sent some officers undercover. Her efforts have been met with some success. Her officers prevented the bombing of Harrod's Hotel, but it did not stop the bombing of the Hyde Park Rail Bridge. A group calling itself the Northern Alliance claims responsibilities for most of the attacks. Much of the damage is caused by magical means, including what appear to be magically infused explosives with a mechanical detonator.

A recent uptake in air piracy has been compounding the problems of the city. The new governor refused to pay tribute to the criminals, and the attacks increased. Captain Barbosa captured 15 airships in two months, leading to aeronautical traffic screeching to a near halt. To combat this, Governor Hastings granted Letters of Marque, authorizing attacks against all pirate vessels, all vessels from Tunis, and any Khemetic vessel. This culminated in the Battle of Tunis. Military vessels from Arcadia, the Khemetic Empire and dozens of pirate vessels on each side fought a daylong battle. Tunis lost two coal transport vessels, and Captain Barbosa died during the battle. The conflict nearly caused a war between the Khemetic Empire and the Commonwealth of Arcadia. Arcadia resolved the problem by canceling the Letters of Marque and preventing the governor from granting additional ones. Arcadia paid reparations to the Khemetic Empire and Tunis. The pirate attacks were supposed to stop, and they did for a few months. Attacks are once again causing problems for aeronautical traffic.



THE UNDERGROUND

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01

Arcadian Asylum Being Used by AIA to Silence Dissidents?

The *Underground* has just learned that the Arcadian Intelligence Agency has been using the New Arcadia Asylum to silence dissidents. Upon her daring escape, Jezzel Humphrey has granted us an exclusive interview. You ought to recall that Miss Humphrey produced documentation proving she is the illegitimate daughter of the former king. She was arrested for attempting to enter the King's estate. AIA "experts" determined that the documentation was forged and after interviewing her witnesses, they all recanted their stories. The courts, being controlled by the King's allies, determined that she was mentally unstable.

Miss Humphrey has reported to us that she is not the only victim. She says she met Alexandra McDonald, the daughter of Laird Hector McDonald, while in residence.

Vanished!

Professor Giles Moffat recently unearthed the remnants of an old Khemetic temple a few miles south of Tombstone. After filing a few reports with the Khemetic Society, contact was lost.

Skin and Blood

Disease from Shingles to Sciatica
Cured by Alc. Simeon LeRouge's
Buffalo Elixir

Pilots Guild Supporting Piracy

David Callan, a former AIA operative, has informed us that the Pilots' Guild is supporting piracy in the northern parts of the Commonwealth. Mr. Callan was involved in counterintelligence activities against the Northern Alliance for three years. During that time, he uncovered evidence that officials in Tunis were aligned with aeronautical pirates. The officials served as liaison between representatives of the Pilots' Guild and pirates in the area. The Pilots' Guild supplied flight path information, weapons, and, in at least one case, a refueling ship to the pirates. The Pilots' Guild demanded that these pirates avoid targeting ships in certain areas and avoid direct conflict with airships that were members of the Pilots' Guild.

When Mr. Callan passed the information on to his superiors, it fell on deaf ears. After his return to New Arcadia, he again pressed for action against the Pilots' Guild. He was reprimanded. Afterwards, a vehement Mr. Callan attempted to inform the unsuspecting public of the Pilots' Guild dishonorable treachery. However, Mr. Callan found himself quite unwelcome at many of the local presses. The AIA had obviously gotten to them first. The public story of the AIA is that Mr. Callan has never been an operative and that he is spreading vicious and slanderous rumors that should be ignored.

After telling us his story, Mr. Callan has gone into hiding for his own security. He fears reprisal from both the Pilots' Guild as well as the government.

Thomson House

Under new management. Among recent improvements, we now have remolded the bathrooms to include showers.

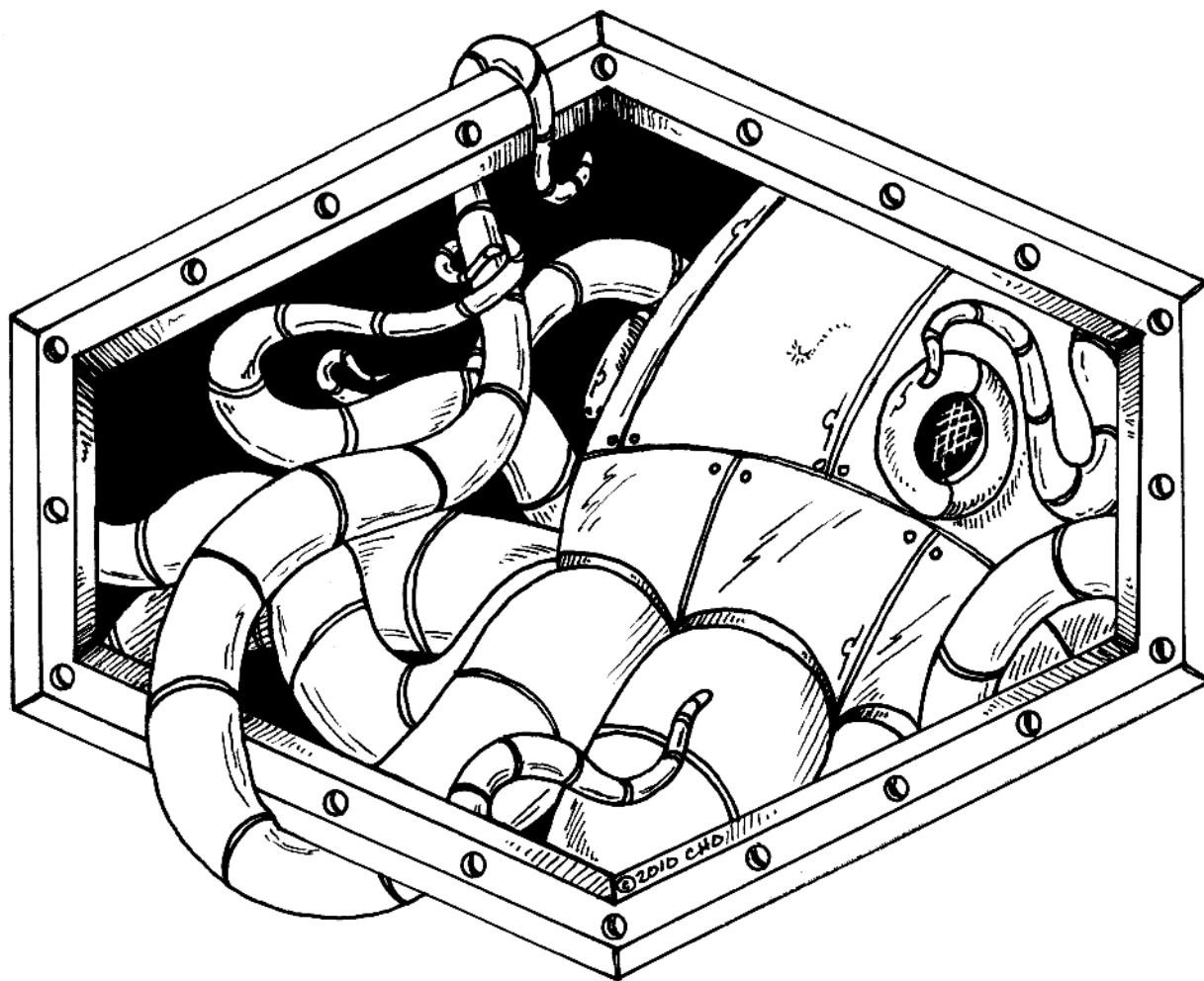
Curtis and Company

Manufacturing Co
Saws, Boilers, Woodworking Machines

Newport

Newport is a moderately sized city located on Half Moon Bay on the central coast. The Yarak River flows through the center of the city towards the bay. Newport was established as a colony of New Arcadia to help pacify the central coastal region. Since this was to be a new city, it was decided that the city should be planned to prevent many of the problems that come with organically developed urban environments. Being a fully planned city has limited the growth of Newport due to having to wait for the planning board to approve new building areas and supervising the design. This policy has led to an increase in the number of settlers moving upstream from Newport. Newport's population stands at 66,383 residents as of the last census.

Newport has a subtropical oceanic climate, producing mild winters and wet humid summers. Its summer temperatures average in the mid to upper 80's and the highs in the winter are in the low 60's. The city receives an abundant amount of rainfall during the wet season. When not raining, the city has clear skies, unlike New Arcadia. The excessive rain, combined with



being on the Yarak River, has created some unusual problems. Buried corpses would float to the surface. To address the problem, city cemeteries began burying bodies in crypts and mausoleums. This feature of the city has led to many unintended side effects, ranging from increased tourism to unwanted attention from necromancers.

Newport serves as the major coastal and aeronautical port for the area. It has become a common refueling depot for airships prior to crossing the Central Valley. Exports consist mostly of produce. Since most of the cities in the region are on the Yarak River, there has been little development of railroads outside of the city. However, Central Railways has begun building a rail line from Newport to Bakersfield. There have been numerous accidents during the new rail line construction. *The Newport Sentinel* has written a series of articles over the delays. It reports that the closer the line has gotten to the mountains, the more problems the line experiences. The articles have suggested that outside forces are

responsible for the delay, although they do not speculate as to who is responsible. Over the past few months, *The Underground* has put forth a variety of possible explanations. First, New Arcadia Railways is responsible for the delay, seeing Central Railways as a threat. Second, New Arcadia Railways has a secret testing facility, and is trying to keep it from being discovered. Third, a secret aeronautical port from Chen or Ryoko is operating in the area. Fourth, the Pilots' Guild wants to ensure that trains do not replace airships. Finally, that Technomages have a secret base in the area.

Newport has mostly escaped problems involving piracy and civil strife. However, trains running from New Arcadia to Newport have been attacked further south. Airship attacks are also on the increase. The attacks seem to be approximately half-way between the cities. The Pilots' Guild has managed to protect most airships. Companies wanting to secure their train cargo have begun hiring mercenaries to ride on the trains to protect its cargo.

Bakersfield

Bakersfield lies in the Central Valley, or Breadbasket region, of the commonwealth. It is the largest city in the area and serves as the administrative headquarters for the province. The city boasts a population of 58,712 residents. This, however, is because the city claims many rural parts of the area in its population total.

The area has long, hot, dry summers and cool, wet winters. Summer temperatures average in the high 90's, and in winters, the highs average in the upper 40's. Fall and winter rains are substantial enough to support the area's crops. Large aquifers supply the city water, and many large ranches and farms use the aquifer as well.

The city has largely stayed undeveloped. Few factories exist that do not relate to the agricultural business. Most cargo is transported via airship. Small local rail lines connect outlying towns and large ranches to Bakersfield. A rail line has finally connected Bakersfield to Kerdref; however, recent disturbances by the Northern Alliance have prevented the rail line from being fully operational.

The Bakersfield city council has decided to offer tax incentives to foreign companies in an attempt to diversify its economy. Those few industries that have opened factories have faced sabotage by the Nature First terrorist group. While the group operates mostly around New Arcadia, a large contingent of supporters lives in pristine Central Valley. The group claims that coal smoke is bad to breathe, and that factories contaminate the water supply, making it dangerous to drink and unsuitable for crops. Officials in the sheriff's department, speaking on the condition of anonymity, have reported to the *Bakersfield Dispatch* that Nature First is working with the Northern Alliance. Local factories are hiring mercenaries to protect their factories. *The Examiner* has reported that a black ops group known as the AIA has sent operatives to help dismantle the group.

Sailors Claim Mechanical Sea Monster Destroyed Vessel

Merchant sailors swam to shore near Newport yesterday. The five survivors claimed that a mechanical octopus, almost the size of the ship, attacked the ship off of the coast. At the recommendation of alchemists on the scene, the sailors were transported to the New Arcadian Asylum for observation and further tests.

Gunbarrel

Gunbarrel is located just east of the Overland Gap that connects the Arcadian Coast to the Tamani Desert. The city is situated at the foothills of the Widow Peak Mountains. The city of Gunbarrel is approximately 5 square miles, but it has a jurisdiction of 25 square miles. Approximately 6000 residents live in those 25 square miles. The upper elevations near the city are covered with trees that provide wood for charcoal. Meanwhile, a large bat cave exists 5 miles from town to provide guano. Nearby salt domes provide the town with large supplies of pure sulphur.

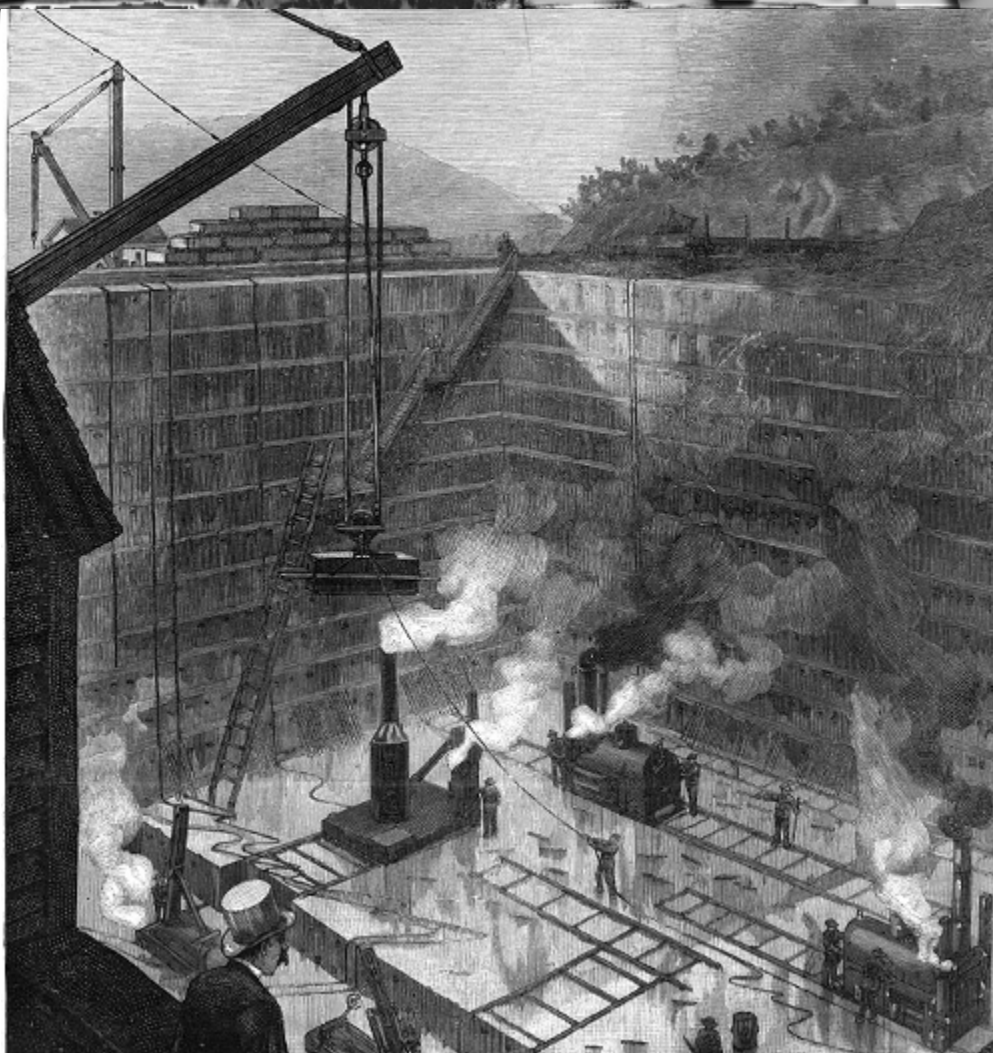
Gunbarrel was found by Charlotte Kilgore as a supply outpost for the Expeditionary Forces. Seeing the high prices that guns were being sold for at the local saloon, Miss Kilgore decided to begin making weapons. Using her connections with those specializing in alternative acquisitions, she managed to set up Kilgore Guns. The close proximity of ingredients for black powder has turned Gunbarrel into a major producer of black powder.

The discovery of opals in the vicinity has led to a recent population boom in surrounding areas. Mines and mining towns extend north and east of Gunbarrel. Railways service half-dozen small communities near Gunbarrel. However, no rail lines connect to major cities on the Arcadia Coast. Gunbarrel has signed a deal with GTR Railways to develop and expand these rail lines. Longer parts of the railway are under construction with the goal of connecting these mining communities to Gunbarrel. The goal is to eventually have the railway to connect to New Arcadia and then extend into the Khemetic Empire. The Pilots' Guild views the railway as a threat to its power, and has used its influence to slow the construction of the rail lines.

Gambling is legal, but prostitution is illegal within the city limits – not as though this stops the practice. Most females move to the area voluntarily from the Commonwealth. They come in search of wealth, and find that the best or only way to make money is between the sheets. Recently, a large surge of Elven prostitutes has come to the area. Local papers have uncovered a scheme directed towards Elven women looking to live in rural settings. According to an expose in *The Sunday Telegraph*, the women believe they are part of a matchmaking service. They are to meet wealthy single men looking to get married. Instead, the women were being forced into

prostitution. This was the impetus for the city council to ban prostitution within city limits.

Twenty miles northeast of Gunbarrel lies the town of Dimebox. The General Store War in the area is threatening to spill over into Gunbarrel. Richard Murphy owned the only general store in the area. He used his power and wealth to create a monopoly. John McSween, with backing from some ranchers, established a second general store to break the monopoly. What began as sabotage, turned quickly into a shootout. Harold Donaldson, the town sheriff, was killed during the shootout. Now, local ranchers have taken sides in the conflict that is now dominated by revenge killings by both sides.



The city's current troubles deal with piracy. The dangers of flying in the Widow's Peak Mountains mean that airships have a difficult time navigating and defending themselves. Three-Finger Jack's posse has been targeting these air ships. Large bounties have been placed on members of this and other gangs.

Greater Metropolitan Area of New Arcadia

The New Arcadian metropolitan area consists of three cities: New Arcadia, Coalville, and Silverton. New Arcadia lies on the New Arcadian peninsula that is located between the Western Ocean to the west, and Townsend Bay to the east. Silverton lies at the mouth of the Red River, ten miles across the Townsend Bay from New Arcadia. Coalville is 42 miles north-north east from the city center of New Arcadia and 22 miles northwest of the city limits of Silverton. It lies in the foothills of the Blue Mountains. The area around the bay

between Silverton and New Arcadia is well populated, but there is a 12-mile gap of little development between New Arcadia and Coalville. Multiple rail lines connect these areas.

The metropolitan area has a maritime climate, characterized by warm summers and cool winters. Summer temperatures average in the low 80's and in winters the average high temperatures is in the middle 40's. The summer months are generally dry, but the remainder of the year involves overcast skies and light rain. During the heart of winter, it is not uncommon for it to snow. The high humidity contributes to above average fog throughout the year.

New Arcadia

New Arcadia is the capital and largest city in the Commonwealth. Its population at the last census was 342,782. This includes citizens and foreign workers. New Arcadia is the older known permanent settlement on the Arcadia Coast, and, unlike



other settlements, has always enjoyed independence. It is one of the most advanced cities in the world. All permanent housing has running water and sewer. Major railways run through the city, and the city recently expanded its aeronautical port. Large factories dominant the area, and most of those living in New Arcadia work in a field related to manufacturing. The city is home to both the city and national government. The city is home to universities, museums, entertainment, and large department stores.

Silverton

Silverton is a medium sized city located on the eastern shore of Townsend Bay along the Red River. The town began as a group of stores set up to service prospectors during the Silver Rush of 1820. Tens of thousands of immigrants moved to the area during this period. The annexation by New Arcadia in 1822 ended the rush. The mines were nationalized and placed under military authority. Most of the inhabitants moved to other areas along the Arcadian Coast.

Trouble in the Mines!

The Victorville mines north of Coalville were reportedly shut for a third day in a row due to an undiscovered gas leak. On Monday, workers reported feeling dizzy with incapable of remembering what they were doing. A team was dispatched to investigate. That team disappeared and no other volunteers were willing to enter the mines. On the third day, three of the five-person crew wandered out of the mines. The three had no recollection of what happened during their time in the mine for the past week. The three did complain about a metallic taste in their mouths. Blood from an unknown source was found on some of their clothing. During tests of the air in the mines later that day, the bodies of the other two members of the crew were found dead. It appears as though something had eaten parts of their abdomens. After determining the mines has aired out, owners decided to reopen the mines on Friday. The foreman had this to say about the re-opening of the mine, "I assure you the mine is safe. Any worker failing to report to work at the scheduled time will be fired."

A similar incidence happened last month on mines in Coalville. The Miners Union has claimed the workers were exposed to chemicals that caused workers to lose their memory and be compliant to requests. However, these claims are unsubstantiated. Psychological trauma is the likely cause, but some have not ruled out a new illness. In either case, the public has been assured that the issue has nothing to do with anything in the mines.

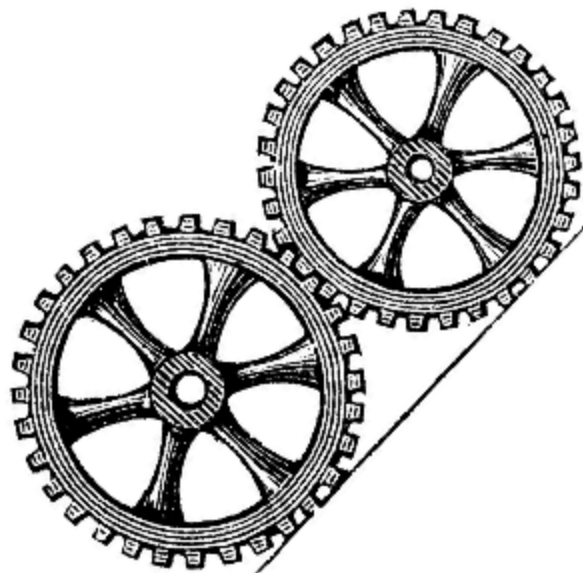
Currently, the city's economy is focused on silver mining and thriving as a river port. The largest silver mines are owned by the Arcadian government, and the silver is used by the mint in the manufacture of coins. There are two small silver mines working smaller lodes that provide the ore to companies. The river port sends supplies upstream to sell as well as processes goods from upstream. The biggest aspect of the port is unloading iron ore. The city council approved a new iron ore smelter against the wishes of the citizens. It is to begin operation by the end of the year.

Silverton provides the best quality of living for workers, and its current population stands at 42,916. The lack of factories, combined with breezes, keeps the air clean. The upper middle class live along the bay. Two main railways run between Silverton and New Arcadia. One is high speed and dedicated to passenger traffic only. The other line mixes commercial with passenger service. A third railway connects Silverton to Coalville.

Coalville

Coalville is a medium-sized city at the far southwestern foothills of the Arcadian Mountains. It began as a mining town during the Coal Rush of 1837. While New Arcadia annexed the town, it did not nationalize the mines. As easy access coal disappeared, companies moved in to buy up claims. There are now three large coal-mining companies in the area. Coal mining is a dangerous and dirty job, and few stick with it for more than a few years. Even with high wages, the city's population is stagnant, and currently stands at 37,516.

To have ease of access to coal, many companies built factories on the northern edge of New Arcadia. Others have recently opened factories in Coalville. The wind from the coast blows the soot over Coalville, leading to dark skies and soot stained buildings. Recently, a series of mine mishaps has made the news. In the latest case, a mine explosion closed off part of the mine. The miners that were rescued lacked volition, but were able to respond to requests such as to sit or stand. The workers recovered in about 48 hours and have no memory of what happened.



WELCOME TO NEW ARCADIA! THE GEM OF LAURENTIA!

New Arcadia is a modern city full of culture and class! New Arcadia is the pristine capitol of the Commonwealth. It is located on the southwestern portion of the Arcadian Coast nestled against the backdrop of the Blue Mountains. During the spring and summer, visitors will marvel at the blue hue of the mountains. When visiting our beautiful and friendly city, take comfort in knowing that thanks to the hard work of our government, New Arcadia is safe and open for business. Please take the time to peruse this brochure to familiarize yourself with the city before your visit.

Boardwalk

The Boardwalk is just the place to pass the time here in New Arcadia. It lies on the eastern banks of Townsend Bay south of Market Street. Game booths dot the area and many visitors are lucky at the games of skill and chance. Visitors line up to enjoy riding the world's largest Ferris wheel that rises to height of 353 feet. Opened just last summer is the world's first roller coaster. A ride suitable only for the most daring! The southern edge of the boardwalk boasts pristine beaches and calm waters used by the locals for swimming and recreation.

Gaslight

The Gaslight District is the premiere location for nighttime entertainment. The first street gas lamps were installed in this area, creating a vibrant nightlife. Many new buildings have been built in the area reflecting the latest in Art Deco style. Visitors can enjoy dining at one of over 50 restaurants in the area that serve up delicacies from around the world. Those wanting exotic cuisine are urged to try the seafood creations at Edo Eatery, or the hot and spicy cuisine at General Chow's Restaurant. Those interested in cuisine that is more traditional will find many establishments in the area to serve their gustatory needs. After dinner, enjoy a leisurely stroll down Northumberland Street to Theater Row.

Gaslight Continued

Along the way, visitors can purchase the latest fashions from boutiques catering to the evening crowd. After shopping, enjoy a show at one of over a dozen theatres catering to thousands each night. Individuals are encouraged to purchase tickets early, as tickets sell out quickly. After the show, catch a quick trolley back to the railway, or wave down a horseless coach.

Garden District

The Garden District is filled with splendiferous gardens and avenues lined with exotic flora. If one is looking for the best resort, then there is no place like the Villas. The Villas provide temporary housing for nobility and upscale clientele. Its excellent staff will cater towards your every desire. Please take advantage of our beautiful marble bathhouses. Don't be surprised if you run into one of the many foreign diplomats at the bathhouses because most embassies are located along the western portion of the Garden District. Our chefs can cook you a variety of exotic delicacies or traditional favorites. When your busy schedule allows, you can stroll down the arcade and browse through the fine shops that contain only the world's most expensive and best products. For family entertainment, we recommend visiting the New Arcadian Botanical Garden. Located at the center of the Garden District is the world famous New Arcadian Zoo. Just outside the New Arcadian Botanical Garden lies the lush and sprawling College of Natural Philosophy.

Central District

The Central district lies at the heart of New Arcadia. It is the oldest portion of the city, with the old town walls surrounding the district. While the area is the oldest portion, the buildings are some of the newest. Large buildings dominate the skyline, with many buildings a dozen or more stories. At the heart of the district lies the Cogwork Clock Tower that rises to a height of 365 feet. It is unique in being the world's only six-faced clock tower. Smith's Tower is the newest and largest building to open in New Arcadia.

Central District Continued

Visitors are able to travel to the top of the 463 feet steel-framed building to look out on the town from an observation deck. While most of the new buildings focus on commercial office space, the older portions of the district are of interest to visitors and immigrants. The three main museums are the Metropolitan Museum of Art, Museum of Natural History and Technology, and the Arcadian Museum of Antiquities and Culture. While there are smaller museums with Khemetic artifacts, the Arcadian Museum of Antiquities and Culture holds the largest collection of Khemetic artifacts outside of the Khemetic Empire. For those desiring additional learning opportunities, studies are available at one of three colleges in the district: Polytechnic College of New Arcadia, Arcadia College of Liberal Studies, and Arcanum College.

Market Street & Exchange Square

Northeast of the Central District lies historical Market Street. The street takes its name from the old outdoor markets that used to dominate the area. A few shops catering the business needs are in the Market Street area. At the end of Market Street lies Exchange Square. Exchange square is the home of the New Arcadia Stock Exchange as well as several investment banks. Around the area are commodity houses, brokerages, and businesses specializing in imports and exports. A few large hotels and convention centers are located near the Trade Emporium complex. This is the perfect place to stay for business travelers seeking convenience and close proximity to major financial firms.

Northgate

The Northgate district is named after the mammoth gate that lies on the town's old northern wall. It has become symbolic as the gateway to the rest of New Arcadia. Northgate connects the Central District to Market Street, the West End, and the four boroughs. At the heart of the district is Central Station. Central Station is the hub for all rail traffic in New Arcadia.

...continued on back

Northgate Continued

Multiple railways from the four boroughs connect here as well as the Central District Trolley, Market Street Trolley, Silverton Express, and the Coalville line. Added just this year is the Newport Zephyr. The Newport Zephyr is the first nonstop line connecting New Arcadia with Newport. It has an average travel rate of 60 miles per hour making it one of the fastest passenger trains in the world.

Being a central hub for transportation has created many business opportunities to serve those with modest budgets. Budget minded consumers can stay at one of the many hotels near Central Station. Second hand stores can be found by traveling towards the West End. Meanwhile, the world famous Woolies department store anchors the major shopping arcade on the eastern edge of Northgate. While other Woolies stores have spread over the Arcadian Coast, visitors are encouraged to witness the largest Woolies store in the world here in New Arcadia.

Foreign Quarter

The Foreign Quarter is home to recent immigrants. It offers modestly priced and cozy housing for those new to town. It is a trendy place for young people to shop for bargains and exotic imports. Visitors may want to see the recently completed five-story pagoda in Little Ryoko. It rests upon a beautifully landscaped rock garden surrounded by lush trees with moss ground covering. Those wishing to learn a new language, or learn more about Anatolian culture may wish to visit the Chen Community Center. Adults may enjoy a full body massage, guaranteed to relax a weary traveler at one of the many massage parlors. Afterwards, patrons can enjoy one of the many varieties of tea at corner teashops. Those interested in intellectual pursuits will be interested in watching a Kabuki show, and children will want to see the Bunraku puppet theater. Visitors who are feeling lucky may want to visit the four story Sanyoko building. While there, one can rest one's luck against the latest import for Ryoko - Pachunko. This latest game is guaranteed to make someone rich!

West End

The West End houses the backbone of the city - its workers. Most of those who work in the warehouse district or aeronautical port live here in cozy apartments that permit families to stay close to each other. Upon entering the West End, visitors will be greeted by street performers eager to perform for a small fee. The area is known for the cheap quality food provided by traveling street vendors and street corner pubs. Visitors are asked to avoid traveling to the West End to avoid disrupting the productivity of the locals.

Warehouse District

If you are like most visitors, your first visit will be to the Warehouse District. Upon exiting the airship, you will notice large warehouses surrounding the aeronautical port. Commercial trains travel to the aeronautical port and the docks 24 hours a day. Leisure coastal boat cruises can be taken from the dock, although most of the dock is reserved for fishing trawlers and coastal commercial ships. While the district is mostly used for commercial purposes, visitors are asked to explore the Warehouse Shops located in a converted warehouse across from the aeronautical port. Inside, visitors will find a wide selection of personal goods, travel items, rare exotic imports, and food. A must stop on your way in or out of New Arcadia.

Whitewall

Whitewall is named for the large white walls the border the district. Inside, visitors will find government offices. Commonwealth Street, Kings Road, and Parliament Avenue form the Parliament Triangle. The royal palace lies at the center of Parliament Triangle. On Commonwealth, you will find various governmental offices dedicated to the administration of the Commonwealth's affairs. On Kings Road, the executive and military offices that report to the monarchy can be found. To the south of the palace, visitors will find Parliament Avenue. This street houses the parliament building and parliament offices. A few large estates are found here.

Whitewall Continued

A few large estates are found here as well, as these are owned by various noble families, or are used as the official residences for high-ranking Members of Parliament. Near the northern entrance, one will find the city government's offices. While Whitewall is mostly government offices, there are restaurants, bank offices, and a few shops that cater to public employees needs. Once a month, visitors may take a tour of the palace gardens. Visitors should note that entrance to Whitewall is restricted. One must possess an Arcadian Identification Number ID card. The card must be presented for entrance, and will be checked against the government's engines to verify that no criminal or moral vagrant is permitted entrance.

Four Boroughs

North of the central city are the Four Boroughs: Woollahra, Castle Park, Aberdeen, and Bayside. These are new additions built to house the influx of new citizens. Visitors are advised to avoid the boroughs because these areas are not designed to accommodate temporary visitors. Those looking to permanently relocate to New Arcadia will likely find work and permanent housing easier to obtain in the boroughs. Mitsui's airship division has recently opened a new factory in Woollahra to build airship parts. East of Woollahra is Castle Park—home to elaborate gardens surrounding a Royal Castle. Castle Park features some of the newest construction in the metro. Although many of the young prefer to live in apartments, families have moved into row housing. East of Castle Park is Aberdeen. It is home to many of the most well-established industries and housing in the area. Residents enjoy the cozy neighborhoods generated by the closeness of apartments and the frequently traveled roads. Travel is quick to the train stations or work. Gentle beaches can be found southeast of the tracks in Bayside. Bayside is located on the northern shore of Townsend Bay and is a popular destination for retirees and upper management. Trains permit a reasonable commute time to one of the many business in Aberdeen. The area is popular with gardeners due to the ample lot sizes of houses.

Granite Valley

Granite Valley lies between two spines of the Arcadian Mountains. The southern edge of the valley is approximately 200 miles upstream from New Arcadia. The Red River forms the southern border of the valley. The area has mild winters and summers due to the protection of the mountains. Large dense forests made up of pine, aspen, and maple dominate the landscape. The valley has a few villages, but most of the population lives either in Lumberton or Newcastle. Granite Valley is the eastern border of the Commonwealth of Arcadia. To the east of Granite Valley lies the Central Savannah. North of Granite Valley are the Western Mesas.

Lumberton

Lumberton lies at the northern edge of Granite Valley along the Wolf River. The latest census records a population of 8,117. The town is focused around the timber industry. Lumberjacks cut down trees that are then processed by the town's factories. Most of the timber is turned into lumber with the remaining trees being used to manufacture paper.



Newcastle

Newcastle lies at the southern edge of Granite Valley on the bank of the Red river. The latest census places the population at 18,513. Newcastle began as a military outpost. Granite was used from the nearby mountains to construct a castle along the river banks. When funding was cut, this turned into a larger rounded tower and a palisade. The original purpose of the outpost was to protect New Arcadia from river pirates and tame Granite Valley to the north. The town is a major commercial port. It has many granite mines and recently discovered petraignis rocks. Petraignis is a stone that radiates its own heat, and tends to have a faint glow in the dark. When placed near other petraignis rocks, the heat they produce increases substantially.

It is in high demand by various companies, as well as the Pilots' Guild. Despite the demand, there is no publicly known use for these rocks.

The river port handles commercial commerce, but the aeronautical port is for military use only. Given what little air traffic there is, air piracy is not an issue, but river pirates are. While New Arcadia is safe, piracy still occurs along the river. Some private sailing companies have placed bounties on river pirates, as well as hire armed escorts.

Bear Patrol Rescues Survivors of Airship Crash North of Granite Valley

A rare attack on a commercial airship north of Lumberton resulted in a deadly crash in the mountains. The mounted Bear Patrol in the area dispatched a crew for survivors while a telegraph was sent to the Pilots' Guild advising them of the situation. Seven crew were killed during the attack and another two died of injuries during the crash. It is believed that crashing into the powder snow likely prevented more deaths. The Bear Patrol managed to carry the remaining crew out of the mountains to safety.

Lumberton Sheriff Found Dead

The body of Sheriff Wyatt Calhoun was found in a small river near Lumberton today. The Sheriff had been missing for a week. He was investigating a series of livestock deaths. Ranchers near Lumberton had been complaining about sheep deaths. The sheep appeared to be attacked by some wolf-like animal. It remained unclear how the animals were getting through the barbed wire fences. The Sheriff's body was found bearing similar wounds to that of the dead sheep. It is assumed he found the pack of animals and was killed by them.

Newcastle Port under Review

An investigation has begun into how the Conroy Gang managed to abscond with nearly \$100,000 worth of silver from a train car leaving a Silverton processing facility. The investigation is focusing on if it was incompetence or an inside job. The Port Authority permitted the Conroy Gang to not only travel from the Red River into Townsend Bay, but also permitted the Conroy Gang, with its ill gotten gains, to leave Newport and continue towards Harpers Ferry. Citizens with any information on the crime are urged to contact their local authorities.

Badlands

The Badlands covers an area of over 200,000 square miles. It lies east of the Arcadian Mountains, south of the Khemetic Empire, and north of the Shadowlands. The area consists mostly of a barren desert created by the mountains that ring to the east and west, with the ranges partly creating a northern and southern border as well. Snowcapped peaks feed the Red River that runs through the eastern portion of the Badlands. This river serves as a major conduit for trade with New Arcadia. Without a central authority, it is difficult to ascertain an accurate population. Population estimates range from 300,000 to 900,000. Explorers have given contradictory information. Some expeditions have reported mostly nomads, and other reports are of small kingdoms existing within the vast deserts.

The Badlands is broken down into the Western Mesas, the Great Central Desert, the Red River, and the Painted Desert, which lies along the eastern portions of the Badlands. Temperatures vary depending on the altitude one is at, but, generally, the region is hot year round. The Central Desert is the hottest, with high temperatures hovering around 100 degrees Fahrenheit all year. The Badlands has a wet and a dry season. Winter brings in the wet season, although it is not that wet.

Rainstorms hit the eastern portion of the Badlands, and snow falls in the peaks of the Titan Mountains. The Western Mesa receives some minor rain, but most of the water is runoff from the Arcadian Mountains. The central desert receives almost no rain, but the reports of several oases suggest aquifers run deep underneath the sand.

The largest city, and only major power, in the Badlands is Ironskeep. Gunbarrel and Tombstone are the only other major towns, but Gunbarrel is on the border of the Arcadian Coast, and is generally included in discussions of the Arcadian Coast since it is part of the Commonwealth. After the New Arcadian seizure of the Arcadian coast, many prospectors moved to the Badlands. The mountains supply a vast amount of mineral resources. Mining towns and former mining towns dot the landscape along the southwestern portion of the Western Mesas.

The Pilots' Guild believes that some abandoned towns have found new life as outposts for air pirates.

These initially were storehouses of loot and supplies, but they have grown into small towns, where ill-gotten loot is to the highest bidder. This is the place to find cheap airship parts, coal, and other supplies. For those traders not wanting to deal with the Pilots' Guild, the air pirates provide a viable alternative. However, finding one of these towns is difficult, and, once found, there is no guarantee of safe passage in or out.





The Badlands are filled with roaming monsters. In many cases, these monsters are connected to ancient relics and tombs that have been disturbed. Although denied by official channels, it is believed that technomages exist in substantial numbers. The products of their experiments are often tested in the deserts, leading to numerous problems.

Ironskeep

The Kingdom of Ironskeep is approximately 18,000 square miles. The capital is the city of Ironskeep. It is located at the headwaters of the Red river. It is surrounded by fertile fields to the south and is ringed by rose-colored mountains to the north. The population of Ironskeep is 187,893 with 52,907 residing in the capital.

The climate is hot and arid. Summer temperatures range in the upper 90's to lower 100's, while winter months have highs ranging from the 60's to low 80's. Rainfall is extremely rare anytime of the year. During the winter months, heavy amounts of snow are dropped on the highest peaks. During the summer, the melting snow feeds into the Red River. The erosion of the iron rich soil in the mountains is what causes the river to run red.

Ironskeep is the oldest known settlement in the Badlands with access to fertile fields and iron ore. Over the past 100 years, oppressed minorities from the Khemetic Empire have settled in the area. This has had a pronounced influence on the culture, which is most noticeable in the architecture. Growth over the past 50 years has led to conflicts with the primitive tribes to the north. This eventually led to the Berber Wars, where the tribes were forced from the area.

Ironskeep is a monarchy ruled by Queen Zylphia II after the assassination of her father, King Frederick. For years, Frederick used the military and covert agents to suppress a rebellion. The death of Frederick led to an open civil war between the monarchists and anti-monarchist forces. Zylphia was not coronated after her father's death. Her cousin, Angus Dulstan, claimed that a 15 year old female was not a suitable ruler, and proclaimed himself king. Zylphia was exiled, and he took control of the monarchist forces. Angus led the monarchists to near defeat. Zylphia arranged a meeting with Angus where she said she would broker an alliance to supply weapons and troops to Angus. The meeting was a trap, where the now 17 yr old Zylphia killed her cousin. Within a year, by violating the rules of war and support from pirate airships, Zylphia managed to defeat the rebellion.

Flesheaters Eat Expedition

In another predictable tragedy, an inexperienced group of treasure hunters went exploring ruins in the Badlands. After months of no contact, the small company funding them sent representatives to investigate. Of those representatives that returned, they indicated that the expedition had been eaten by the flesheaters infesting the area. As per safety protocol, the bodies were turned into dust to deny flesheaters food and prevent the possible increase in population of flesheaters. The Arcadian Geographic Society recommends against inexperienced groups exploring the Badlands, especially without someone trained in how to deal with necromantic creatures.

Once coronated, Queen Zylphia established reforms to placate the peasants. Cities are now allowed to elect local governments, and the criminal court system is independent of the crown. Zylphia created public schools and funds research of the sciences. Her belief is that it is the destiny of Ironskeep to control the Badlands, and, with outdated technology, the Kingdom will never have the military or economic might to control the Badlands.

An investigation into the assassination of King Frederick has been inconclusive. It is not known how the assassin was able to enter the royal palace in the first place. Nor is it known who was responsible for creating and supporting the anti-monarchist movement. During the civil war, the *New Arcadia Times* published various theories. There are two widely regarded theories as to who is responsible. The first theory is that the Khemetic Empire was behind everything. The King continually refused an annexation treaty with the Khemetic Empire. This finally led the Pharaoh to support a rebellion in the hopes of gaining control over the area. The second theory holds that the Pilots' Guild was behind the rebellion. For refusing to sign over its air rights to the Pilots' Guild, and permit it to build an airport, the Pilots' Guild lacked control over the skies in the Badlands. By removing the King and establishing a puppet government, the Pilots' Guild would gain the foothold it needed to control the skies over most of the Uncharted Territories.

Recently, a third theory has gained attention. It claims that Arcadia is behind the problems in Ironskeep. The Ironskeep secret police managed to infiltrate a terrorist group. The group used materials from Arcadia, had Arcadian money, and

was being advised by a member of the Arcadian Intelligence Agency. None of this has been substantiated nor is it spoken of outside of saloons. However, a strong Ironskeep provides a counterbalance to Arcadia's attempt to colonize and annex the Badlands. This would give Arcadia a strong motive.

In the five years since the end of the civil war, Ironskeep has embarked on a massive modernization plan. It launched the Great Western Railway project. In addition to trains covering the Kingdom of Ironskeep, it has built tracks into the eastern portion of the Badlands. A high-speed line is within 6 months of completion that would connect Ironskeep to the Khemetic Empire.

Ironskeep modernization, however, has hit a snag. While Ironskeep does not condone or officially support air piracy, it is a known trading port for pirated goods. Airships flying in Ironskeep never get attacked. The Pilots' Guild has demanded that Ironskeep either stop the piracy or give the Pilots' Guild jurisdiction over its airspace. Ironskeep has refused to accede to the Pilots' Guild's demand. Last year, the Pilots' Guild established a coal embargo on Ironskeep. Factories and trains now run on charcoal or smuggled coal. There is growing pressure in Arcadia to break the embargo, but it is unclear what would be in the best interest of Arcadia. Without a stable supply of coal, it is unlikely Ironskeep would be able to create successful colonies and provide them with military protection. The Pharaoh of the Khemetic Empire has offered to assist Ironskeep, provided that the Kingdom agrees to become a protectorate.

Ironskeep is a potential regional rival of the Commonwealth, as well as a potential pawn of the Khemetic Empire. Ironskeep's primary source of income is from the sale of iron ore. A source of cheap ore is in the interest of Arcadia. This provides motivation to take steps to keep the Khemetic Empire from controlling Ironskeep. These factors give the Commonwealth both an incentive to overthrow the government of Ironskeep, and to support it. Overthrowing it prevents it from becoming its own power or becoming part of the Khemetic Empire. On the other hand, attempts to overthrow the government could mean higher iron ore costs and a potential civil war. Overall, those living in the Badlands prefer the status quo. Ironskeep is a major producer of grain that it sells cheaply. Further, prospectors in the Badlands can sell coal to Ironskeep at inflated prices due to the Pilots' Guild coal embargo.

Pirate Attacks Down in the Badlands.

The Pilots' Guild has released new statistics that demonstrate their effectiveness. Pirate attacks against Pilot Guild commercial vessels are down 53% this past quarter. The Pilots' Guild has conducted raids on small towns and refueling depots used by pirates in the Badlands. They have also increased the bounties on Three-Finger Jack and Albert Hicks. Little is known about Mr. Hicks, other than he began taking airship during the past 6 months, and he has been the most proliferative pirate in the Badlands during this time.

Given that the Queen is nearing 25 and still single, numerous rumors are circulating in the society pages. In *Irons Forge* magazine, it has been a constant rumor that the Queen has a secret lover. The magazine claims she fell in love with a pirate while exiled. He provided the assistance she needed to win back her throne, as well as keeps the city safe from other pirates. The Palace has refused to comment on these rumors.

A large supply of artifacts is available in the markets of Ironskeep. Most are fake, but some are real. However, these tend to be mostly trinkets. It is rumored that Ironskeep sells the best artifacts to collectors in New Arcadia. It is unclear where these artifacts are coming from. The Khemetic Society sent a team to Ironskeep to investigate, but they have failed to return. Ironskeep denies any knowledge of the investigators, and claims they have no record on them even entering the city. However, the Khemetic Society has produced evidence suggesting they were in the city and did meet with government officials.



Tombstone

Tombstone is in the Central Desert and lies 100 miles south of the Khemetic Empire's internationally recognized border. It is built along the Ankana Oasis. The oasis is bordered by reeds and grassland. Groves of olive, date, and mango trees grow in the area near the oasis. There is no official border or census. But unofficial counts average the population to be around 6000. Over the past year, the area has become an important merchant town for rare items. While all artifacts are supposed to be turned in to Khemetic authorities, the Pilots' Guild tends to look the other way. This has led to a market for those seeking artifacts or to employ necromancers to help looters deal with ancient tombs.

Tombstone derives its name from an ancient stone relic that resembled a grave marker. Early attempts at excavation yielded no further artifacts. Activity in the area did cause an underground stream to flood the area, creating the oasis. Its location and access to water made the area a logical choice for a Pilots' Guild refueling station. A large scale airport was built, and the Khemetic Empire built a rail line to the area. Attempts to extend the railway further have failed. The sand is too unstable to support trains, and all attempts ended in disaster. Even the line northbound is subject to numerous problems.

Unless one is coming from the Khemetic Empire or making a stop by air ship, the town is generally inaccessible. Monsters and undead wander the desert at night, making it difficult to travel by land. *Tales of Wonder* magazine has claimed that brass colored mechanical beasts swim through the sand on the outskirts of the city. These creatures appear to be immune to magic. Despite these dangers explores continue venturing into the desert near Tombstone. Because of this, necromancers have flocked to the area seeking to make money by protecting explorers.

Orphanage Closed, Pilots' Guild Provide a New Home

After failed investments and the loss of money being held in a safety deposit box at Market Street Bank, one of the Church of Avalon's orphanages is being closed. While all children over the age of 5 were to be put back on the street, the Pilots' Guild offered to take those children in. They are to be relocated to housing in a facility in Tombstone where they will be taught a profession.

Exotic Fauna of the Central Savannah

Eucladoceros

Eucladoceros are a large grazing animal similar to a deer that is 9 ft. body length and stands over 6 feet tall at the shoulder. Its antlers split into twelve tines per stalk. The total size of the comb-like antlers is 5 – 6 ft in width.

Spotted-tail Quoll

This is a large cat-like carnivorous marsupial. They weigh approximately 25 pounds and have the body of a large domestic cat. Its head, however, resembles more of a rat's shape than a cat's. It has a long fluffy tail that is covered in white spots. Its body is typically brown, and the occasional animal will have a few white spots on its body.

Desert Lions

These are 10 foot long, large, muscular felines that live in small social groups. They typically live in the deserts of the Badlands, but many frequently wander into the northern portions of the Central Savannah. Their fur matches the color of the sand. Males over the age of three sprout large black manes.

Pouch Bears

Pouch bears are tree-dwelling omnivorous bears. Pouch bears are named for the pouches in which females carry their young. They are around 2-3 feet in height, with thick, soft, gray fur. They live in the far southern regions of the Central Savannah, where they mostly eat leaves off of trees. However, they do prey on other tree-dwelling animals, and occasionally will hunt on the ground in small packs.

Stegedon

Stegedons are 15 feet tall pachyderms with long trunks and two ivory tusks. The tusks measure 10 feet in length. The length of its body is 28 feet, which does not include the tusks. They have thick skin covering a thick layer of fat. The average weight is 15,000 pounds. Stegedons live in large social groups and are herbivores.

Quilled Wolves

These are large carnivorous canines that live in large social groups. The color of these wolves ranges from reddish-brown to gray. They hunt in packs and often hunt larger prey. Their top coat of fur is made of thick, pointy quills, similar to a porcupine's quills.

Pelican-Billed Platypus

These are semi-aquatic animals, averaging two feet in length and live along the Red River. They have a bill shaped like a pelican's bill and a beaver like tail. It lays eggs, but nurses its young after hatching. It has four small webbed feet, and the two back feet contain poison-delivering spikes. It is covered in thick brown fur.

Zebrions

These are 8 foot long, large, muscular felines that live in large social groups. Males possess a mane of thick fur around their neck. Their bodies have a black and white striped pattern. They hunt in packs, usually by hiding in the grasses of the savannah and then waiting for prey to come near.

Ganjaru

This is an herbivore marsupial species that has long, pointed ears and a squared-off muzzle. Males have short, reddish-brown fur that fades to pale on its torso. Females are a gray-brown color with a cream torso. Males average 8 feet in height, while females are somewhat smaller. They have long, muscular, spiked tails that are used to aid in jumping. The males can leap more than 30 in a single jump. The spikes on its tail are used for defense only.

Central Savannah

The Central Savannah region is just over 80,000 square miles. It is located in the central portion of the Uncharted Territories. It serves as the boundary area between the deserts of the Badlands in the north, and the nearly impenetrable forests of the Shadowlands to the south. The eastern border is the central portion of the Titan Mountain range, known as the Dragonback Spine. The Arcadian Mountains forms the west- south-west border of the Central Savannah. The Red River beings near Ironskeep to the northeast and flows through the Central Savannah on its way to New Arcadia in the southwest

The Red River demarcates the northern and southern portions of the Savannah, with the northern regions having greater grassland and fewer trees, as well as temperatures that are on average 10 degrees higher than the southern portion. The temperatures are roughly consistent throughout the year, with highs in the low 80's in winter and mid 90's in the summer. Winter lows reach the upper 40's with summer low's are in the mid 50's. The Central Valley is prone to two major flooding events in the year. The first happens during the spring when snow from the Titan Mountains melts. This causes the Red River to spill its banks. The second flooding event happens during the brief wet season that occurs in late summer. The southern areas are home to eucalyptus and callitris trees that gradually give way to the mountain ash that dominates the forests in the Shadowlands.

Famous Natural Philosopher Missing in Shadowlands

Once again, an arrogant buffoon was gone missing in the futile effort to probe the mysteries of the Shadowlands. William Burke, the grandson of Robert Willis Burke, who is famous for his exploits with the early expeditionary forces, foolishly braved the dense forests of the Shadowlands in an attempt to unlock its botanical secrets. William Burke is known for his groundbreaking discoveries of high altitude creatures, including an in depth study of skydolphins. Mr. Burke's fame has faded as of late, and his personality made him unsuitable for academia.

Mr. Burke had hoped to catalogue various plants and animals and collect specimens in the Shadowlands to restore his prestige and fame. His efforts were financed by a consortium of corporations interested in alchemy. The hope was to discover new ingredient that would advance alchemist concoctions.

According to the surviving members of the expedition, the group entered the forest, and within a day where lost. The night sky was impossible to see, and it was impossible to determine the direction of the sun. Day and night began to blur together as the expedition, presumably, moved further into the forest. After what may have been a week, the expedition came to a set of stones covered in vines. Once the vines were cleared, it reveled carved heads of approximately 8-10 feet in height, with an eerie blank stare of lifeless eyes. The group made camp for the night at these stones. The next day, Mr. Burke was missing. The expedition stayed to look for Mr. Burke, but members of the group kept getting separated and disappearing. The surviving members kept following the sound of feet. After a few days, they eventually saw daylight and rushed into the Central Savannah area.

Perhaps it is a coincidence, but the only members of the expedition to escape the forests of the Shadowlands were non-humans. A little over a year ago, the Airship Elizabeth crashed into the forests of the Shadowlands while attempting to escape pirates. Only the non-human members of the crew managed to make it out. Although it should be pointed out that of at least two-dozen known groups to venture into the Shadowlands, these are the only two incidents where it is known of anyone to escape the densely packed forests.

The Central Savannah is populated with some of the most diverse wildlife on the planet. Many of the animals appear to be mutated versions of animals found in the Dark Continent of Kumari, and many others are simply unique. This has led to the area being a popular destination for natural philosophers and game hunters. Most hunters

stick to grazing animals, such as the eucladoceros and tragus, but others risk their lives pursuing stegodons, 15 foot tall pachyderms that wield 8 foot, barbed tusks.

The first and only major settlement in the area is Harper's Ferry. It was established as a trading post and Ferry across the Red River. It supplied prospectors and explorers of the Badlands. Over the past 15 years, ranches have been built in the area. With easy access to the river, ranchers are easily able to sell their product upstream to Ironskeep, or downstream to New Arcadia.

Harpers Ferry

Harpers Ferry is a small town in the Central valley lying between the Red River and the Timbarra Tributary. Its population is estimated to be between 1800-2300. Most of the population works at the docks and warehouses in the town, but many others work as suppliers. Harpers Ferry serves as an important trade point between Ironskeep and New Arcadia.

While peaceful on the outside, Harpers Ferry is a highly corrupt town filled with multiple criminal elements. Bribery is necessary to get anything done by officials. Shipping companies often have to pay for "protection" to various groups and officials to ensure that goods reach their proper destination. Although the Pilots Guild is on site, various groups smuggle weapons through town to aeronautical pirates. The New Arcadia Post speculates that the town is on the verge of collapse into anarchy, with various syndicate groups fighting for control once the nominal legal authority of the town completely collapses.

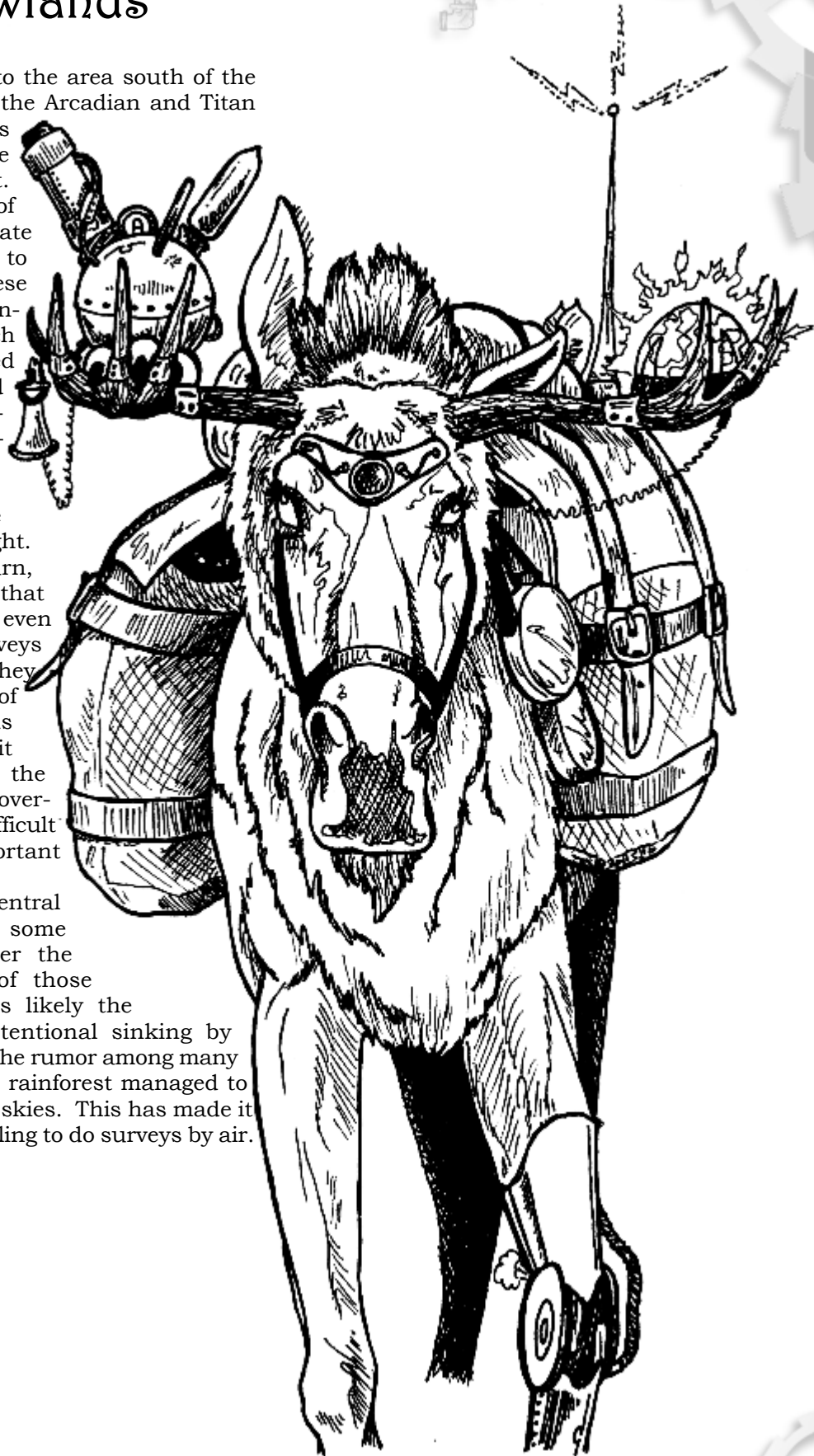
The unofficial motto of Harpers Ferry is "Anything can be bought for a price." Various humanoid rights groups have documented indentured servitude, slavery, forced marriages, female sacrifices, and fights to the death, where spectators bet of the outcome. Additionally, plundered artifacts and various contraband can be found.

Despite these issues, Harpers Ferry grows in popularity. It serves as a supply town for local communities and small towns in the Badlands. Natural Philosophers are drawn to the area to study. Many archeologists begin their adventures in the town. Wealthy citizens of the commonwealth vacation in the area, carried by all-inclusive paddle boats that travel between Harpers Ferry and New Arcadia.

Shadowlands

The Shadowlands refer to the area south of the Central Valley, between the Arcadian and Titan Mountains. The area is dominated by a dense temperate rainforest. Surveyors on the fringes of the Shadowlands estimate the height of many trees to be over 450 feet tall. These towering trees create a canopy that blocks out much of the light. It is assumed that the older trees found in the center of the Shadowlands would be significantly taller.

Attempts to survey the area have been for naught. Most groups fail to return, and the stories of those that have dissuade most from even attempting. Aerial surveys have been attempted. They have found so signs of civilization or humanoids in the area. However, it should be noted that the dense canopy and often overcast skies, rendering it difficult to ascertain any important information from the air. Pirate attacks in the Central Savannah have caused some airships to venture over the Shadowlands. Many of those have vanished. This is likely the result of damage or intentional sinking by pirates after looting, but the rumor among many airship crews is that the rainforest managed to pull the airship from the skies. This has made it difficult to find a crew willing to do surveys by air.



Northern Laurentia

Due to natural borders, the Uncharted Territories are isolated to land travel. The area has oceans to the west and the south. The Titan Mountains create a nearly impenetrable eastern border to the region. The only land access to the region comes from the north. The northern portions of Laurentia are controlled by the Khemetic Empire.

Khemetic Empire

The Khemetic Empire is one of the oldest countries in the world. There are three incarnations of the Khemetic Empire: the Old Khemetic Empire, the Middle Kingdom, and the New Khemetic Empire. The "New" is not used in any official capacity. Its current dominion covers 831,000 square miles. It borders stretch from the Togo Rainforest in the north, to the borders of the Badlands in the south. It controls islands off its east coast in the Khemetic Sea. These islands produce various agricultural goods worked by slaves. It has some authority of islands off its western coast in the Great Western Ocean.

The length of the Khemetic Empire is just over 2000 miles. The southern portion of the western coast is mostly desert. As you travel along the coast northwards you pass into grasslands and finally lush forests. The port cities of Zafarana and Dametia are located on the western coast. The eastern coast is dotted with white sandy beaches that serve as tourist destinations. The southern portion of the Khemetic Empire is desert in the central portions and dotted with mountains and mesas to the east and west. The semi-arid climate and topography continues into the central regions that are filled with fertile flood plains. Abydos, the capital of the Khemetic Empire, lies at the southern edge of the flood plains.

The Old Khemetic Empire covered the same area, but extended farther south to the Red River in the Badlands. During that time, water was pumped

into the desert from aqueducts, creating a lush and fertile area. Burial sites lined an ancient river running north. A southern capital is rumored to have been built by Pharaoh Nefer. According to folklore, a large library containing all human knowledge was built by a group of monks in the town of Babyl. During that period, necromancers animated the bodies of dead slaves to construct buildings and serve as guards for tombs. Many buildings are believed to be buried under mountains of sand.

The current Khemetic Empire seeks to regain control of the Badlands, and believes that the ruins of the Old Khemetic Empire below its soil justify its claim to that area. While artifacts have been uncovered that suggest the Khemetic Empire controlled the area, archeological evidence suggests that the technology is too advanced to have belonged to Old Khemetic Empire. This has led to various theories. One is the Dark Age Theory that suggests the Old Khemetic Empire was very advanced, and, when it collapsed, most of that knowledge was lost. Another, The Kingdom of Hiva theory, suggests that there was an ancient civilization that existed prior to the Khemetic Empire. The Old Khemetic Empire used the technology left behind to make the area livable, but its lack of technological knowhow led to the desertification of the Badlands, which led to the collapse of the Old Khemetic Empire.

The current Khemetic Empire points to an old version of its language in ruins, as well as the recent discovery of a pyramid similar to the ones it currently builds as proof that the area belonged to them. They have used this to justify their assertion that the Badlands properly belong to them and other countries should not lay claim to the area.

Tensions are high between the Commonwealth of Arcadia and the Khemetic Empire for various reasons. The Khemetic Empire is strong and wealthy, but it is less advanced than Arcadia. The Khemetic Empire is jealous of the trading wealth and technological developments of Arcadia. The most recent issue involves tomb raiding in the Badlands by citizens of Arcadia. The



Khemetic Empire believes that all of the artifacts that have been looted from tombs in the Badlands properly belong to the Khemetic Empire and seek their return. So far, the museums in New Arcadia assert their rights to any artifacts they currently have or can acquire in the future.

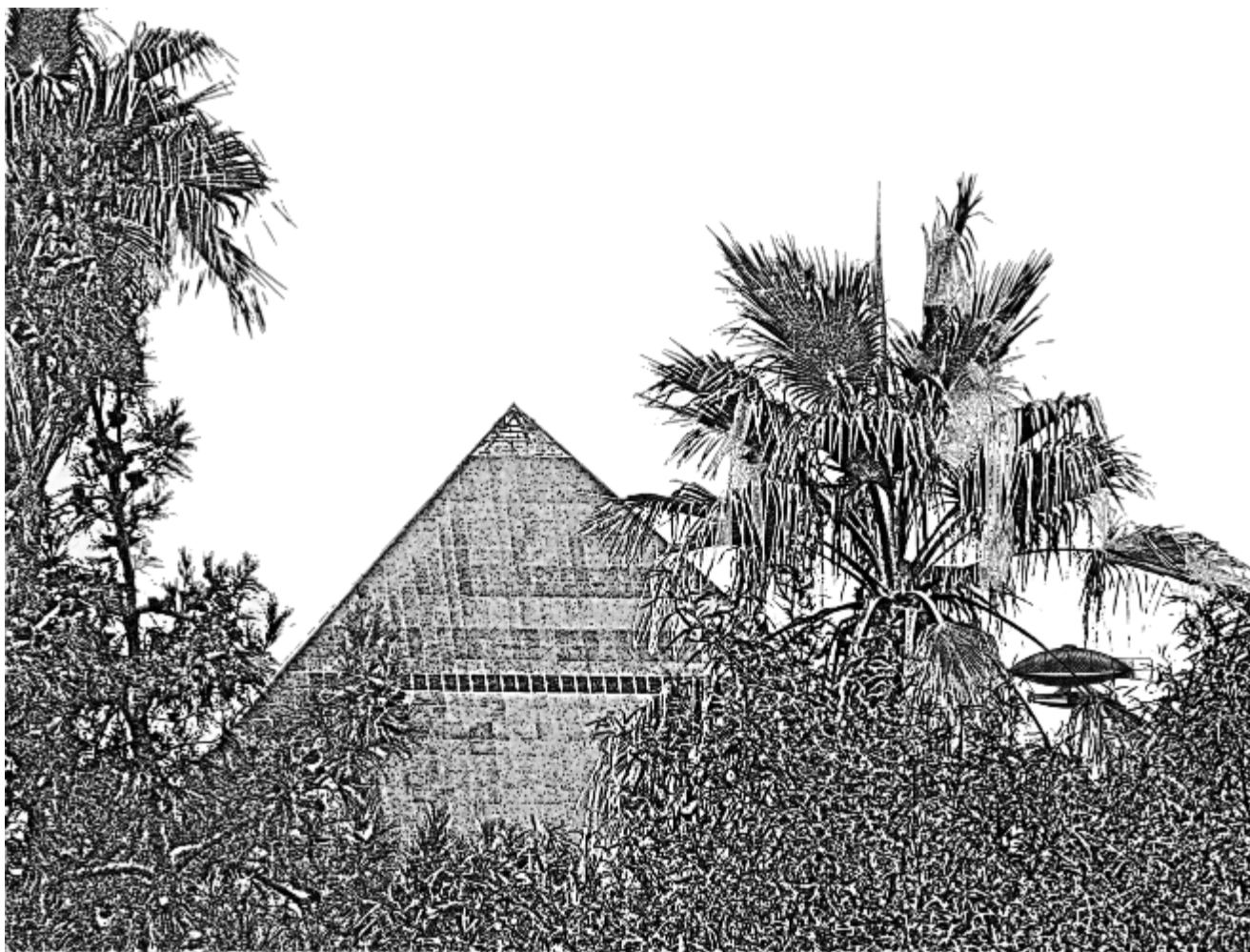
Dr. Harold Carter has recently uncovered what is believed to be an ancient temple dedicated to Isis. Many of the artifacts include obsidian statues of cats, and mummified cats that have been put on display at the New Arcadia Museum of Antiquities. Other undisclosed artifacts have recently been unearthed and brought to the Museum. There have been two attempted robberies of these artifacts, with one being partially successful in stealing on mummified cat. Those who brought the most recent artifacts to the museum have recently died under mysterious circumstances. The museum blames agents of the Pharaoh for the robberies and the deaths.


Relations between Arcadia and the Khemetic Empire may improve with the death of Pharaoh Ashotep. In defiance of Pharaoh Ashotep's decree,

his daughter Nefertari was not declared ruler by the Priesthood. Instead, the Pharaoh's young cousin Raneb has been made Pharaoh. Representatives from the Pilots' Guild recently traveled to the capital in Abydos to meet with the new Pharaoh. The Pharaoh signed a joint venture between the Pilots' Guild and the Khemetic Empire. The first part of the deal established an airship refueling depot run by the Pilots' Guild at Tombstone, a small town in the Badlands. For the second part, the Pharaoh agreed to connect Tombstone to the rest of the Khemetic Empire by rail line.

Tunis

Tunis is a mostly independent island nation residing approximately 90 miles off the northern Arcadian Coast. Tunis is a semi-tropical island that has an area of 525 square miles. The center of the island is dominated by Mount Tunis that reaches a height of 5347 feet. The island is dominated by a thick forest, filled with flowering plants, while the white sandy beaches are bordered by palm and citrus trees. Three islands,





no larger than 2 square miles each, border Tunis. These islands do not have any permanent population.

Tunis was initially occupied by the Khemetic Empire to establish a refueling station and trading port. The island was designed as an alternative to using New Arcadia. However, the islands lacked natural resources, such as coal, or any significant population to sell goods to. Since there was more significant trade New Arcadia, the usefulness of Tunis as a trading post failed. After the failure as a trading post, the Khemetic Empire removed its military presence, but appointed a Pasha to administer the territory.

Hizir Kheireddin was appointed as Pasha of the Khedivate of Tunis as punishment for political transgressions in the Khemetic Empire. His political opponents believed that serving as a ruler of a territory of a few hundred fishermen would be a suitable and embarrassing punishment. The newly appointed Pasha took this as an opportunity and decided to transform the island into his own stronghold. Using his own wealth, he stockpiled coal on the island and improved the loading docks. He made it known through the underworld that Tunis would supply pirate ships. This attracted pirate ships who needed to refuel, and, eventually, the local economy grew based on supporting a few rogue pirate ships.

Tunis is not near any major shipping lanes, and pirates could only hit slower, independent merchant ships using the trade winds to travel to Anatolia. If the small pirate airships carried enough coal, they would have less room for plunder. To resolve the issue, the Pasha purchased a refueling airship that would refuel any vessel. This extended the range of the pirates into major trading lanes.

The Pasha decreed that those vessels piloted by those of the Khemetic faith would not be targeted. However, the heathens of other faiths would be attacked unless Tunis was paid tribute. Many nations and most major shipping companies pay yearly tribute to avoid being attacked. Vessels that are confiscated by pirates have their cargo looted. Sometimes the ships are seized, or sometimes destroyed. The crew is often taken for ransom. If the ransom is not paid, then the crew is often sold to underground organizations as slaves.

The piracy supported by Tunis has drawn negative attention to the Khemetic Empire. Tunis pays

a yearly tax to the Khemetic Empire and pays bribes to many politicians inside the empire. The Pharaoh has to walk a thin line. On the one hand, Tunis has been a valuable asset to the Empire, on the other hand, its activities risk war with other nations. The official position of the Empire is that Tunis is locally ruled, and, therefore, not controlled by the Empire. However, it still belongs to the Khemetic Empire, and any action against Tunis risks war.

To combat the pirates, many nations over the past year began granting Letters of Marque, allowing airships to target any airship affiliated with Tunis. This has infuriated the Khemetic Empire, but since no military vessels are used, they have stuck with diplomatic complaints. It is rumored that the Pilots' Guild is upset about Tunis being targeted. With Tunis targeting airships along the coastal trading route, airships are forced into the badlands, where they must use the Pilots' Guild facilities. This increases membership in the Pilots' Guild, and the Guild's profit. Further, it threatens the military dominance of the air by arming and legitimizing the use of private individuals as a military force. Many believe that the Pilots' Guild will take action against Tunis. However, if reports from a few underground newspapers are correct, this is unlikely. *The Examiner* suggests that the Pilots' Guild is actually in cahoots with the Pasha of Tunis, and receives regular payments of tribute. The Pilots' Guild even provided the refueling airship to Tunis and suggested charging tribute. The Pilots' Guild officially denounces these rumors and claims that if New Arcadia will allow them exclusive control over refueling stations they would have the financial and military means to deal with the pirates of Tunis.

Anatolia

Anatolia is the great continent that lies west of Laurentia across the Western Ocean. It is the largest known continent on Tellus, and is home to the world's two superpowers. These two counties vie for influence around the globe. The Chen Empire is mostly concerned with preservation and expansion. At one time, it was the cradle of the industrial revolution, but is now falling behind much of the world. Military power is believed to be key to preserving its empire and influence around the globe. The Ryoko Republic is its much smaller rival. After being a target of Chen aggression, it rapidly industrialized and is the top technology developer in the world. It has

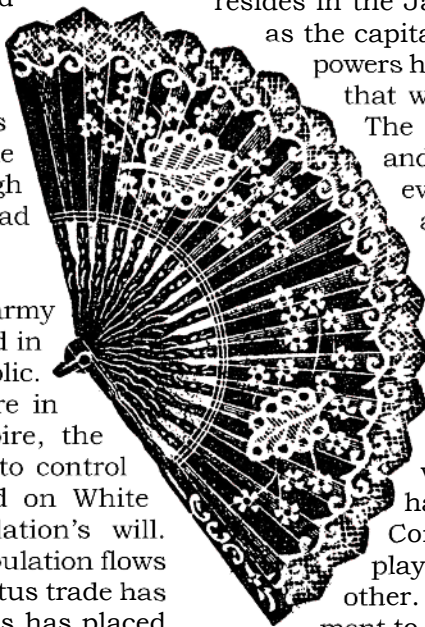
used Chen's expansion as a model of its own, and uses its vast aeronautical forces to maintain its empire.

Both countries have a vested interest in the Uncharted Territories. Much of the continent remains to be explored and claimed. Vast coal reserves make it highly desirable. The Arcadian Coast serves as an important market, and New Arcadia serves a necessary role in world trade. New Arcadia is crucial as a resupply base and trading hub. Without it, intercontinental trade would be significantly reduced. The import hub that the Arcadia Coast has become, has kept these two powers from more overt interference, however, both attempt to manipulate Arcadian policy. Both countries realize that, with time and domestic stability, the Commonwealth of Arcadia would become the world's third superpower.

Chen Empire

The Chen Empire is the largest country in Anatolia. It lies 635 miles west of the main islands of the Ryoko Republic. The Chen Empire has over 4500 miles of coastline in Anatolia, with the distance between to two farthest cities on the coast being 1460 miles if traveled directly. The Chen Empire is over 8.6 million square miles with 6 million square miles being contiguous in Anatolia. The bulk of its extraterritorial possessions are in the Dark Continent of Kumari, although it has various outposts spread throughout the world.

The Chen Empire has the largest army in the world, but it is distant second in airpower behind the Ryoko Republic. While still powerful, it is an empire in decline. To help control its empire, the government uses the White Lotus to control its territories. People are hooked on White Lotus, which reduces the population's will. Further, the money spent by the population flows into the Chen Empire. The White Lotus trade has expanded into other countries. This has placed many weaker nations into a series of wars with the Chen Empire. In each of the three Lotus Wars, the Chen Empire has been successful. However, it has demonstrated a lack of technological prowess of its military and strained its limited air fleet. This contributed to the Chen Empire's loss to Ryoko during the Josai War.



Chengu Aeronautics Accuses Mitsui Corporate Security of Assault at Testing Facility

An unnamed source within the Chengu Aeronautics Corporation has informed us that Mitsui Corporate Security forces have attempted to breach their testing facility 50 miles north of New Arcadia. The assault began overnight with a raid by an all black airship. The assailants were repelled, but not without significant casualties. Mitsui is the chief competitor for airship engines, and it is likely that Mitsui was attempting to acquire Chengu's latest prototype before it was handed over to the Pilots' Guild for testing. When asked why this assault had not been reported to authorities, the unnamed source informed us that Chengu and other corporations do not believe that the legal system of New Arcadia is capable of dealing with these issues, and think it is better to handle it using their own means. The source also expressed concern that Mitsui may attempt to hire private contractors to secure the prototype while it is being transported to the Pilots' Guild.

To combat wide spread corruption and inefficiency, various governmental reforms have taken place. The Jade Emperor is the head of the government and holds all executive power. He resides in the Jade Palace in Liyang that serves as the capital for the empire. The legislative powers have been invested in a parliament that was first convened 13 years ago. The parliament consists of nobility and freely elected commoners. However, those living in the territories are not permitted to vote or hold office.

Much of the Chen Empire's population exists in poverty. This has led many of them to immigrate to New Arcadia in search of jobs. Many of them work building railways, but many have also found factory work. The Commonwealth of Arcadia has played Ryoko and Chen against each other. This has permitted the government to prevent the importation of White Lotus. However, its use remains legal. This has created a black market for White Lotus and various criminal organizations from the Chen Empire have smuggled the drug into the Commonwealth. It is widely believed, but unsubstantiated, that the Chen Empire's military and embassy helps these gangs to smuggle the drugs.

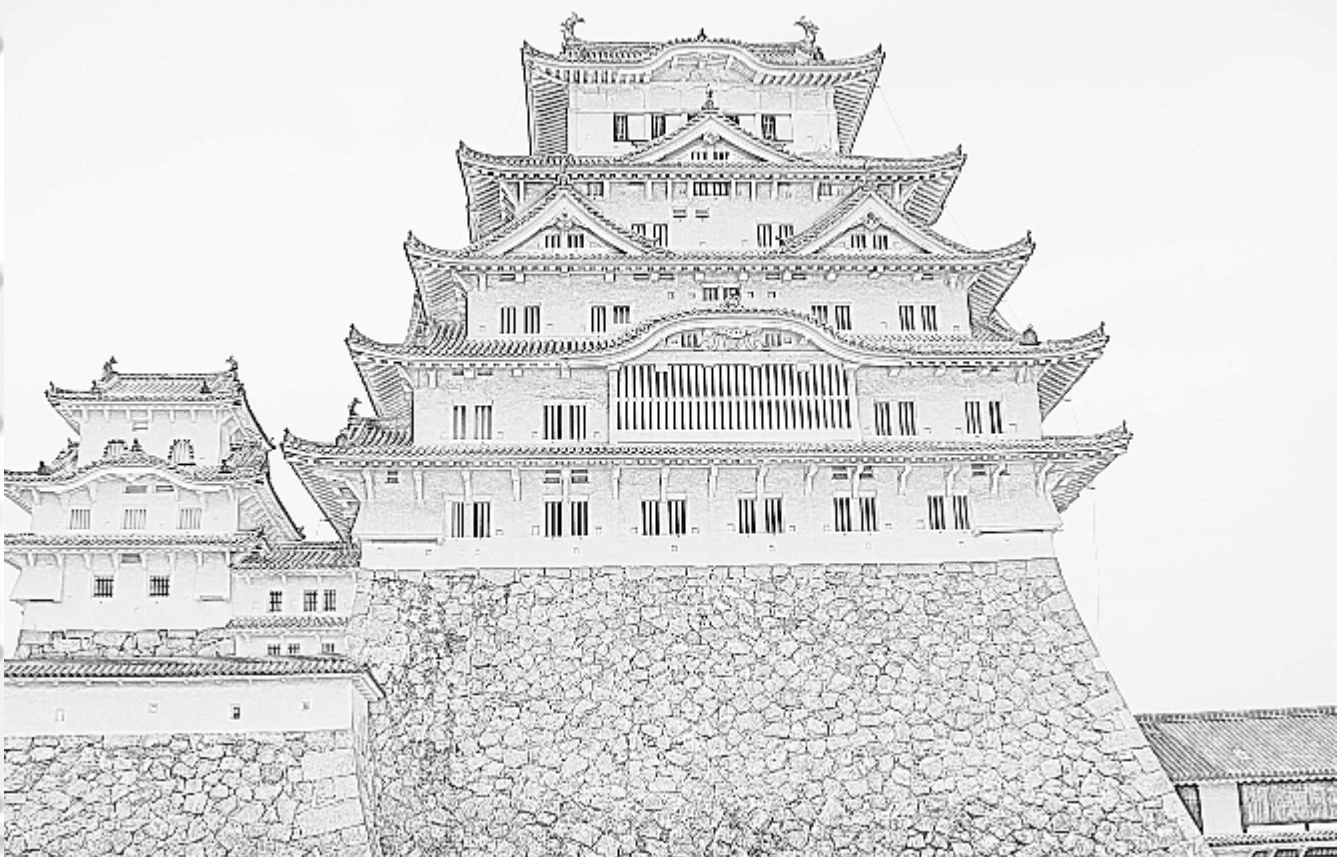
Ryoko Republic

The Ryoko Republic is a largely island based nation located across the Western Ocean. The six main islands are located off the east coast of the continent of Anatolia. Those six islands have a land area of 863,925 square miles. The central island is the largest at 195,928 square miles. The total land mass of Ryoko is approximately 3.2 million square miles. Ryoko has 360,558 square miles of continuous territory on Anatolia. The land was seized from the Chen Empire during the Josai War. This core area is organized into prefectures that provide elected representatives to the Kokai, Ryoko's parliament. The remaining area of the Republic is organized into various territories ruled by prefectural governors.

The remaining territory of Ryoko consists of territories spread throughout the globe. These territories exist to provide raw materials and to provide support for country's trade. The bulk of its possessions exist on the Dark Continent of Kumari. Ryoko possess many small islands in the Western Ocean. Recent articles in the *Examiner* and the *Underground* claim that Ryoko has set up secret colonies on the Arcadian Coast, but this has not been verified by reliable sources.

The Ryoko Republic is mostly concerned about its commercial interests. This has led to substantial interference with the Commonwealth of Arcadia. It was the first country from Anatolia to make contact with the Commonwealth. New Arcadia was willing to supply the airships and ship goods to Ryoko, but it refused to allow goods from Ryoko to be sold. Various interests decided it would harm domestic industry if foreign products were permitted to be sold. The Day of the Black Airships marks the day that Ryoko used airpower to force the Commonwealth into accepting bilateral trade.

Factories in New Arcadia soon began to make cheaper knockoffs of goods from Ryoko. At Ryoko's insistence, the Arcadian Commonwealth established patent laws. This had the effect of putting many companies out of business. Companies from Ryoko established factories in the Commonwealth to produce goods for the Commonwealth's markets. Public opinion in New Arcadia turned against Ryoko companies and spurred the growth of New Arcadian owned companies. This necessitated companies from Ryoko to create shell companies in an attempt to hide the owners of companies and factories. While domestic companies have become dominant in the Commonwealth once again, confiden-



Secret Ryoko Base Found Near Gunbarrel

Astonishing photos seem to indicate that Ryoko has re-established a military presence in the Commonwealth near Gunbarrel. Black metal-clad airships of an unknown design as well as soldiers wearing Northern Alliance uniforms were spotted at an abandoned aeronautical base. They appeared to be engaged in a training exercise and the buildings appear to be in good shape and constant use. When contacted about these allegations, Ambassador Norinaga denied these charges and claimed the photos are manipulated. An airship engaging in trade had to make an emergency stop for repairs and that anything else is quite untrue. Ryoko supports a peaceful end to the conflict and wants all sides to negotiate a settlement. However, it is secretly whispered in AIA circles that Norinaga has secessionist sympathies. Is he or the Ryoko Republic now providing training for the Northern Alliance? When asked for comments, the Home Office responded that any allegations of foreign troops on Commonwealth soil are preposterous.

tial sources estimate that one third of major companies are owned or controlled by corporations from Ryoko. Official estimates suggest the total is less than 10%.

The fast-paced growth of companies in New Arcadia has led to substantial emigration from Ryoko to the Arcadian Commonwealth. To serve the needs of its citizens, Ryoko has expanded its embassy in New Arcadia. The President of Ryoko recently named Motoori Norinaga as the new ambassador to New Arcadia. Recent events have strained relations between the two nations. It is rumored that Ryoko has been stroking secessionist feelings in the northern region of New Arcadia. Compounding the issue are rumors that Ryoko has established secret military bases along the Arcadian Coast. The official response from Ryoko has been that if any military vessels in or along the Arcadia Coast are there, it is to protect merchant vessels against the pirates from Tunis.

Cymuria

Cymuria is a continent in the northern hemisphere that lies northeast of Laurentia and west of Anatolia. It is a continent with a long history of conflict. Early conflicts focused on religious wars, but more recent conflicts have focused on establishing larger industrialized states in the hope of becoming a major power. Cymuria is

abundant with precious metals and gems. Anatolian powers are keen to engage in trade with countries in Cymuria. Chen and Ryoko have a long history of keeping Cymuria destabilized. This was prevented most countries in Cymuria from playing a role in the Uncharted Territories.

The biggest influence Cymuria has on the Uncharted Territories is by immigration. The city of Arcadia was conquered in 1780. Prior to this and shortly after that, New Arcadia took in many refugees. The current immigrants from Cymuria are from Hibernia, Caledonia, Tyskland and Aquitania.

The Kingdom of Alba is the only country that attempts to take an active role in the Uncharted Territories. This is mostly due to the Alba connection to the Church of Avalon.

Kingdom of Alba

The Kingdom of Alba is an industrialized nation in Cymuria that conducts a small amount of trade with the Commonwealth of Arcadia. Alba is the home to the city of Avalon that serves as the head of the Church of Avalon. The Church sends missionaries to the Uncharted Territories to spread the Church's message and its power. Critics of the Church claim that many are agents that operate under the auspices of Alba. They are sent to the Uncharted Territories to gain access to various officials in order to manipulate them for Church's benefit. Critics further maintain that the Kingdom of Alba helps train Church officials in espionage, propaganda, and interrogation. This has led some to speculate that Church officials have been behind some high profile deaths.



Society

The setting for SteamCraft is the Uncharted Territories. It is a new world situation, where most of the inhabitants are, or are descendents of, immigrants. This has created a more tolerant and diverse society than other parts of the world. The Commonwealth of Arcadia's societal norms differ from those in the Khemetic Empire and countries of Anatolia. New Arcadia, however, serves as the cultural hub for the setting. For the most part, what holds true in New Arcadia holds true for the rest of the Commonwealth and many settlements in the Badlands.

Racism and Sexism

Unlike the Victorian era on Earth, racism and sexism are neither institutionalized nor are they part of the wider culture. The Seelie are not treated any differently because they are not human. Dwarves work along humans mining coal, or laboring in factories. The Seelie exist in every social class. Males and females of every race are permitted equal opportunity to work, or achieve an education. Women are not expected to dress in any particular manner just because of her gender.

This is not to say that racism and sexism do not exist either directly or indirectly. There are racist groups. Sexual harassment laws do not exist and the attitude that men and women are suited for different occupations is common. While women are not legally barred from holding jobs, most end up doing jobs performed traditionally by women, i.e. secretaries, school teachers, telegraph operators, maids, prostitutes, clothing makers, etc. Women are also the primary caretakers of children in the house. However, many women are scientists, engineers, and corporate executives.

Social Class

Social class is important because each social class has its own customs, manners, and dress. These factors make it easy for most people to identify the social class of any person. Of course, one can learn to change her accent and dress like an executive. However, mastering the social rules will take more effort. There are four social classes: Noble, Upper, Middle, and Lower.

Noble


Nobility is the highest social class. It is not a class one can choose to join, but one a person must be born into. With nobility comes political power and access, but not necessarily wealth. Most noble houses rely on family fortunes that are quickly running dry. Many youths in the noble houses are breaking with tradition and abandoning the world of politics for the world of business.

Nobility is bound by tradition. Control of the noble house goes to the oldest male child, although sometimes it passes to the oldest child regardless of gender. Noble houses are usually ruled by a patriarch, although a few are matriarchal. Male children are expected to participate in running the family estates, while women are expected to engage in social activities and birth children. Social activities focus on things such as croquet, book clubs, theatre, and hosting parties. Young women are expected to find suitable mates within the noble class. Marrying a non-noble results in a woman losing her title and wealth.

In addition to running the estate, men are expected to participate in politics, and to take an interest in commerce. Their dwindling fortunes have resulted in dwindling political power. The Reform Act of 1878 stripped the House of Lords of some power, and it increased the role of the House of Representatives. To counteract this turn of fortune, many of the nobility have sought to embrace the world of finance and commerce to expand their fortunes.

Homes Burned, Union Leader is Blamed

William Thorne is being blamed for fires that tore through portions of Northgate. Earlier in the day, Mr. Thorne held a rally where he inflamed the passions of workers. He is quoted as calling business owners "criminals who derive pleasure from keeping the working classes hungry as night." He then told the crowd it was time that they seized the ill-gotten gains of the rich. Soon after, the crowds began to march towards Exchange Square. Police set up barricades and prevented the crowds from passing. Soon after, many began to riot and set fire to a nearby warehouse. The fire soon spread to nearby homes. This is not Mr. Thorne's first time of being accused of using violence as a tactic. He is often called the public mouth piece of the anarcho-communist group known as Red Flag. Red Flag is known for its advocacy of violence in bring about the end of the state and the rise of a working class that controls the instruments of production directly.



Outward appearances are of a male dominated class, but this is far from the truth. Women have learned to manipulate events from behind the scenes. Extortion, and the use of 'feminine wiles,' secures money and power for various women. Over the past two decades, women have played a more direct role in the public with several noble houses being controlled by women. Women are also playing a more direct role in the House of Lords.

The clothing of nobility is similar to Victorian era clothing. The event or circumstance determines the clothing a person wears. The daily clothing for women involves wearing a corset below heavy dresses. Top hats with a veil have become the latest fashion trend for women. Skirts have taken on a trumpet shape and most of her body is clothed. Men wear three-piece suits and ascot neckties. Top hats are still common, but are fading as a fashion trend. Unlike all of the other social classes, technology has not impacted fashion trends yet. However, some rebellious teenage nobles slum it by dressing below their station.

Upper

The Upper Class is the wealthiest portion of society who are not members of the aristocracy. Most of those in the upper class are either of first or second generation wealth, who earned their money from industry and commerce. There are various degrees of wealth within the upper class. The top members of this class have more wealth than any member of the nobility. Fortunes are so deep that quantifying them is pointless. Only a handful of individuals control this much wealth. The lowest portion of the upper class is likely to be a highly paid executive that works substantial hours and owns all of the latest luxuries.

Hard work is stressed within this group. Finding ways to expand the family fortune through business activities is more important than marrying for it. The upper classes are envied to the point of hatred by many in the lower classes. Members of the upper class lack the pedigree and bloodline of nobility, and therefore lack the prestige that comes with title. None of this generally concerns the average member of the upper class.

The upper class frequently shuns the political process. They cannot serve in the House of Lords, and their wealth prevents the masses from voting for them in the House of Representatives. Members of the upper class often find alternative

means to the political or legal process in order to resolve business and personal issues. When it is deemed necessary to use political power, they purchase it. Many nobles who have seen their wealth shrink are in the pockets of members of the upper class. *The Underground* has even alleged that some of the new political parties are secretly funded and controlled by members of the upper class. Their goal is to manipulate the public through media and the political process to make decisions that benefit their corporate interests.

The upper class takes its fashion cues from the nobility, but they do deviate. Men will still wear a three-piece suit, but some have gone to wearing blazers. Bow ties and neckties are standard. A monocle or even a goggle is not unheard of. Women, if they work in business, are more likely to dress masculine by wearing pants and a dress coat. If they are not in the business world, they are likely to wear narrow skirts and corsets. Upper class women show more skin than their noble counterparts show and embrace some of the fashion of the lower classes. Anatolian fashion is in style this year with many choosing to wear kimonos and have flowers and wooden chopsticks in their hair.

Middle

The Middle Class is the newest and fastest growing class. These are skilled tradesmen and businessmen. Typical employment professions would be alchemist, lawyer, military officer, journalist, politician, engineer, clockmakers, professors, teacher, store owners, plumbers, and skilled laborers. Wages average about ≈ 15 a month, but range from ≈ 12 - ≈ 25 . Those on the upper end often employ servants within the house. Increasing their wealth and moving higher up the social ladder is of principle concern to the middle class. They embrace stability of the political system and education. Education is seen as the key to success for the middle class. Most parents send their children to private schools, and a few manage to pay for their children to go to college.

The middle class has a duality that the other classes do not. On the one hand, they seek to gain wealth to allow them a better standard of living. They desire to have the wealth, independence, and luxury of the upper class. They also believe that hard work, combined with education, will allow those with talent and drive to succeed. On the other hand, they resent the upper classes.

NEW ARCADIA POST

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Workers Seize Factory

Spurred on by the Arcadian Federation of Workers, ungrateful workers seized a Nambu factory. AFW spokesman for the thugs listed their demands as higher wages and a 50 hour work week with a guarantee of two days off per week. According to coppers at the scene, the workers appeared to be high on white lotus. Five police were injured in an attempt to remove the workers from the property. According to an unnamed source within the police department, Nambu managers have called in Septus Security to remove the deadbeats in the early hours of the morning

Experts: Child Employment Helps Build Character

Critics of child labor claim that it is dangerous work that does not benefit children. It further lowers wages. Instead, there should be a minimum wage that guarantees a family enough money to raise children and send them to school. Professor Cyrus Boggs of the Polytechnic College of New Arcadia has researched the topic and concluded that those claims are false. Boggs three year study concludes that children produced by parents living poverty produce inferior offspring that are generally incapable of academic work. Further, those children lack discipline. Children who work learn valuable skills and discipline. They learn to become better members of the community and not street palmers, or white lotus addicts. The best thing inferior stock parents can do is to start their children working at a young age.

Bering's

Dealer of Hardware and Agricultural Implements

H.M.S. Adelaide Now Boarding!

The Adelaide is a Luxury Airship built to provide all manner of accommodations to our discriminating guests. She is a Galleon Class Airship that was constructed with additional decks to provide a wide variety of extravagances. Children will enjoy the safe enclosed observation decks, while parents can take advantage of the onboard casinos. Included with your ticket is access to three square meals a day from our award winning full service kitchen!

If you book as a family, you will enjoy a free upgrade to witness Mr. Worthington's Vaudeville show. After the kiddies have gone to bed, prepare to be amazed by the death defying feats of Professor Hiram's Freak Show. Fresh off a tour in the Badlands, Professor Hiram's geeks are prepared to entertain you with feats of strength and endurance. Watch as exotic purple and green haired Fae eat fire, swallow swords, and eat glass. This is just the beginning of the performance!

The Adelaide travels along the Arcadian Coast using only designated Pilot Guild lanes. Our pilots all hold current Pilot Guild certifications. Don't be victim low quality airships and boring transportation. Book your next voyage on the Adelaide now!

Curtis and Company

Manufacturing Co
Saws, Boilers, Woodworking Machines

Bank Robbed!

While the police were deploying forces to deal with union thugs, Market Street Bank was robbed by 3 masked assailants. Witnesses at the scene report that the attack lasted a mere 5 minutes. The bank would not release how much money was stolen, but based on previous bank robberies, the suspects likely escaped with 30,000 sprocs.

They feel the upper classes exploit the lower classes. Corporations violate the law and human decency in the pursuit of profit. The middle class, generally, wants an end to child labor, safer working conditions, higher pay, and less time spent at work. This clearly aligns the middle class with the lower class and unions. However, the middle class often does not support unions because, while many of these changes would benefit them, they worry that unions would create instability leading to job losses as well as limiting their future financial gains.

The youths sense upheaval in the air and are trying to take advantage of it. Unlike their parents that want stability, the younger members of the middle class want to take advantage of the situation to bring about better fortunes. Some have allied with the unions and lower class. The middle class uses its education and greater wealth to assist these groups. Others, however, have realized that education can mean independence. They have become contract labor instead of daily labor. They sell their technical skills to the highest bidder. They build custom drones and clacking programs. Sometimes it is for corporations and sometimes it is for some unknown group. It doesn't really matter as long as the sprocks are high enough.

Like the lower class, women enjoy a great amount of freedom and equality. Women often work prior to marriage, and many return to work when their children are of school age. Women are still expected to marry and have a family, but parents encourage their children to marry for love instead of money. A luxury none of the other social classes can afford.

Clothing of the middle class is similar to that of the lower class. This class wears traditional "steampunk" clothing. Technology is incorporated into the clothing. Gears are cuff links, while women may wear a revealing corset adorned with brass. Hats and goggles are standard issue with the middle class. Since many of the professions require safety equipment, it is not uncommon to see citizens walking around with goggles about their heads. What began as work attire has become its own fashion statement. Uniqueness is stressed by the middle class, and different people will have different styles. The youth are now basing their style off of the fashion trends out of the Chiba district of Ryoko.



Low

The low class, sometimes referred to as the lower class, are the poorest members of society. Most people fall into the low class. The low class contains your laborers. Most of them are farmers, miners, or entry-level, unskilled factory workers. Some women find employment as maids. The average worker brings up a little more than a 6 a month. Most households have two incomes and save up to have children. Once a child is born, the woman often has to stop working to rear the children. Once the children are old enough, around 8 or so, they are sent off to work. In some cases where there are too many children, a child may be sold. Infants are sold to a childless couple while older children are sold to workhouses, where they must stay until they are 16. Even then, some unscrupulous employers force these children to sign indenture contracts after they come of age claiming the child owes them for room, board, or to meet familial obligations or their parents.

Members of the lower class do whatever it takes to survive. This can mean turning to crime, or at least vice, to make a living. Even if they avoid a criminal vocation, many escape into a life of vice. Pubs are common in the lower class areas, as watered down ale and grog help the lower classes forget their troubles. Many turn to white lotus dens as an escape. Others find solace in the back alley with their favorite dollymop.

The low class seeks a way out of poverty and is looking for any opportunity available. This has led some to take the fast route by gambling. While a few do end up improving their lot, most do not. Many unfortunate fools find themselves pawning their wares at a jerryshop. Once the jerryshop cuts them off, they turn to dollyshops. Many of these unlicensed pawn and loan establishments are tied to or controlled by criminal gangs. Non-payment on these high interest loans from a dollyshop often means broken bones and worse to those failing to make prompt payments.

Those sick of the squalor of urban life, or just ones in high debt, move to rural areas in hopes of a better life. Some work along with the recent immigrants to build new rail lines. Others move to smaller towns and try to find work on a local factory hoping that rural factories are better. Most attempt the life of a farmer. Farming and ranching is not as simple as it appears and many end up returning to the city.

High unemployment and discontent among the low class has led to the Poverty Act of 1879. It established public bread houses for the destitute. It imposed a 16-hour workday limit. The government also provides relocation assistance to move the lower class out to less populated areas.

Members of the lower class who stay in urban environments are being organized by local unions. As unions take action against corporations and the government, corporations and the government have fought back. Unions allege that the government relocation program is about weakening the unions by spreading the lower classes around.

Seeing how education has improved the lot of the middle class, the lower class seeks ways to improve the education of their children. Without public education, this is difficult, and most cannot afford to send their children to school. The Church of Avalon has set up free schools for many of the poorest children, provided that the family is a member in good standing with the Church.

The lower classes are split about technology. Some view it is a blessing and their ticket to wealth. Many tinker away with scraps from their work trying to invent the next big thing. Others want a return to the simple way of life. These are reflected in the lower classes style of dress. Those that embrace technology dress more like the middle class. Those that do not embrace technology tend to dress more like rural farmers.

Customs of the Higher Classes

There are a few customs of the noble, upper, and the middle class that should be noted. The noble and upper classes engage in a Tea Break, sometimes called afternoon tea. This is a meal break that usually involves the drinking of tea. It is reserved for those with the wealth to afford taking a break from work. Noble women will often ask each other over for tea. It is important that the visitor, whether invited or not, never ask for tea. The hostess is expected to always offer a hot beverage, usually tea. She is also expected to provide a light snack, usually small sandwiches, or other finger food.

Persons of importance are expected to carry calling or business cards with them at all times. These include their name, address, and occupation. In the case of business cards, it will also include business contact information. These are exchanged when meeting new people. When entering a club, or attending a public function, those new to town are expected to leave a calling card at the door. It is impractical to exchange calling cards with everyone one might meet at a function so those wishing to contact the person after the function can retrieve the information from the doorman.

Balls are important private functions. At the age of 16, many women are given balls to announce to the world that she is of marrying age. Suitors or their families are invited to such occasions. The Feast of Samhain is often filled with costumed balls. After the Beltane fire festival, many go to attend late night balls. New Years, birthdays, engagements, and visiting dignitaries are also common occasions for balls.



Entertainment

Entertainment depends on the means of the person. Those in the upper or noble social classes attend the ballet, opera, and the symphony. Plays are enjoyed by the upper, noble, and middle classes. Theater shows that use kinotropes are the favorite of the middle class. Vaudeville shows are becoming the rage for middle class households. The fact that Vaudeville includes entertainment suitable for families, combined with the cheap cost, has made these shows very popular. Additionally, circuses, carnivals, and sideshows are popular choices for entertainment. Carnivals rides are popular among the children and the death defying acts of many performers find fans of all ages.

Society and Customs of Other Cultures

There is a wide variety of customs and norms between the civilized countries in the world. It is a standard practice for immigrants and visitors to abide by norms of the cultures they are currently living in. However, full assimilation is not expected or required. In some cases, the practices of one culture change the practices of another in minor ways such as food and dress. It is likely that characters will encounter people from the Khemetic Empire, Chen Empire, or the Ryoko Republic due to immigration and trade.

On the surface, citizens of the Khemetic Empire appear the most religious due to the tight connection between the priesthood and the government. Publicly, they will abide by religious tenets even in foreign countries. There are roughly three strata of society. There is the priesthood and other high government officials. The bulk of the population falls into the "common" class. While there are differences in wealth, this has little impact on social standing. The lowest class is known as the outcasts. Few of these exist in the Khemetic Empire. These people have been branded as outcasts for failing to conform or religious heresy. They have a difficult time holding a job or owning property. Most of the outcasts have become nomads or relocated to Ironskeep.

The dress of the priesthood and government officials are heavily influenced by the Old Khemetic Empire. Recent archeological finds have

A Visitors Guide to Colorful Language

Abbess: Madame

Academy: Brothel

Badge: A brand on a criminal given to him as punishment for a crime

Bash: To beat a person

Bilk: Cheat or deceive

Bob Tail: Lewd woman

Bubbies: Breasts

Bull Dogs: Pistols

Carrots: Red Hair

Cop, Copper: A policeman

Cracksman: A safecracker.

Crow: A lookout.

Dimmick: Counterfeit

Dollymop: A prostitute, often an amateur, or a part-time street girl

Dollyshop: A low, unlicensed loan shop or pawn shop

Duffer: A seller of stolen goods.

Expended: Killed

Grog: Rum and Water

Irons: Pistols

Jerryshop: Pawnbrokers

Kidsman: An organizer of child thieves

Knob: Head

Mark: Victim

Palmer: Shoplifter

Peepers: Eyes

Ruffles: Handcuffs

Scruf: An exploitive boss

Sharp: Cheater at cards

Thump: A blow, usually to the head.


Tibby: A cat.

Toffer: Escort

Twaddle: Confusion

spurred a renewed interest in their ancient culture and this has influenced their dress. The most prominent influence is in the facial makeup, especially the eyes. This makeup trend extends to the common masses in the Khemetic Empire as well. Both men and women wear makeup. Outside of the Khemetic Empire, only women wear makeup. Fashion of the common classes generally mimics the trends of the Commonwealth of Arcadia, but is adjusted for hot desert climates.

The class system has the most influence on the Chen Empire. At the top is the Jade Emperor and his family. Below them are government officials. The rest of society is broken into Scholars, Merchants, Tradesmen, and Farmers. Each group has its own norms and there is little



movement between classes. Those higher on the social ladder can treat those below them poorly. Chen's style of dress is generally similar to that of the Commonwealth, although gears and other technology are not generally worn. The lower classes generally wear silk robes and have long braided hair. This style of dress stays with many of the lower classes even after relocating to the Commonwealth.

Chen is noteworthy for its tea. It is the practice of afternoon tea in the Chen Empire that brought the practice to the Commonwealth. Tea is served hot. Green tea is believed to contain many health benefits according to traditional Chen alchemy. Chen cuisine is the most popular cuisine in the Commonwealth. The introduction of noodles into the diet has also spurred changes to traditional Arcadian cuisine.

The Ryoko Republic is the most progressive of cultures. While there is some hierarchy in society due to wealth, there aren't any traditional social classes or castes as in most of the world. There is a greater amount of equality between the sexes and those of different income. Most members of society are motivated by profit. Discrimination tends to interfere with making a profit. Citizens of Ryoko continue to abide by this policy in foreign countries as well. Ryoko takes trends in other countries and modifies them for their own culture. These then serve as the fashion trends for the Commonwealth. Ryoko has also introduced icehouses that serve cold beer which has become popular in the warmer regions of the Commonwealth.

The Fae

The Fae is a term that refers to sentient humanoids that are not human. The Fae is not so much a descriptive term, but classification. Fae come in two categories, Seelie and Unseelie. It is a common misconception that these terms mean 'good' and 'bad.' As anyone who reads the paper knows, Seelie are just as capable of being bad and the Unseelie. Proper translation of these terms is civilized and uncivilized. Those non-human races that adopted humanistic ways of living were considered to be civilized and given the label Seelie. Meanwhile, those races that could not control their instincts, or choose to live lives more akin to animals, were labeled Unseelie. The seven Seelie races are: Dryad, Dwarf, Elf, Fomorian, Gnome, Teg, and Scaths. The Unseelie races,

generally, include all the other sentient humanoids. The most common that are encountered are orcs, ogres, goblins, trolls, pixies, and various giant races.

The origin of the Fae is a matter of dispute, but there are three dominant theories. The stance of the Church of Avalon holds that the gods created each race. Taranus held a contest to see what god could create the perfect race, and each Fae was the product of a different god. This explains their differences. The Druidical churches hold that each type of creature has a different type of spirit that was created by the world. Originally, the sentient spirits were all in the same body, but the spirit affected the flesh. Each body came to take on different characteristics depending on the type of spirit it had, and this led to the different races. The third theory was recently put forth by the natural philosopher Charlotte D Whin. She claims that, based on the age of bones, it appears as though humans came first, but that creatures similar to humans existed before humans. These creatures spread to different parts of the world. Over centuries, these creatures adapted in different ways to their surroundings, giving them different looks and abilities. Eventually, early humans came into contact with these races and began to breed with them. Those races that humans could successfully breed with came to be the ones we now call Seelie.

Technology

Digital computers do not exist, but steam-powered mechanical computers do. They are known as analytical engines, or simply engines. The engines use celluloid punch cards. They have a printer attached that provides output from the analytical engine. Keyboards have recently been added to these machines, as well, to allow for modest data input and manipulation of data. For example, a program could be loaded into an engine that allows it to work as a calculator. The keyboard could then be used to input data into the calculator.

Computers have begun to have an impact on day-to-day society. Computers began as scientific instruments, but were soon adopted by business and governments. Businesses use them to control inventory and analyze trends. Large department stores offer their own credit cards. Celluloid cards issued by the department store can be handed to the clerk, who will put the card into a machine. The customer then gives a code

ON THE BEGINNINGS OF MODERN SOCIETY

The Fong Dynasty

The Fong Dynasty, also known as the Fong Miracle, marked the beginning of the First Industrial Revolution and laid the groundwork of science and technology that has created the modern society. Scientists in this period invented gunpowder, movable type, windmills, clockwork devices, and the first sailing vessels capable of oceanic travel. Through trade by land and by sea, the Fong Dynasty spread culture and technology throughout the world.

The Fong Dynasty is a precursor to the current Chen Empire. In terms of Chen history, it falls between the Five Kingdoms Period and the Mogul Period. The Fong Dynasty was created when Lord Taizu of Fong unified the Five Kingdoms. Under Emperor Taizu, massive infrastructure spending began to rebuild from the War of Unification. Taizu believed that in order for the country to survive, a common culture needed to be created. He standardized the system of writing and currency. This allowed merchants to take advantage of the newly created roads to trade. This began a one-hundred year period of economic growth and scientific development. After an economic downturn, the government ordered the creation of vessels capable of oceanic travel in order to open new trading opportunities. These vessels, now known as paddle wheel ships, initially used springs to power the paddles. While these ships were somewhat successful, many ships sank due the hazards of ocean travel. Long distance trade proved to be unsuccessful due to the long travel times and hazards. Companies were simply unwilling to take the risk of losing money in order to engage in trade. Since trade would not work, colonization was adopted. Colonies were first created on Ryoko and eventually Cymuria. Small colonies were maintained with the use of technological superiority. Tribute and resources were extracted and sent back to on treasure ships back to the Fong Emperors. The involvement of the Fong Dynasty in Cymuria initially helped to fuel religious wars because the Fong sold weapons to the various sides. However, the introduction of foreign values of freedom, toleration, and economic competition helped to alter Cymurian society leading to the Treaty of Eastfalia, ending the 70 year war.

Prepared by the Chen Expatriates Educational Fund

and the clerk inputs it into the machine. The machine quickly connects to the large analytical engine in the basement. It checks the customers balance and credit limit. If approved, a receipt will print out for the customer to sign. Bills are sent monthly to the customer's address.

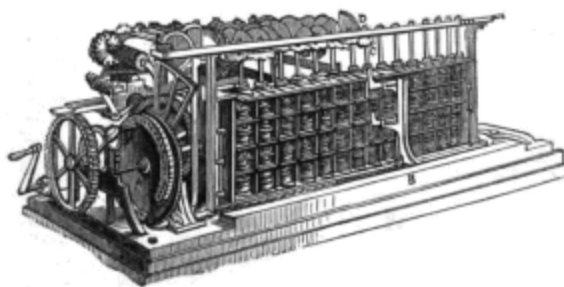
Some engines are programmed to control machines. Complex programs are run on engines that are connected to machines. Those machines then perform actions such as drilling holes into metal. The modernization of basic functions like this has led to an increase in productivity. Additionally, military airships often contain engines. These engines run calculations to control fuel mixtures and even to improve accuracy of the cannons.


Smaller engines are used in advertising and entertainment. Kinotropes are devices that

display a set of images using wooden blocks. Each block acts like a pixel. The block has at least four sides and each side has a color on it. All of the blocks taken together form an image. The Kinotrope is controlled by a small Engine. Punch cards are fed into the engine. They determine the order that the blocks are displayed and the time interval between the block changes. As the blocks turn, a clacking noise is made. Most of the time, Kinotropes are used as billboard advertisements or advertisements on large buildings. Many of the blocks are covered in a luminescent paint allowing them to glow in the dark. Other uses of Kinotropes are forms of entertainment, proving a changing background to plays, or providing visual effects for speeches. Research is ongoing into having these provide a graphical interface for analytical engines, but the slow speed that the blocks move makes it infeasible at this time.

Computer Programming

Unlike modern computers that use binary, Engines use ternary. Ternary is a type of logic that has three values – true, false, and unknown. This third value allows for the handling of problems easier than binary computers. It is also substan-





tially more efficient. While modern digital computers are forced to use true and false, or on and off for all of the values, ternary computers can have on, off, and in-between. The in-between allows for more options from the Engines CPU. This advancement has led to computers that are roughly equivalent in abilities as the computers on Earth from the early 1960's.

Programming is done by celluloid punch cards. Punch cards are cards that contain hole punches that tell the machine what to do. It takes dozens of cards for even the simplest program. There is no standard language for engines. Clackers often invent their own languages to do various things on Engines, and their improvements and programming skills are well kept secrets.

Arcadian Identification Number

The National Security Act of 1875 established the Arcadian Identification Number (AIN). All persons are required to carry their identification card. Refusal to provide police with proper identification can result in a fine or imprisonment. An AIN is required to hold a job. Having a AIN entitles the person to legal protection as well. The AIN records a person's address, income, family history, and criminal background. Companies can request a background check on their employees to ensure that none of them are criminals. A person lacking an AIN is someone that does not exist as far as the government is concerned. Those lacking an AIN are not permitted to legally work or own property. They are also afforded less legal protections.

Anyone born in the Commonwealth is issued an AIN at birth. Foreign immigrants and visitors can secure an AIN as well. It identifies them as a temporary visitor or immigrant. It requires that a full family background be provided, a current address, previous addresses, current occupation, fingerprints, and the payment of a fee. Provided that there are no outstanding warrants, an AIN will be issued.

The AIN has met with some resistance and technological limitations. New Arcadia has fully adopted the system, as well most major cities, such as Newport. However, implementation has been difficult in the northern regions. Rural areas also lack the needed engines to fully implement the AIN. The Commonwealth has established

Are Flesheaters the Result of failed Technomage Experiments?

In today's expose in the *Underground*, we report on Professor Zachariah Trigwell's findings of an unauthorized autopsy of a mechanically modified flesheater done by a secret group. Professor Trigwell's theory is that these nefarious creatures are the product of experiments that could only be done by those who are capable of mixing magic and machine. It has long been an open secret that flesheaters were the product of dark necromancy. This new monster had metal armor and appendages grafted on to its body, including circular saws. Without the aid of magic, the body would have been incapable of using these new parts. What struck Professor Trigwell as most odd, is that the lungs of the creature were covered in an unknown substance. Further, the internal condition of the organs indicated that it was alive when it was turned into a flesheater, instead of being an animated corpse. When asked the secret group he was working for, Professor Trigwell refused to answer most questions claiming he did not know any information. He did confirm that at least one member of the Cogwork Guild was present. Given the clothes being worn, he suspected that at least some in attendance were wealthy. Are corporations trying to understand how technomages violate the laws of nature in order to enhance their wealth and power? Are they trying to weaken the government even further, or are they in cahoots? Stayed turned because as we find out, you'll find out!

regional engines that are connected to telegraph lines to help with full implementation. Hand issued paperwork from these areas, especially ones that cannot be verified on the government engines, are viewed with suspicion in New Arcadia.

Science and Magic

SteamCraft is a world of science and magic. Magic is generally viewed as having a scientific basis, but its origins remain a mystery. The amount of magic in the world ebbs and flows. Currently, there is an increased period of magical activity that has enabled about 1% of the population to be able to do magic. While machines dominate the world, and very few use magic, it is still a powerful force. Most governments attempt to restrict access to both, and yet attempt to use magic and technology to pursue their own ends. Those not registered in the government's engines are forbidden from practicing magic. Only certain licensed individuals are permitted to study sorcery or necromancy in the Commonwealth.

Much technology and information possessed in the world comes via archeology. Adventurers discover ancient libraries and tombs with mysterious devices, blueprints, and books. These are then used as the basis for contemporary inventions. The popular aether gun comes from ancient tombs, but engineers still have not been able to discern how it works so as to be able to replicate it.

One might think that with magic available, technology would be even more fantastical, but this is usually not the case. Magic and technology do not play well together. When attempting to mix magic with the machine, the best result is simple failure. The worst results are an explosion. Even "successes" are not usually a success. Typically, the device commits some horror or places people in danger instead of performing its intended function. For these reasons, the mixture of technology and magic is strictly forbidden in

all parts of the civilized world. This has not stopped the practice of Technomancy, but its limited impact. To the Cogwork Guild and certain parts of the Commonwealth, technomancy is of interest because they view it as a threat.

Overland Transportation

Most people travel by foot or animal. Those living in urban environments will have access to steam powered trains. For the most part, rail lines are new, with the bulk of trains traveling within urban environments. The primary use is for freight between docks, mines, and factories. As cities suffer from urban sprawl, passenger service has developed. A mixture of freight and passenger travel exists between cities.

Recently, horseless carriages, commonly known as steamers, have started to replace horse drawn carriages. These are used by the wealthy and to an increasing degree by taxi owners. Those with

long commutes and no train access often use bicycles for transportation.

Urban environments have paved roads. Even in small villages, there may be a brick covered main street. However, there are no paved roads between cities. Typically, wagons, horses, and feet have beaten paths between common points of travel.

Water Transportation

Intercontinental travel is limited. Sea dragons, marine beasts, and strong currents have made travel over the ocean slow and dangerous. Only steam powered vessels, usually covered in metal, even attempt such a trip. Most sea going vessels are coastal, staying within 50 or so miles of shore. While intercontinental travel has been limited, coastal commerce has thrived. Steam powered ships have been in use for the past 30



Second Submersible Launched to Search the Ocean Floor

Famed marine natural philosopher Jack Collier has begun his second underwater adventure. Mr. Collier is being funded to explore the ocean's depths to uncover if underwater travel is safer than surface travel. The hope is that if underwater travel is safe, then it would speed up trade between countries. Intercontinental trade by sea would no longer be limited to heavily armored steam ships. Further, there would be an alternative to air travel, which is less efficient at cargo hauls. The new submersible is testing air scrubbers that should enable to ships to stay below the water's surface for up to four days. Mr. Collier's expedition is expected to last a week.

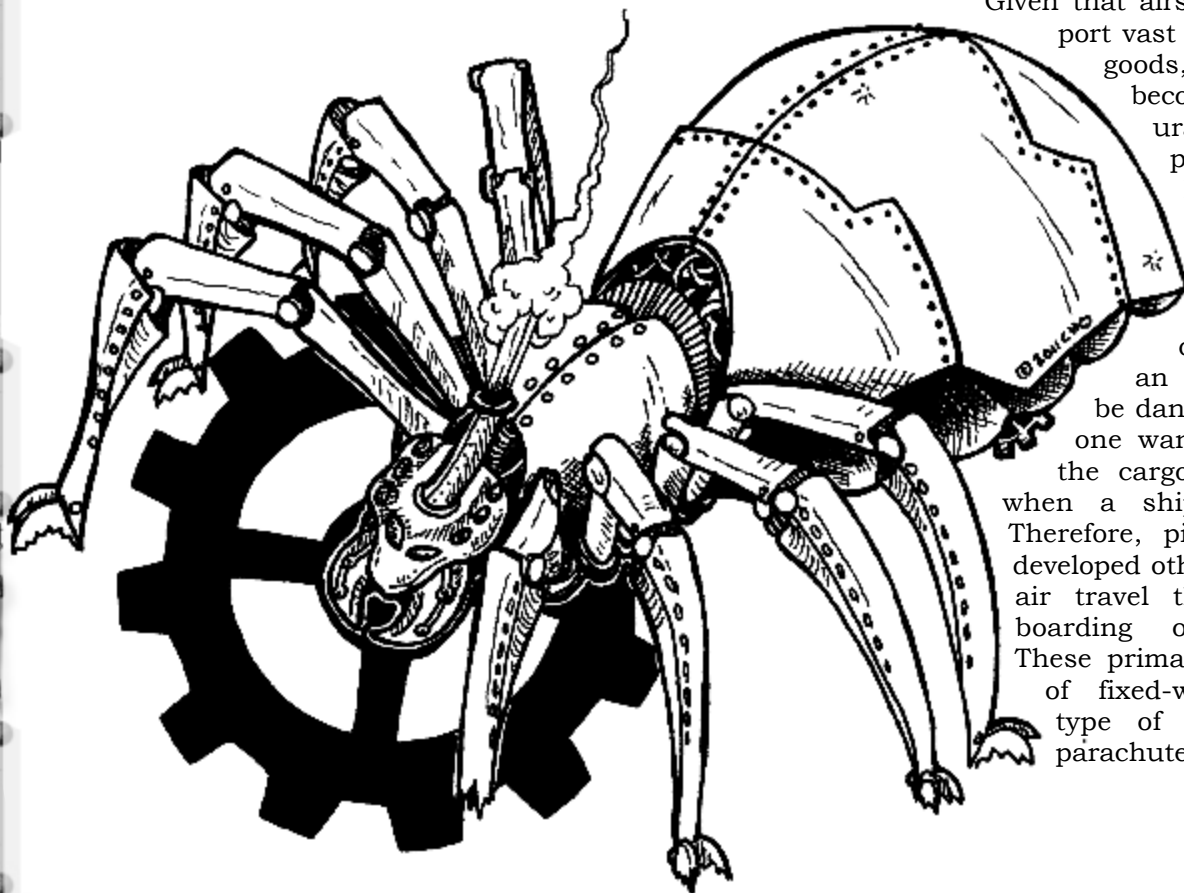
years, although it is only in the past 10 years that it has become widespread. For commercial and transportation purposes, these vessels have large paddlewheels attached to each side of the vessel. At full power, these ships travel 300 miles in a day. Even in the worst conditions, these ships can travel 75 miles in a day. River travel is a mixture between paddleboats, sailing vessels, and floating barges. Riverboats differ from sea going vessels by having smaller hulls and paddles on

the back of the vessel instead of on the side. Riverboats have become a popular method of transportation for the middle and upper classes. Given the ease at which steam powered vessels can travel upstream, they have become the preferred method of transportation on rivers. Barges are often used to float goods downstream and then they are towed upstream by riverboats.

Air Transportation

Airships are the primary method of intercontinental travel. These resemble water ships, but have large balloons filled with hot air. Coal furnaces provide hot air for the balloon, and, in some cases, power propellers. The propulsion of the airship is provided via one of two methods. The first, and cheapest method, is to use sails. These are attached to the side of the airship, creating a fish-like appearance. This saves on the amount of coal the ship needs to carry. The second method uses steam power to not only produce hot air, but to power large propellers. These propellers allow the vessel to travel faster and at a most constant speed than wind powered vessels.

Given that airships transport vast amounts of goods, they have become the natural target of pirates. Unlike naval vessels that can take multiple hits, damaging an airship can be dangerous. No one wants to have the cargo destroyed when a ship crashes. Therefore, pirates have developed other forms of air travel that enable boarding of vessels. These primarily consist of fixed-wing glider type of aircraft or parachutes.



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Town Forgets Day

In other hard to believe news, the residents in the town of Jasper claim they cannot remember the past day. The small town of 600 residents is located 120 miles northeast of Coalville. Residents report waking up in various locations around town, unable to remember what had transpired over the previous 24-36 hours. Many of the residents reported a metallic taste in their mouths. There was one death reported with the incident. It is believed to be caused by some wild animal, given that the victim appears to be partly eaten. The only other incident of note was a Mr. Edward Thomas reporting that his lab was broken into, with several prototypes and notes relating to them stolen. Commonwealth Marshall, Levi McDermott, is investigating, but his preliminary assessment is that fumes blew in from Coalville, causing them to fall asleep. As for Mr. Thomas, he is noted to be a bit paranoid and eccentric, so his claims are likely false.

Arcadian Firm Claims Ryoko Corporate Mercenaries Seized Prototype on Train

Intercontinental Business Engines is claiming that private mercenaries, hired by Nakamora Industries, seized a prototype of a new business machine that has integrated elements of an analytical engine. IBE claims to have sufficient evidence against Nakamora Industries, which was presented to New Arcadian Police. A search by police of Nakamora Industries offices and factories has revealed no trace of the contraption. IBE is expected to file suit against Nakamora Industries next week, but it is unlikely IBE will see its property returned.

New Lumber Yard

B.F. Williams,
Proprietor.

Lumberton Long-leaf Yellow Pine

Lumber,
Shingles, Sash, Doors, & Blinds,
Moldings and Cypress Posts

Drones

Drones refer to automated or semi-automated robotic machines. There are two types of drones. The first type, the most common, uses a remote control. A control box is connected by wire to the drone. The second type of drone uses punch cards. With the advent of smaller and more powerful analytical engines, it is now possible to program drones to perform functions automatically. Punch cards are fed into the drone to program it. The drone then performs the function. Drones have traditionally been powered by springs, but recent advances have led to coal powered drones. Battery powered drones are currently being experimented on.

Electricity

Wide spread power generation does not exist. However, electronics and the means of electricity generation do exist to a limited extent. Batteries were created by alchemists over 500 years ago, and, recently, the amount of power capable of being delivered

Bronze Dragons Caught Moving White Lotus

Members of the Bronze Dragon syndicate have been caught importing white lotus in, what else, bronze dragons. Acting on an anonymous tip, police intercepted members of the gang transporting bronze dragon statues out of a warehouse near the aeronautical port. When the bronze dragon statues were broken, they were found to contain white lotus powder. Some white lotus is imported legally, but only for medicinal use by licensed alchemists through a partnership with the Ryoko government. While use of white lotus is technically legal, there is a ban on the importation of white lotus. Cultivation of white lotus outside of Anatolia has, so far, proved unfruitful, making illegal import the only way to supply recreational users with white lotus.

Mysterious Robbery at Morrigan Enterprises

A review of police records reports that a Newport subsidiary of Morrigan Enterprises was robbed of a large amount of metal canisters used to contain gasses. According to police records, the subsidiary produced ingredients used in alchemist concoctions. The records state that the canisters were empty at the time of theft. Police suspect it was an inside job since there is no evidence of forced entry. However, police notes indicate a strong sulphur stench and markings on the ground near where the canisters were taken.

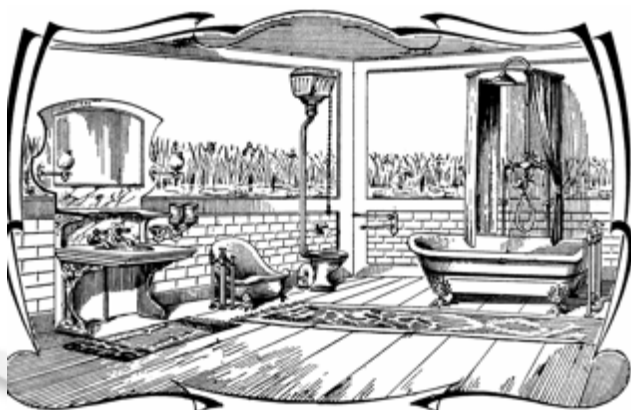
has vastly increased. Current battery technology can either provide long duration power at low voltage and low amp, or short duration high voltage and high amp. This has permitted the creation of useful electromagnets for telegraphs. Some rumors are that small steam engines have been used to create small-scale generators, but no reliable sources have verified such claims.

The electronics that are available are often modified items found by archeologists and adventurers. Vacuum tubes, bifilar coils, arc lamps, and other primitive electronics have been discovered. However, lacking advanced knowledge and stable power supplies has limited electronic development, or forced inventors to use magic to create workable objects.

Armor and Weapons

The development of gunpowder weapons has been slow. Alchemists first made black powder over 300 years ago, but its use as a weapon has only been recent. The force of black powder is significantly less than on Earth. Part of the reason has been the lack of an ideal formula for black powder. The second reason why gunpowder weapons have been slow to develop is that they are not effective against many monsters. Many magical creatures and undead have immunity to bullets.

Magic, melee, and arrows affect everything, so they remained the most popular weapons for many decades. However, recent advances in gunpowder and guns have led to an increase in the availability and use of gunpowder weapons. The most popular gunpowder weapons are muskets, single and double shot pistols, shotguns, and pepperbox guns. Revolvers are a recent invention that, due to cost, has not become popular. Percussion caps have replaced flintlocks as the firing mechanism for most guns.



Communication

The postal service, telegrams, and newspapers are the primary means of communication. The fastest way of communication is the telegraph. Telegraphs exist throughout the Commonwealth. These are the fastest methods for private citizens to communicate outside of magic. Long distances often require telegraphs to be sent through multiple stations.

Sewage and Water

It has been known for centuries that water contaminated with human and animal waste leads to disease. As such, most urban environments have a well developed sewer system. Recently, the cause of these illnesses has been discovered. It seems creatures, so small that they cannot be seen with the naked eye, are responsible. It is unknown as to if these are naturally occurring creatures, magical, or even demonic. More research is necessary. Alchemists have discovered means to clean the water of these creatures to create safe drinking water. Cities have begun to create water treatment plants to create safer water.

In-house plumbing is available in all but the poorest communities. These provide drinking water and functioning toilets. In small villages without a pumping station, one may have to deal with little or no indoor plumbing or sewage system.

Healthcare

Doctors, in the traditional sense, do not exist. Healing services are provided by alchemists, druids, and clerics. Major injuries are treated by druids or clerics. Alchemists treat illnesses and minor injuries. The degree of effectiveness depends on the medicine provided by the alchemist. Traveling salesmen often sell what is termed "snake oil" but some are reputable alchemists selling legitimate products.

There are some hospitals that are staffed by trained alchemists to provide long-term assistance to the insane and chronically ill that magic cannot help.

Religion

There are four major religions in the Uncharted Territories. They are Avalonian, Khemetic, Shin-Do, and Tefong. Additionally there are various subgroups and cults of the major religions as well as some minor ones. Some members of society even experiment with demonic cults as a way to secure wealth and power.

Avalonianism

The Avalonian religion began as a polytheistic religion dedicated to the worship of the Avalonian pantheon. Over time, it adopted animistic and henotheistic traits. Ancient records indicate that the religion had no formal structure or hierarchy of priests or gods. At the beginning of the Iron Age, large temples were built dedicated to the major deities. Religious scholarship and organization grew with the construction of these temples. Smaller satellite temples were built across the countryside. Each temple had its own structure with an Archdruid as the head of sect. Large cities flourished around various large temples controlled by each Archdruid. By the time civilization entered the Steal Age, temples were engaged in various states of conflict. Resolution of conflict required a central authority be established. Each Archdruid became a member of the Druid Council. The Druid Council elected a Grand Druid. The Grand Druids power was administrative. It helped to organize and expand the church and deal with conflicts between various sects.

Peace between the various temples lasted until 1587, when the Great Schism occurred. Tradition dictated that the Druid Council elect the Archdruid of Avalon as the Grand Druid. This has been the tradition for over three centuries. Many scholars speculate that since the bureaucracy had been built up in Avalon, it was simply easier to select the Archdruid of Avalon instead of relocating the bureaucratic apparatus to a new temple. In 1587, the Archdruid of Avalon, Geoffrey Leon, was not elected Grand Druid.

Feeling that he was entitled to the position, the Archdruid declared himself Grand Druid. His powerful supporters waged a largely successful war to crush to "heretics." Most of the major temples were conquered and had their Archdruids replaced by loyalists. This resulted in the Druid

Dollymop Found Dead in Abandoned Warehouse

Responding to complaints of a foul stench, constables entered the Old Weapons Depot warehouse located near the Gaslight District. According to unnamed sources, a female was found hanging from the ceiling with her throat cut. Below the body were thirteen candles arranged in a circle. A perfectly circular pool of blood, presumably the victim's, filled the circle made by the candles. Blood covered claw marks, and large unknown bloody hoof prints were also found at the scene. The official police statement reported that a homeless woman committed suicide.

Council being broken and the religion was split into an Orthodox branch and a Heretical branch. These so called heretical branches now fall under the umbrella title of Druidical Avalonianism. The Orthodox branch is known as the Church of Avalon. The Druidical branch was embraced by countries seeking to avoid the power of the Archdruid of Avalon.

No accurate records exist as to why the Archdruid of Avalon was not selected. Recent scholarship has speculated that Leon was too close with priests of the Khemetic religion to be trusted. Meanwhile, traditional accounts from the Druidical branch claim that Leon made a pact with demonic creatures for his own wealth and power.

The Church of Avalon is the main sect of the Avalonian religion and 70% of those of the Avalonian faith are members. However, that number drops to 38% in the Commonwealth of Arcadia. The highest concentrations are in New Arcadia where membership totals 45%.

Church of Avalon

Grand Druid Leon began a reworking of the Avalonian faith. He broke with the practices of Shamanism and embraced the Theurgical practices of the Khemetic faith. This, in turn, helped reshaped the organization and practices of the religion. Gods were no longer seen as part of the natural world, but separate from it. They exist in a higher dimension of existence. The Church's teachings are that the gods created the world. This world, and all of its inhabitants, are dependent on the gods for their existence and owe their allegiance to their creators.

The gods do not take an active part in the world, but instead act through its agents. The Grand

Druid altered the religion to be henotheistic by placing Taranis as the chief god. All other gods are subordinate to Taranis. These subordinate gods work in their respective spheres of influence under the guidance of Taranis.

The Church of Avalon was organized along a similar hierarchy. Leon established five ranks of clergy. To avoid confusion with the Druidical sects, the original titles were changed. The current ranks are Grand Prelate, formally the Grand Druid. Below the Grand Prelate are Prelate, Archpriest, High Priest, and Cleric. Clerics are the lowest level clergy that have been ordained. Only ordained clergy have training in using divine magic. In large temples, there are High Priests that run the temple and are in charge of the clerics. Archpriests administer several temples. This is primarily an administrative job in that it is concerned with the day to day operations of the Church. Prelates serve as an advisory council for the Grand Prelate in regards to church doctrine and oversee the work of Archpriests.

Clerics are divided into different Religious Orders depending on their religious calling. This determines the main gods they worship and serve. It also determines their religious mission and function within the larger church. The most famous order is the Order of Avalon. The Order of Avalon is in charge of investigating and rooting out heresy within the church. Prior to its modern role, it sought out heresy in society. Heretics were often forced to convert or else tortured to death. The head of the Order of Avalon is a Prelate given the title of Grand Inquisitor. Officially the Order of Avalon has been disbanded from any active role and is merely a ceremonial honor. Critics maintain that the Order of Avalon is engaged in a covert war against the Druidical sects.

Most Clerics belong to the Order of Rejuvenation that provides healing services. The Order of Purification protects the world from demonic forces and the undead. The Order of Righteousness is made of holy warriors of the faith. Their modern role is to investigate and punish crimes against the Church. They are few in number, but they can be called into service when necessary.

The Church of Avalon's religious doctrines are complicated. For the layman, the Church has created a set of Commandments to guide people's behavior.

Major Avalonian Gods

Alaisiagae – Goddess of Terror
Ancasta – Goddess of River and Streams
Andrasta – Goddess of War
Awen – God of Bards and Soothsayers.
Arawn – God of the Underworld and Patron of Necromancers.
Branwen – Goddess of Love and Beauty
Brigid – Goddess of Wisdom
Ceridwen – Goddess of Alchemy
Coventina – Goddess of Springs
Creidylad – Goddess of Seasons and the Weather.
Damara – Fertility Goddess
Geofan – God of Crafting and Invention.
Lyr – God of the Sea
Mabon – God of Hunting
Modron – Goddess of Creation, Goddess of Mothers.
Nodens – God of Healing.
Penardun – Wife of Lyr and the Patron of Wives
Sulis – Sun Goddess
Sylvanus – God of Forests
Taranus – God of the Sky
Toutatis – God of War

1. No god or goddess shall be placed before Taranis
2. Obedience to the faith, and its representatives is necessary to secure life's blessings
3. Do not change the natural order of the world without the blessings of the gods
4. Do not bare false witness against others
5. Do not commit adultery
6. Do not take what is not yours
7. Do not kill members of the true faith
8. When possible, seek to convert the heathens by words and not by swords
9. Honor your elders
10. Hard work is a sign of grace that is rewarded in this life and the next

In other words, do not lie, cheat, steal, kill, or practice magic unless one is a cleric. One must seek forgiveness from the Church of these sins to avoid punishment. Punishment comes in three forms. First, stories are told of the gods directly punishing severe wrong doers. Second, the Church may deem certain immoral actions as deserving punishment by the gods and will act as the instrument of the gods when the gods choose not to. Finally, when a person dies he will either be rewarded or punished by the gods for his or her actions.

Couples must get married within six months of the woman becoming pregnant or within a year of cohabitation. Children are to be blessed into the church within six months of being born. Marriage is only permitted if both are members of the Church of Avalon. Divorce is frowned upon and requires permission from a High Priest before it is permitted. Clergy are expected to place the needs of the church above their own. Therefore, clerics are encouraged to marry other clerics so that there is no conflict over who their primary loyalty lies.

Druidical Avalonianism

There are multiple Druidical denominations, each with their own beliefs. However, there is large agreement about the core of the Avalonian faith that is enshrined in the Avalonian Creed. The Creed holds that all life has a spirit, and that the gods are pure spirit. The gods are the caretakers of the world, not its creators. The gods were the first entities created after the creation of the world. Soon after, nature sprits formed. These spirits inhabit and protect the world. Many of these spirits are the servants of the gods. Unlike the Church of Avalon, there is no settled hierarchy for the worship of the gods.

The Creed holds that mortals have flesh and spirit. When the body dies, the spirit lives on. The spirit enters one of the Otherworlds. In the Otherworlds, the spirits of sentient creatures are rewarded or punished based on their actions

while alive. The duration is only temporary based on how good or bad the creature was and how long it lived. After being rewarded or punished, the spirit is reincarnated into another body.

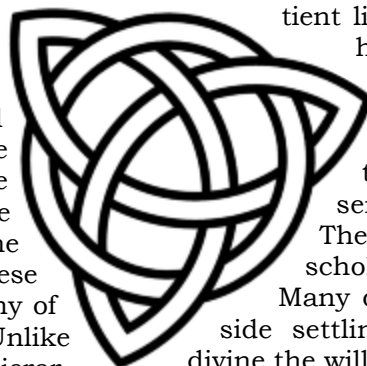
These tenants have been expanded upon by various denominations. The two main denominations in the Commonwealth are the Church of New Arcadia and the Demi of Cathaig. The Church of New Arcadia views itself as attempting to modernize the religion to address the needs of its followers in a world constantly changing by technology. They stress that technology is good and that humanoids must live in harmony with nature. When that is not possible, it is acceptable

to harm nature provided it benefits sentient life. Its religious organization

has a council of High Druids that oversee the Church and its religious doctrines. Druids are the primary clergy of the denomination. They hold service and tend to followers.

There are also Vates. Vates are scholars, judges, and diviners.

Many of these wander the countryside settling disputes and helping to divine the will of the gods.



The Demi of Cathaig embraces animism. Not only does all life have a spirit, but so do objects like rocks, mountains, and streams. While technology is not rejected by the Demi, it is often viewed in a negative light. It has moved individuals into an artificial lifestyle that harms nature and all humanoids. It encourages the use of magic over technology as the best way to improve sentient life. Humanoid actions that harm the world should be avoided. For example, mining should only be done with the mountain's permission and done in a manner that leaves the mountain healthy. The clergy of the Demi consists of Druids and Bards. All Druids help administer the Demi and have an equal say on the Demi's doctrines. They also officiate religious meetings. Bards are traveling priests and storytellers who bring wisdom, guidance, and religion to the mass through story and song.

In terms of moral guidance, outside of technology, both dominations advocate similar behavior. Roughly it amounts to do not lie, cheat, steal, or have extramarital relations. Procreation is forbidden outside of marriage and couples should be married before attempting to procreate. Magic is viewed as a gift of nature that is to be used provided that it does not harm others.

High Druid Found Dead, Church of Avalon Suspect

Archibald Tait, a High Druid in New Arcadia, was found dead in his home this morning. Mr. Tait was a vocal critic of the Church of Avalon and opposed the construction of a new temple in New Arcadia. Mr. Tait claimed he had evidence that recent members of the Order of Purification were actually inquisitors of the Order of Avalon, sent to spy on and assassinate members of heretical faiths. Mr. Tait was recently involved in a vocal altercation with Archcleric Gregory Decimus at an eatery in the Whitewall area. Customers reported hearing Mr. Decimus threaten Mr. Tait. In light of the altercation, as well as the ritualistic elements of Mr. Tait's death, the police are investigating the Church of Avalon in New Arcadia. However, a police spokesman has said that they are just following standard procedure and are giving no credence of Mr. Tait's accusations of any inquisitors in town.

Khemetic

Khemetic religion is a polytheistic religion practiced mostly in the Khemetic Empire. The religion does not seek active converts and does not force its religion on others. However, anyone that resides in the Khemetic Empire is forced to pray to the gods of the Khemetic Empire in addition to their own gods.

The religion has a set hierarchy within the pantheon, but it is not stable. Due to fighting within the pantheon, the power of each god changes overtime. This has made the origin of the religion and its historical practices difficult to ascertain. As the rulers of the pantheon change, so do the priests who have the most power. As a new religious regime sweeps into power, it destroys much of the old records, and alters the religions practices. It is hoped that recent archeological discoveries will help to illuminate the Khemetic religion's ancient practices.

According to Khemetic belief, the soul has five parts - the *Ren*, the *Ba*, the *Ka*, the *Sheut*, and the *Ib*. Historically, the concepts behind these have changed and to a large extent the five-fold division of the soul has fallen out of favor. Current official practices hold that the *Ren* is the name of the person. A person's name is part of the person and immortality is achieved by having one's name remembered. Only the wealthy and powerful still cling to this belief. The *Ba* is the part of the soul that gives the person his personality. It is the source of reasoning in the soul as well. The life force of a person is known as the *Ka*. It is sustained by food and water. In the afterlife it is important that food and drink be available to preserve the soul. A person's shadow, or *Sheut*, is considered part of the soul because a person and his shadow are inseparable. This belief has fallen out of favor with most followers, except the traditionalists. The *Ib* is the seat of emotion for the soul. It is the source of desires and passion for life.



When a person dies, his soul leaves his body, and goes to the Duat. While there, the soul is judged. One's *Ib* is placed on a scale. The lighter the *Ib*, the less evil a person has done. If the *Ib* weighs too much, then it is considered to be too evil to continue and it is devoured by Anubis or one of his servants. Those souls that are not destroyed are permitted to enter the underworld.

It is well known that the preservation of the body after death was a central tenant of the Khemetic faith. Such beliefs have generally fallen out of favor. Bodies are still preserved and are entombed, but the need to have a body for an afterlife is no longer held. It is also known that previous generations held that Pharaoh was a god. Current religious practices reject this view, in favor of the belief that the royal family rules because of divine providence. Some cults, however, believe that at various times, various gods have taken human shaped and bred into the royal family.

The unifying belief, at least over the past few centuries, has been in the Ma'at. The Ma'at translates roughly into order. It holds that order is good and chaos is evil. It is important that the universe maintains balance to preserve order. Keeping order requires holding festivals and ceremonies to mark life changes and the seasons. These help preserve the order of the universe and of society. Truth, justice, and piety are necessary to preserve order. If the rulers fail to uphold these values, then the empire suffers famine, drought, pestilence, floods, and disease.

There are numerous sects of the Khemetic faith. All sects practice Theurgy. The practices of the Khemetic faith serve as the basis for the practices of the Church of Avalon. Unlike the Church of Avalon, Necromancy and Sorcery are practiced openly by certain sects of the Khemetic religion.

The faith is tolerant of any polytheistic religion, provided that it recognizes the Khemetic gods. The Khemetic faith holds the Cult of Aten as sacrilegious. The Cult of Aten believes in only one god. The beliefs of the Cult of Aten were enforced on the Khemetic Empire by Pharaoh Akhenaten. After three years, the priesthood killed Pharaoh Akhenaten for his heresy and installed his 4 year old son as Pharaoh. The Cult of Aten still survives and is gaining converts. Many of the Khemetic faith in the Badlands are followers of Aten.

Major Khemetic Gods

Anhur – God of War
Anubis – God of the Dead
Apophis – God of Chaos and Patron of Sorcerers
Ash – God of Oases
Aten – God of the Sun
Bast – Goddess of Protection
Hathor – Goddess of Fertility
Heka – God of Magic
Horus – Sky God of War
Imentet – Protector of Crypts
Isis – Goddess of Magic
Kuk – God of Darkness
Ma'at – Goddess of Justice
Nephthys – Goddess of Death and Lamentation and Sister of Isis
Petbe – Goddess of Revenge
Osiris – God of the War Dead and Husband of Isis
Ptah – God of Creation and Patron of Inventors
Ra – God of Light
Sekhmet – Goddess of Destruction
Seshat – God of Science
Set – God of the Desert and Chaos
Sobek – God of Rivers and Patron of the Military

Cult of Aten

Atenism, or the Cult of Aten, is the only known monotheistic religion. It claims that Aten is the sole god and that no other gods exist. Other so called “gods” are merely powerless fictions created by false prophets. Other so called “gods” are really demons in disguise, turning people away from the true faith.

Pharaoh Akhenaten claimed that Aten came to him and performed seven miracles to prove he was a god. After his conversion, Akhenaten was given gold tablets that he had scholars translate using a magical crystal orb, given to him by Aten. The writings on those tablets have been compiled into the Book of Aten that serves as the religious text of the religion. There is no ecclesiastical structure of Atenism. Instead, there are many independent groups that practice the religion. Some sects have begun to create a second book to help guide in the interpretation of the Book of Aten. Atenism believes in living prophets. Aten communicates directly with these prophets to inform his followers of the moral law and what Aten commands them to do. Pharaoh Akhenaten is revered to as the first prophet, but there have been many since him. It is in dispute within the Cult of Aten as to if there can be more than one prophet at a time.

Atenism is a family religion. It holds that the most important unit is the family. The husband is considered the head of the family, like Aten is considered the head of the universe. Only men can be priests. This is at odds with the Khemetic faith, which demands equality for women in religious matters. Atenism demands self-reliance and hard work. Many families have months worth of supplies, and money saved in case of emergency. Atenism also demands that people help their neighbor, regardless of their neighbor's faith. Many branches of Atenism have their own social services, such as work training, public education, communal housing, and food banks.

Atenism is a religion that proselytizes to seek new converts. In addition, Aten has commanded that men take additional wives to produce additional children. Provided that the man can support his wives and children, he is permitted to take as many wives as he wants. A woman marrying more than one man is forbidden, since it would not produce any additional children.

Shin-Do

Shin-Do is a shamanistic religion practiced mainly in the territories of the Ryoko Republic. Shin-Do holds that the basic life force of the universe is the *Kami*. It is what makes something alive. The strongest *Kami* are the gods. Below them are nature spirits, and below nature spirits are humanoid spirits. A key tenant of the Shin-Do faith is that wrong actions stain a person's *Kami*. To prevent bad from happening, a person must seek to cleanse one's *Kami* through various rituals.

Unlike most religions, Shin-Do has gods that are not usually worshiped. The gods are organized into a great Celestial Bureaucracy. Their role is to maintain the order of the universe. They fight against the forces of chaos that seek to undermine the natural order. When the natural order is disturbed, that is when bad things can happen. Humanoids do have a role to play in preserving the natural order, and there are stories of humanoids being called into service by the Celestial Bureaucracy to aid them.

Most of the direct worship goes to nature spirits and the *Kami* of the dead. Worship tends to be a local affair, with festivals and ceremonies directed towards a local area's spirits. Honoring these spirits and asking for their blessings help preserve the peaceful coexistence between human-



oids and the spirits of nature. Shrines are often built to house and celebrate various *Kami* of the nature spirits. Families worship their dead ancestors. Prayers and sacrifices are offered to the spirits to ask for help and favors. If one's ancestors are not offered the respect they are due, they can come back to cause grave misfortune among their living descendants.

There are two main religious books known to exist for Shin-Do. The *Kokai* is a book containing knowledge of the gods and spirits. It includes many stories of the gods and spirits and is used by priests to teach moral lessons. Doing good actions and cleansing one's *Kami* is necessary to enter the *Yomi* on one's death. Failure to do so can mean wandering the world for eternity. The *Shoku* contains the necessary instructions for priestly duties. The topics range for the mundane requirements, such as wearing black robes with a white sash, to detailed instructions on how to create religious amulets of protection. It also includes guidance on when and how to build a shrine, as well as the core requirements of religious festivals.

One of the most well known festivals is the *Dogojin* fertility festival. Women wanting to have children tie brightly colored silk ribbons to special

trees (often cherry trees). They are tied during the period just before the tree begins to bloom. If the spirits find favor with the decoration, then the woman will become pregnant during the year.

Tefong

Tefong is a religion that dominates most of Anatolia. Professor Wayne Gilles argues that it is a proselytizing religion that began on the *Indra* subcontinent. Tefong roughly translates as "the pathway." The core of the religion is that there is a law of cause and effect that governs everything. Further, there is a cycle to everything. The universe, including the gods, is continually created and destroyed.

There are believed to be over 100,000 gods known to exist in the Tefong faith. Most of the gods are only worshiped in small regions. The principle gods of the religion are known as the Three Pure Ones. The names used for each of the Three Pure Ones varies by location. This causes confusion to foreigners not familiar with the religion and local language. Those in the *Chen Empire* name the Three Pure Ones as *Yuanshi*, *Lingbao*, and *Laojun*. *Yuanshi* is responsible for all of creation. *Laojun* is the force of destruction. *Lingbao* is the

preserver. His role is to keep the forces of creation and destruction in balance. Without this balance, life would be impossible. Stories tell of Lingbao appearing as a prophet where he instructs on the proper way to live by maintaining a balance between creation and destruction.

In addition to the Three Pure Ones, there are the Eight Immortals. The Eight Immortals are servants of the Three Pure Ones. Stories tell of the Eight Immortals being sent on a quest by Lingbao. They are to journey to the east to defeat demons sent to disrupt the balance between the forces of creation and destruction.

Followers of Tefong believe in reincarnation. Reincarnation is governed by Karma, or the moral law of cause and effect. The difference between

the Tefong sects often resides in the interpretation of the effects of Karma. The Shindhu sects in Indra tend to believe in an endless cycle of reincarnation. Souls begin in the lowest forms of life such as insects and worms. As it learns important moral lessons, the soul passes on to higher forms of life until it is reincarnated into a humanoid. If something has lived a moral life, then, when it dies, it is rewarded in the next life. If it has lived an immoral life, then it is punished in the next life. This means that, when a humanoid suffers misfortune, he deserved to have a bad life because of what he did in a former life. In cases of a particularly evil life, a soul may be reincarnated as a lower form of life and have to go through the cycle again. Most sects of Chen reject this view. They believe that only humanoids have a soul that is reincarnated. They

believe in an afterlife where souls are rewarded and punished based on their actions while alive. After the soul has been either rewarded or purified, it is returned to a humanoid body.

Tefong teaches that there are four objectives in life. The first, and most important, is to live a righteous life. The second goal is to develop intelligence and wisdom. The third goal in life is to pursue wealth. The final goal of life is to pursuit on sensual pleasure.



Noteworthy Guilds & Associations

There are various voluntary groups, guilds,, societies and other organizations within the Uncharted Territories. Below you will find some of the most important ones described.

Wanderers

Wanders refer to anyone that travels instead of living in a permanent location. Originally, the term 'wanderer' referred only to two nomadic groups – Sand Dwellers and the Sipsi. In addition to these two groups, the term 'wanderer' has recently been applied to traveling merchants who peddle goods throughout the Uncharted Territory. These people often sell alchemy supplies, potions, and the most recent technological marvel to be mass produced. While some of these are legitimate salesmen, many are con artists seeking a quick sprocket.

Sand Dwellers

Sand Dwellers refers to various groups of nomadic humanoids that populate the Badlands. It is likely that inhabitants of the Badlands centuries ago gradually became nomadic as the land turned to desert. They are a clan based society where the allegiance is first to your immediate family and then to the larger clan. Rivalries and petty feuds exist between many of the families of different clans, leading to occasional violence between various families.

Sand Dwellers are mostly human, but there are a few non-humans as well. Surprisingly, some groups even permit the occasional orc or ogre to join their ranks. The humans have a naturally tan skin and dark hair. Their style of dress favors long sleeves and pants made out of light fabric that is white or some other light color. Groups travel in wagon caravans that are pulled by teams of camels. The caravans make money by trading with towns they come across. The Khemetic Empire views them as beggars, thieves, and a societal parasite. This is likely due to the fact that Sand Dwellers often provide assistance to members of the Cult of Aten seeking to escape the priesthood.

Scouts and warriors often ride gornig. Gornigs are large four-legged cold-blooded omnivorous reptiles that are greenish-brown in color. They have a rounded body and blunt snout. Gornigs have slightly webbed feet that enables them to easily traverse shifting sands. Sharp pointed bones protrude from their heads and side. They are about 6 feet in height and 8 feet long from snout to tail.

The culture of the Sand Dwellers is one focused on ritual, tradition, and purity. Certain parts of the body are considered unclean and certain animals are considered unclean and cannot be eaten. Birth and death are viewed as unclean acts that must be cleansed by proper rituals. Marriage is often done in the early to mid-teens to ensure purity of the couple.

Sipsi

The Sipsi are wandering people whose origins date back hundreds of years to when their ancestors were driven off of lands. Lacking lands, they became merchants and tradesmen who traveled between towns providing goods and services. Over the past 150 years, the Sipsi have mostly become traveling performers. They travel with large groups of trained exotic animals, acrobats, bards, and other performers. They also provide various carnival games. However, over the years, many Sipsi carnival groups have begun to rig their games, water down the ale, and generally cheat their customers. Commercial groups have seen the profitability of a traveling circus or carnival and have attempted to create more 'honest' traveling shows.

The Sipsi are an amalgamation of various races. Their society is loosely organized around traveling groups but it is common for people to move between groups when they meet up. The Sipsi are known for their lack of propriety in regards to physical relations, honesty, alcohol, and drug use. Many parents worry about a traveling Sipsi seducing their young son or daughter and absconding with their child in the night.



Cogwork Guild

The Cogwork Guild is a trade guild formed at the beginning of industrialization in New Arcadia. Its original purpose was to protect the intellectual property of inventors by lobbying New Arcadia to adopt patent laws. Decades of failure led the guild to adopt new measures by creating their own patent system. Guild members would refuse to do work for companies or individuals unless they signed contracts that protected the intellectual property of its members. The guild even developed an enforcement wing of the guild. The enforcement wing began as lawyers who would sue those breaking agreements. Eventually, it expanded into sabotaging companies that would retro engineer products.

With foreign companies complaining about the lack of protection, New Arcadia eventually developed strong patent laws. While this should have been good news for the Cogwork Guild, it actually limited a reason to join the guild and therefore limited its wealth and power. The guild currently seeks to force those developing technology to join their organization. Much in the way that stone-masons and other guilds in the past used their knowledge to force up prices, control technology, and control its members, the Cogwork Guild seeks to do the same. Laws have been implemented that extend the terms of a patent for guild members. Cogwork Guild members are permitted to file patents without the substantial fee non-members have to pay. Members are permitted to use patented inventions of other members in new inventions for a modest fee. Cogwork Guild members are forbidden from allowing non-members to use patented material. Twenty percent of all income from patents filed by its members goes into the guild's coffers.

Even with these benefits, the number of members in the guild has declined over the past two decades. To help secure its power and to fill the pockets of the guild hierarchy, it has begun to use extortion to force scientists and engineers to join the guild. The guild engages in corporate espionage to steal inventions and sabotage companies for profit and power.

Recent actions by the Cogwork Guild have been directed at the Pilots' Guild R&D department. Further, the Cogwork Guild has been to work on alternative fuels such as hydrogen. This has led the Pilots Guild to view the Cogwork Guild as a threat to its power.

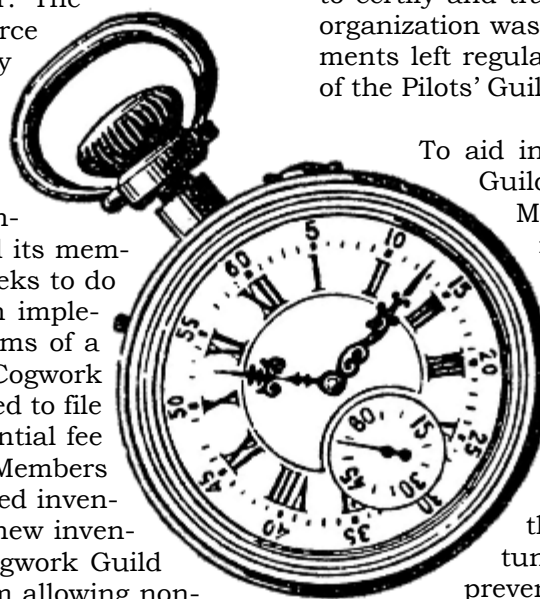
For the International Steam Exposition held in New Arcadia, the Cogwork Guild constructed the largest and most accurate clock tower in the known world. It is a hexagonal shape done in a Neo-Gothic style that rises to a height of 365 feet. The distance from one side to another is 300 feet. Each clock face is 40 feet tall and is illuminated at night. The clock tower serves as the official timekeeper for New Arcadia. The Cogwork Guild currently uses the tower as its headquarters.

Pilots' Guild

The Pilots' Guild is a world-wide organization that is primarily located in the Uncharted Territories. It was established with the beginning of air travel to certify and train pilots. Given that a private organization was willing to do the work, governments left regulation and training in the hands of the Pilots' Guild.

To aid in its safety mission, the Pilots' Guild developed Air Marshals. Air Marshals are tasked with ensuring that airships meet safety requirements and that the officers on the ship are licensed by the Pilots' Guild. The development of Air Marshals necessitated that the Pilots' Guild begin to operate Airship Patrol Vessels. Refueling stations were then set up to supply these Airships. Seeing the opportunity for profit, the Pilots' Guild prevented non-licensed Aeronauts and airships from using the refueling stations. For safety reasons, many areas require that refueling stations be owned and licensed by the Pilots' Guild.

The Pilots' Guild currently runs its own extra-national paramilitary, ostensibly used to combat piracy. It is often too expensive for local police or military to deal with these issues. Further, countries did not want to deal with the legal problems regarding jurisdiction over piracy. Over the past 3 years, the Pilots' Guild has expanded beyond Airships to land based military units.



THE UNDERGROUND

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Cogwork Guild Member Found Dead in Harpers Ferry

Lenora Wellesley of New Arcadia was found dead in her apartment last week. The official cause has been listed as suicide. However, according to unnamed sources within the Guild, she was there on an official investigation. She was investigating the use of Guild patented inventions in the area when she uncovered evidence of something more sinister. She was investigating a connection between the Pilots' Guild and an unknown group, according to documents. Among these documents was a letter that appeared to be an unassuming correspondence with a friend. However, by using a cipher decoding program on an analytical engine, we found a mysterious coded message. It points to an expedition to the Shadowlands and a talisman that is possessed by the Pilots' Guild. There is also mention of bodies being needed. As more of the letter is decoded, we will provide you, our loyal readers, with updates!

Another Airship Attack Near Bakersfield

In a bold daytime raid, aeronautical pirates operative out of Tunis captured a trade caravan 75 miles southwest of Bakersfield. This is the third attack in the Bakersfield area in the past two weeks, and the seventh overall from pirates operating out of Tunis. Security in the area seems to be getting worse and not better. One ship did manage to escape, and reports that the pirates went east towards the Badlands instead of heading towards Tunis.

Former Airship Pilot Claims Pilots' Guild Seized Airship

A Mr. Phineas Reynolds is claiming that the Pilots' Guild has illegally seized his airship. According to Mr. Reynolds, he docked at a refueling station in the Badlands. During the visit, Mr. Reynolds had an altercation with an Air Marshall by the name of Cyrus Boggs. Mr. Reynolds was unclear about the nature of the conflict, other than to report it had to do with a young woman. Upon leaving the station that next day, a Pilots' Guild Frigate approached the airship. Air Marshall Boggs concluded that the airship was not registered, Mr. Reynolds license had expired, and that since Mr. Reynolds was not entitled to the coal he purchased, that also had to be forfeited. Mr. Reynolds reports that his ship was taken and he was held for six months before being released. When asked for comments, the Pilots' Guild claims that they have neither record of the incident, nor records of Mr. Reynolds ever being a member of the guild.

Worthington Bros

Mechanic and 22nd Street
A New Shipment of
Fancy and Plain Baskets, Lunch and
Market Baskets

Also, a Full Assortment of
Baby Carriages, Bicycles,
and Tricycles
Crockery, Glassware, and House
Furnishing Goods

Travel Warning!

Citizens traveling by nautical vessel from the Newcastle area to Harpers Ferry, especially paddle boats specializing in gambling, are urged to avoid the voyage. Recent river piracy has increased, and the unstable situation between various criminal elements in Harpers Ferry has created a power vacuum that criminals are seeking to exploit. If travel must be done to the area, it is suggested that a well armed airship or carriage be taken instead.

While a person need not belong to the Pilots' Guild in the Uncharted Territories, use of their facilities does require membership. Using their facilities without belonging to the guild will result in an immediate confiscation of the airship. The Pilots' Guild controls the trade aeronautical port in New Arcadia, but the military aeronautical ports are controlled by the City-State of New Arcadia. However, New Arcadia requires that the aeronautical port be open to all peaceful Airships. These factors have led to the Pilots' Guild developing a type of monopoly over air power in the Uncharted Territories. While no one is required to join, the lack of alternatives and the need for fuel has caused most pilots to join.

The Pilots' Guild funds its own research and development division. Its Airships are believed to be among the most advanced in the world. It is rumored that the Pilots' Guild recently developed a Skyfortress. The Skyfortress is reported to be the size of a small town, holding a few thousand people, and heavily armored.

Arcadian Intelligence Agency

The Arcadian Intelligence Agency, or AIA, is a secret organization within the Arcadian government. There are no public records denoting its existence, how it is financed, or who specifically is in charge. It is rumored to be a branch of the Royal Police that is dedicated to protecting the Royal Family. Others maintain it operates under the Commonwealth's Foreign or Home Office. *The Underground* has claimed it is a semi-roguish agency that does not answer to any person or agency. The later hypothesis was put forward by James Fleming. Mr. Fleming was a former member of the Royal Police and recently retired as an executive of the New Arcadia Railway. He alleges that the agency sells its services to corporations who need to take action against people or governments, but not other corporations. Mr. Fleming has also confirmed that the official name is the Arcadian Intelligence Agency. When contacted for comments, the Office of Public Affairs denies the truth of Mr. Fleming's allegations and claims that any information regarding AIA is propaganda meant to create consumer interests in Mr. Fleming's upcoming spy novels.

Mr. Fleming and other sources have not been able to specify a clear mission beyond that it is dedicated to protecting the Commonwealth of Arcadia from any enemy, foreign or domestic. *The Underground* claims that the AIA is used to stifle dissent and manipulate foreign policy to benefit the wealthy and the powerful. Witnesses near the death of King Cantorix of Kerdref claim to have seen a black airship that could only be observed if it was moving. They further reported

Mysterious Death Near Silver Keys Lodge

The bodies of two young females were found dead close to the Silver Keys Lodge near the Mausoleum District in Newport. The women died from massive blood loss, although no blood was found at the scene. Evidence recovered suggests the women were at the Old Absinthe House in the Bourbon District earlier in the evening. Police believe the women were killed somewhere else and then dumped. The identities of the women are not known, but police suspect they may be dollymops. Anyone with information regarding the deaths, or find blood between the Bourbon and Mausoleum District, are urged to contact the police in person or by telegraph.

seeing men using mechanical devices attached to ropes that lifted the men aboard the airship. This incident was never fully investigated. One witness was found dead in a house fire and the whereabouts of the other witnesses are unknown.

The Weekly Enquirer alleges the AIA runs a secret prison for dissidents on a secret island near New Arcadia. Robert Adamson, former leader of the Arcadian Railroad Union, claims that he was abducted and taken to the secret prison. While there, he was interrogated and tortured. He says he managed to escape by jumping off a sailing ship that was transporting him to another location. The government has denied any involvement or secret prison. Authorities asked Mr. Adamson to take him to the secret island; however, he was unable to reveal its location. The Arcadian government claims that Mr. Adamson is an agent for the Ryoko Republic who concocted the story to turn public opinion against the government. Shortly after the government's announcement, Mr. Adamson was voted out of office by the members of his union.

Ancient Order of the Silver Keystone

The Ancient Order of the Silver Keystone, commonly referred to as the Silver Keys, is a friendly society that began centuries ago as a fraternal organization dedicated to masonry, carpentry, and construction. The name is derived from the silver granite keystones they would add to their construction projects. Over time, the fraternal organization transformed into various trade guilds. The Industrial Revolution and Informational Revolution caused the trade guilds to become obsolete, which forced the silver keys to reinvent itself. With trade secrets out, and little control over wages and prices, the fraternal order reorganized as a friendly society and embraced the Silver Keys moniker. Once it became a friendly society, it abandoned the fraternal nature of the organization and it now permits women to join their ranks.

In ancient times, members would use codes and mysterious symbols in order to preserve the secrecy of their knowledge. Only those members trained in the code and the symbols could understand. Advancing through the ranks granted additional knowledge. Rising in rank allowed members to gain access to higher-level codes and symbols used in the order.

The Silver Keys are responsible for city planning of many of the cities on the Arcadian Coast, and have been a part of many major building projects. Additionally, many of its members hold high-ranking government positions. Terrance Digby, for example, is the newly elected mayor of Newcastle. He is a third degree Silver Key who recently moved from New Arcadia after working at the New Arcadia Hospital.

These factors have contributed to various urban legends about the Silver Keys. Stories of unknown secrets buried in codes, and high ranking members use these codes to call upon demonic forces to benefit its members are common. There are further claims that members of the Silver Keys control many governments in the Old World and are attempting to control the Commonwealth's government. None of these allegations have been proven, but the fervor of these rumors aid in the popularity novels by Theodore "Teddy" Taxil.

The Order of Eternal Darkness

(Ordo Aeternae Noctis)

The Order of Eternal Darkness is an alleged dual-purpose organization. Ostensibly, it is a gentlemen's club that caters to upper society. The decades old club began as a response to the expansion of suffrage to the lower classes. The goal was to reassert social norms that were being eroded by legal changes. While nobility was its first members, it was soon expanded to any wealthy citizen of suitable character. The physical club goes by the name Eternal Darkness and its location is only known by its members

Others allege the Order of Eternal Darkness it is a front for sorcery and witchcraft. Rumors abound about this exclusive club, but little is actually known about the organization. Some reports claim that the organization secretly controls many aspects of the government, while others claim that the club caters to deviant male impulses with regards to women and drugs. The club became notorious when it was associated with a string a murders a decade ago. The bodies of six women were found dumped in various places around town. They all bore strange markings and had various organs removed. A dollymop by the name of Elizabeth Clemens identified a young aristocrat named William Palmer as the murderer, but claimed the entire club was involved.

Suicide at New Arcadia Hospital.

George Cline, a violently insane man at New Arcadia Hospital and Asylum, was found dead in his cell on Saturday morning, hanging to the ceiling with a chain about his neck. He was once a well-to-do farmer of Jasper township, but lost his reason several years ago, and, becoming hopelessly insane, has been confined in a cell at the asylum for some time. The cause of his insanity is unknown nor is the location of his family. How he possessed the means to hang himself is unknown. Superintendent Digby placed a watch over him, but it seems that he eluded vigilance in some manner. He was quite dead when found in the morning.

The story is that Mr. Palmer hired her and other girls for use by club members. After being hired, she was not permitted to leave. She claims that various ceremonies were performed and that the women were forced to entertain creatures of the netherworld. One night, she saw Mr. Palmer sacrifice a woman to appease one of these demons. She witnessed the words Ordo Aeternae Noctis being carved into her dead flesh. This detail had been kept from the press and was used to help convict Mr. Palmer. After Ms. Clemens escape, she took the police to the building. No evidence was found of the crime. Other women Ms. Clemens claimed were working there denied having been to the residence. Evidence of sorcery and bloody knives were found in the basement of Mr. Palmer's house. His fingerprints were found on some of the previous victims. This, combined with Ms. Clemens testimony was enough to have Mr. Palmer convicted and sentenced to hang. After his conviction, Ms. Clemens has been unavailable for statements. In fact, no one has seen her. Some say she has gone into hiding, afraid for her life, while others believe The Order has dispatched of her for speaking out against them.

Since no evidence ever implicated any other club members, no one else was charged. The murders stopped with Mr. Palmer's arrest. However, once the club made the presses, rumors of dark rituals continued to surface. The Weekly Enquirer has recently alleged that the sorcery continues. Two bodies have been found recently that have similar markings to the initial victims. The paper ran photos of the bodies. The police claim that those are stolen photographs from the initial crimes and that no new murders have taken place.

Technomages

Technomages are individuals who violate the laws of nature by combining magic with technology. Mixing magic with technological items leads to disastrous consequences. Typically, these are violent explosions, but other common affects are spell reversal, time reversal, changes in gravity, and opening portals to other dimensions. Such consequences led to the practice of technomancy being banned, with the typical punishment being death. This has not stopped the practice of technomancy, but simply made its practitioners secretive, with many of them relocating to the Badlands.

Technomages have learned different casting techniques, new spells, and engineering methods that increases the safety of creating complex magical items. The most beneficial items tend to be replacement limbs. Arms and legs have been created that provide the same or greater usefulness than original limbs. Additionally, augments have been created, such as eyes capable of seeing in the dark. However, most items attributed to technomancy have malign purposes. For example, spring and steam powered appendages have been added to animated corpses. Souls have been trapped instead mechanical creations in order to give life and intelligence to those creations.

Public knowledge of technomages is limited. Officially, the Commonwealth of Arcadia and

other governments deny that they even exist. Their stance is that magic and machines and incompatible. After years of dangerous consequences, even attempting to mix magic with machine was banned. The Historian, Emily Brown, recently published *A Secret History of Technomancy*. In her book, she argues that technomancy has always been practiced in any period where magic existed. The difference seems to be in the level of complexity of the items. Enchantments cast on iron ore have no problem and casting on iron ore only occasionally leads to spell failure. Archeological evidence suggests that ill effects only arise with complex items and complex substances such as alloys. This is why ancient scrolls refer to magic swords and armor and how the Church of Avalon has magical healing items. Her conclusion is that with the recent Reawakening, nascent practitioners lacked the skills and knowledge to properly enchant items. Further, they failed to take into account how modern alloys, new metals, and greater complexity of items would require different techniques to enchant items properly and safely. Ms. Brown urged that governments should fund research into technomancy, and established safe labs away from the city for further research. Shortly after the release of her book, she was dismissed from her university position and copies of her book were pulled from publication. There are no known complete copies of her book available. What is known of the book's contents come from a few excerpts and interviews in newspapers done prior to the release of the book.



The whereabouts of Ms. Brown are currently unknown. On the day of her dismissal, she was to attend a speaking engagement, but failed to appear. No one has seen or heard from her again.

Recently, underground presses have reported on the existence of technomages. The Underground alleges that technomages are working on Project Echo for the Pilots' Guild. The Weekly Enquirer ran an exposé claiming that new products produced by many companies are unsafe because they are the products of technomancy. The larger newspapers have not reported on anything dealing with technomancy.

However, the *New Arcadian Times* recently wrote an exposé about the dangers of underground presses. It attempted to verify various claims within these newspapers and it could not. They cited former employees who claim that were paid to make up stories. The exposé alleges that underground the motives of various presses tended to be for monetary gain. It even found financing by foreign governments were behind some presses. Those presses are now defunct because the public believed they were the tools of foreign governments.

The Cogwork Guild has the largest database on technomancy and known technomages. Elizabeth Zola, writing in *The Underground*, recently wrote an exposé about the technomages and their nature. Citing unnamed sources within the Cogwork Guild, she claims that technomages are solitary people focused on their work and driven by curiosity and the drive for power. Being exposed to items created by technomancy has altered their minds and corrupted their souls in a manner not fully understood. What is confounding to the Cogwork Guild investigators is that there appears to be cooperation amongst some technomages. Of those instances involving cooperation, it is never the same group of people and their purpose remains unknown. According to unverified sources, the Cogwork Guild believes that some other unknown group is using technomages for an unknown purpose.

Military

The Commonwealth's military forces are divided between the Army and the Aeronautical Corps. Until recently, all military forces were controlled by the Army. Seeing the need to specialize in air, sea, and land combat, the Parliament decided to divide the military into land and ship based forces.

Rare Dragon Attack Destroys Aero Force Frigate

The HMS Warrior, a 32-gun iron clad Frigate built in the shipyards of New Arcadia, lost a battle to a dragon. The battle occurred near the small village of Talgarth, located approximately 80 miles southeast of Newport. Residents in the area reported seeing a large scaled creature holding onto the HMS Warrior and using its claws to bifurcate the ship. Residents rushed to the scene of the crash site. They reported that the remains of the ship bore claw marks and signs of fire. There were no survivors.

While generally considered creatures of myth, dragons are real. Natural philosophers have found extensive evidence of their existence. While no motive for the attack is known, natural philosophers we contacted suggested that the most likely cause was the airship being too close to its nest. Chances are, there were young in the nest the dragon was protecting.

With the loss of the crew, this is sure to renew the debate of if New Arcadia would be better off scrapping its fledgling Aero Force and instead relying on the experts in the Pilots' Guild.

Aeronautical and Maritime Corps

The Aeronautical and Maritime Corps are commonly referred to as Aero Forces, is the fastest growing branch of the New Arcadian military. Reliance in the Pilots' Guild and privateers has been designated as too unreliable to meet the protection needs of the Commonwealth. Although combined into one branch of the military, the structure of these forces are divided between aeronautical and maritime forces.

There are three levels of ranks, officer, warrant officer, and enlisted. The head of the Aeronautical and Maritime Corps is the Admiral of the Fleets. Below him, is the Admiral of the Navy and Admiral of the Aero Forces. The remaining officer ranks are:

Commodore – The commander of a fleet of ships.

Captain – The commander of a ship.

Commander – A command level officer that is usually not in charge of a ship. Typically a first or second officer.

Lieutenant – The highest of the junior officer ranks. Serves as the liaison between commanders and enlisted.

Sub-Lieutenant – A junior officer rank that serves as the assistant to lieutenants. Usually supervises ensigns and enlisted personal.

Ensign – The lowest officer rank.

Below the officer ranks are Warrant Officers. Warrant officers are more commonly known as Technical Chiefs or Chiefs. These are highly trained personal that maintain and repair the technical systems on ships. They supervise the enlisted personal who run work on the engineering deck. While technically below all officer ranks, only Lieutenants and above are permitted to give direct orders to any warrant officer. There are three levels of warrant officers:

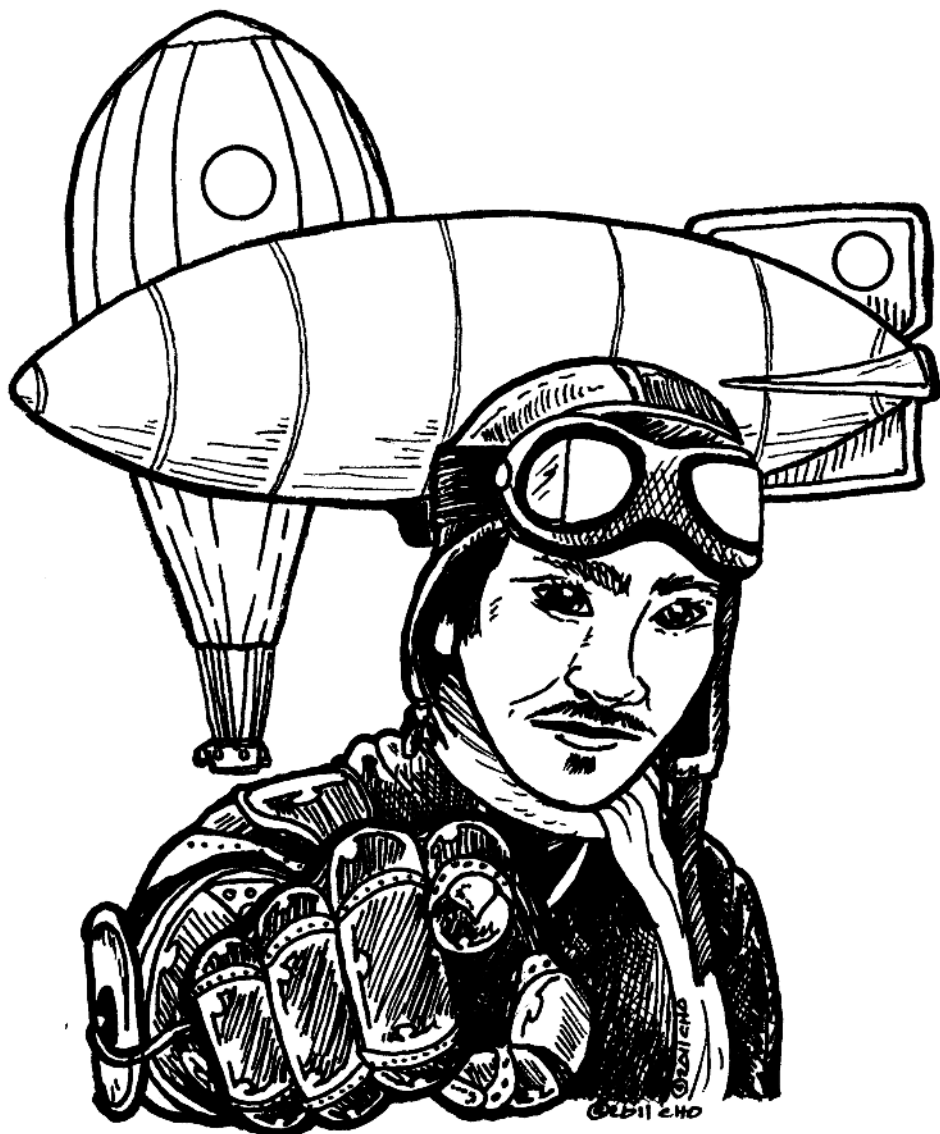
Chief Warrant Officer First Class – Highest ranking warrant officer. They are usually the head of a technical division.

Chief Warrant Officer – Supervises and trains petty officers and enlisted personnel.

Petty Chief – Lowest level warrant officer who performs maintenance and repairs. A few supervise basic technical functions of enlisted personal.

The lowest ranking forces fall into the enlisted ranks. These usually make up the bulk of combat troops and manual labor. There are six enlisted ranks. The titles of each depend on if one is a combat trooper or simply crew on the ship.

Master Crewman/Sergeant
Senior Crewman/Lance Sergeant
Crewman 1st class Corporal
Crewman 2nd class/Lance Corporal
Crewman 3rd class/Private



We Want You As a New Recruit

New Arcadia Expeditionary Forces

The New Arcadia Expeditionary Forces is the formal name for the New Arcadian Army. The Army originally served as explorers for New Arcadia. With the growth of the police and private military services, the need for the army has diminished. Most of their activities are confined to small expeditions into the Badlands and skirmishes with rebel forces in the northern parts of the Commonwealth. The army's structure consists of officers and enlisted. The highest rank is Grand Marshall and he is in charge of all forces. Below him are:

PROFILES OF THE MOST WANTED

Three Finger Jack

Jack Stiles, aka “Three-Fingered Jack” is the leader of a notorious gang that operates in the southeastern portion of the Badlands. Jack is the son of a dollymop. He grew up in the town of Dust Devil located 40 miles northeast of Gunbarrel. Jack never learned who his father was. His male role models were the men who frequented the saloons. Jack worked various odd jobs as a kid and into early adolescents. By the age of 12, Jack learned many nefarious skills by the men in the saloon, such as gambling, cheating, pick pocketing, and fighting. After a failed attempt to rob an Air Marshal, Jack’s mother sent him away to seminary for some education. While there, Jack learned how to read and write, but after a year, Jack managed to escape his confinement. By the age of 15, Jack was a gun for hire working with various criminals. At the age of 21, Jack was traveling with John Slaughter’s Gang. While attempting to blow a bank safe, Jack lost the two middle fingers on his left hand. Turns out John tampered with the explosives to get rid of Jack so he would have a bigger pay off. Jack found out, killed John and took over the gang.

For the next 2 years, the Three-Fingered Jack gang hit coaches, paddleboats, and trains. None of these led to much coin, but it generated a large reward for his death. Burt Griffith, a lieutenant in the gang, betrayed Jack for a substantial reward. This led to the shoot out at the Clockhorse Corral where 12 members of the gang were killed. Jack and two others managed to escape by taking hostages on an airship. One of the hostages, a Ms. Loretta Pembroke, became Jack’s lover and member of the gang.

Ms. Pembroke is the 3rd daughter of a wealthy trader who owns various business interests in the Badlands. For unknown reasons, she sided with her captors and taught them how to fly the airship properly. Jack taught her how to shoot, steal, and kill. She is often used as a scout since she is able to blend in with the upper classes.

Currently, Jack, Loretta, and the rest of the gang use this airship as their hideout. They have begun to attack small airships in the Badlands, but they lack the skills of proper pirates. Consequently, they prefer to rob land targets and use the airship for escape. The airship is believed to operate in the Central Mountains near Harpers Ferry.

Field Marshal – The highest officer rank in the field. In charge of a battlefield army or fort.

Colonel - This is a senior officer rank that is in charge of a regiment. Usually serves as the commander of smaller outposts.

Major – The lowest of the senior officer ranks who is in charge of a battalion.

Lieutenant-Major – This is the highest of the junior officer ranks. He is in charge of a company.

Captain – A junior officer rank that is in charge of a platoon.

Lieutenant – The lowest officer rank. Usually is in charge of a squad of enlisted personal.

Enlisted ranks make up the bulk of the army’s forces. They primarily serve as combat troops. In the case of highly technical skilled troops, they are called technicians instead of sergeants. They oversee demolitions, artillery, and other technical roles under the supervision of an officer that has engineering training.

Master Sergeant

First Sergeant

Second Sergeant

Corporal

Lance-Corporal

Private

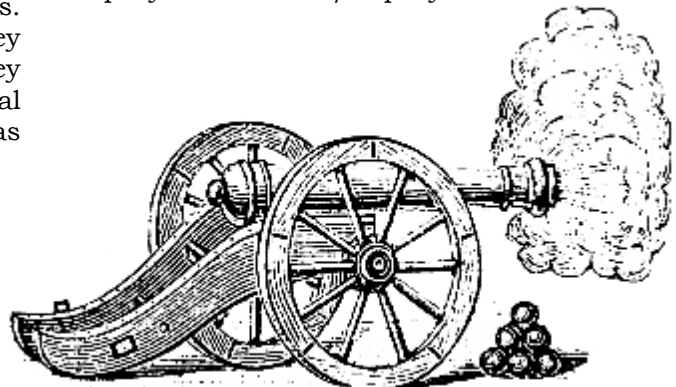
Private Military

Private military services make up the bulk of the military forces in the Uncharted Territories. These consist of various private companies and the Pilots’ Guild. Ranking structures, if any, vary between these various private companies. The Pilots’ Guild refers to their forces as Air Marshalls. While there are internal ranks in place, the typical terminology used by the public are:

Captain – Only used when referring to the commander of a ship

Air Marshall/Marshall

Deputy Air Marshall/Deputy Marshall



NEW ARCADIA TIMES

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Natural Philosophers Report that Factory Pollution is Good for Environment

Natural philosophers provided with generous funding by Morrigan Enterprises and Standard Coal have finished a 5 year study on the effects of coal and industrialization on the environment. This was done to quiet concerns raised by the anarchist group Nature First who were blaming pollution for destruction and mutation of the natural world. The conclusion of the study is that pollution helps to clear away the weak and damaged plants and animals, thus improving conditions for the stronger. Second, that the pollution was being used by plants, like any other material. What some see as mutations are merely normal changes to plants and animals when they are given the much needed nutrients provided by industry.

Bandits Seize Arms Shipment on Train

In a daring daytime raid, bandits managed to seize an arms supply shipment traveling from New Arcadia to communities near Newport. The perpetrators boarded the train as passengers and an hour into the trip managed to subdue Morrigan Security forces that were guarding the shipment. An airship then flew overhead of the train and crates of Thompson and Kilgore weaponry was hoisted onto the airship. Investigators believe that the bandits did not know about the shipment of Noringco weaponry in the next car that was unguarded.

Stagecoach Sacked!

Orc raiders launched a surprise attack on a stagecoach caravan. They managed to steal weapons and money before escaping into the woods. The assault was quick and there were few injuries and only one death.

Clacker Scandal Hits Whitewall

Today, testimony begins in the trial of notorious clacker Henry Lovelace. Aside from being the daughter of famed clacker Countess Ada Lovelace, what is astonishing about the trial is its potential to cause havoc for Lord Spencer and other nobility in the House of Lords. Mr. Lovelace is accused of clacking into government analytical engines in order to acquire sensitive data for Lord Spencer. What data was collected is not known, but it is widely suspected to be private information about Lord Spencer's rivals, as well information about various corporations. Lord Spencer used this information to blackmail and manipulate members of the National Assembly to embrace his consolidationist policies. This trial could derail the entire movement, and once again push the Commonwealth into expansionist policies into the Badlands and Central Savannah. Towns near the opal mines in the Badlands have already approached government officials about potential annexation.

The government is embarrassed over the fact that it was unable to detect Mr. Lovelace's involvement. Instead, Mr. Lovelace was caught by local police in a sting operation involving clacker's providing false documents to criminals. Clackers would provide false documents, and, in the case of Mr. Lovelace, actually set up fake government records for these aliases. In the ensuing investigation, the larger scandal was discovered.

Curtis and Company Manufacturing Co Saws, Boilers, Woodworking Machines

Thomson House

Under new management. Among recent improvements, we now have remodeled the bathrooms to include showers.

Are You Killing Your Children? Startling Trends on the Boardwalk

Our quarterly review of missing person and murder cases has revealed a startling trend. The rate of dead or missing persons between the ages of 13 and 17 on the Boardwalk has more than tripled since the same period last year. Most are simply missing, but of those that were found dead have bite marks on their bodies. While it is not uncommon for drunken dolts to accidentally drown themselves, the deaths and disappearance of those so young is. The lack of corpses on shore rules out accidental, or even purposeful, drowning. When asked for comments, the New Arcadian Boardwalk Police District responded that they have increased patrols in the area. They are investigating all leads, but the increase in disappearances began with the arrival of Sipsi performers. If the Sipsi are behind this, then they expect the number of disappearances to decrease now that the Sipsi performers have left town. Authorities are working closely with previous and future locations of the Sipsi performers in order to establish a pattern. More details as the story develops.

Red Flag Takes Credit for Factory Bombing

Red Flag is an anarchist group that seeks to end the state and industry and replace it with voluntary associations and worker cooperatives. They are known for its use of violent means to further their goals. Our newspaper received a telegraph from them today. In the telegraph, Red Flag takes credit for the bombing of a Thompson Weapons' factory in New Arcadia last week. No motive for this particular bombing was given. However, it is well known that Thompson Weapons has just signed a new contract with the government to supply rifles. There are elements of the telegraph that seems to allude to another bombing, perhaps involving the King. The telegraph has been forwarded to the RSP for further scrutiny.

Character Creation

To play *SteamCraft*, each player will need to create a character. Creating a player character involves creating a numerical abstraction of an imaginary person. Prior to creating the character, a player should imagine what his character will be like. There is no need to spend hours creating the character, but a player should have an idea of what the personality is, the race, gender, age, and what skills the character will have. The most important part of the character's background will be determining why he is out adventuring. Is he looking for work? Is he an archeologist looking to raid Khemetic tombs? Is he on a mission to rescue a kidnapped relative? Or, could he simply not resist stealing an airship, and is now a wanted fugitive? Of course, there is nothing wrong with assuming that the character has a job and simply gets swept up in a plot. Perhaps his job is the basis of the plot. The character could be a private investigator, a journalist, or even a corporate mercenary. The choice is up to the player, but it is advised that all players coordinate with each other and the GM to determine what types of characters will work best in the game.

Once that has been done, or perhaps before, a player should have a copy of the character sheet. A player will then begin building the character by filling out the character sheet. Character creation

Design Point Cost

Edge: 5 design points each

Flaw: gives an additional 5 design points each. Additional attribute increase: 5 design points per one point increase

Hit Points: 2 additional Hit Points for every 1 Design Point

Speed: 1 additional point for every 1 Design Point.

Mana: 1 additional point for every 2 Design Points

Initial selection of abilities: Every point costs 1 design point up to associated attribute's value.

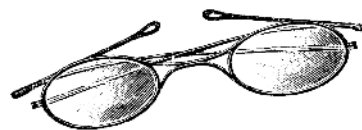
Fate Point: 5 design points for each Fate Point. Maximum of 2 may be purchased at character creation.

Experience Points: Every 1 design point equals 2 experience points.

involves the allocation of points to attributes and skills. Attributes represent the character's mental and physical prowess. The skills are more akin to skill bundles. They are a collection of skills that are needed to perform tasks. For example, thieving skills permit a variety of thieving acts such as pick pocketing, picking locks, safe cracking, and finding traps. It is advised that the player fully reads the character creation section before creating characters so that he is familiar with all of his options and can allocate the attributes and skills appropriately.

After this is done, a player can begin the nuts and bolts of creating the character. For simplicity, you will find an outline of how to create a character below:

1. Select a race for the character.
2. Allocate points to the core attributes, staying within the racial guidelines.
3. Add any additional points to core attributes if desired, but you must stay within racial guidelines. Deduct any additions from your design point total
4. Select Edges and Flaws and either add or subtract from the design point total.
5. Assign each skill a value equal to 10% of its associated attribute except for those governed by Will. Follow standard rounding rules.
6. Select 6 skills to allocate skill points.
7. If specializations are used, the player should select them now and calculate the values.
8. Allocate points to the selected skills. It costs one design point for each point taken in a skill up to the associated attributes rating, e.g. a character has 5 in Melee Weapons and wants to raise it to 20. That would cost 15 design points. Going above the rating of the associated attribute costs two design points for a one point increase.
9. Calculate Hit Points and Speed
10. Calculate the character's Mana Pool if the character possesses an ability that requires the use of Mana. The Mana Pool is equal to the character's Will rating. The amount of Mana may increase by the selection of certain abilities or race. If this is the case, then add those bonuses at this time.
11. If there are any remaining design points, they should be used or converted to experience points.
12. The player selects his character's equipment. If the character has spells, then he should select spells.



Step One—Racial Selection

After the player decides on the type of character he wants to play, he will then need to go through the process of creating the character. The first part of the process is to select the character's race. There are seven playable races. Each race has a different look and physical attributes. All races have a variety of different looks and personality. Some races do have a greater tendency towards certain behaviors or affinity with nature or technology. All of the playable races live and work beside each other as part of one society. Just as in the real world, discrimination and prejudices against certain races exist. However, this exists at the private level of citizens and not in any legal form. All "civilized" races are considered equal. It should also be noted that there is no legal discrimination against any gender. Many middle and lower class households have both males and females working. If there are any institutional prejudices, it exists in terms of social class, not genetic or gender makeup.

Each race has a specific number of Attribute Points to allocate to the character's attributes. Additionally, the character begins with a set amount of Design Points that are primarily allocated to skills. The amount of each is determined by the race selected. Non-human races have fewer skill points as a way to balance their higher attributes and additional abilities. Listed below, you will find descriptions of the various races, including the attribute guidelines. Under certain rare circumstances, an ability is listed as excluded. It means that the ability cannot be possessed by that race. This is because of the setting and not for balance purposes.

Human

Humans in the game are much like humans here on Earth. They come in a variety of shapes and sizes, eye color, hair color, and skin tone. It's assumed that human characters fall into the varieties found on Earth, but the GM is free to make additional changes. The average height of a human male is 5'10" and for females is 5'7".

Initial Core Attribute guidelines. Characters begin with the following base attributes:

Strength:	20
Agility:	20
Fortitude:	20
Perception:	20
Presence:	20
Knowledge:	20
Will:	20

At character creation, allocate 145 Attribute Points to the above attributes. Increasing above the minimum costs 1 Attribute Point per point increase. Below you will find the maximum possible beginning ratings of attributes. During the course of game play, these core attribute ratings may fall outside of the base/max range.

Strength:	60
Agility:	60
Fortitude:	90
Perception:	60
Presence:	60
Knowledge:	60
Will:	60

Design Points: 225

Edge & Flaw Limit: 2 Edges, 1 Flaw

Excluded Abilities: none

Racial Traits: none

Dryad

Dryads are a type of tree nymph. They have a faint resemblance to the trees near which their ancestors lived. A majority of Dryads resemble Oak Trees. Dryads are humanoid, with bark-like skin. They are slightly taller than the average human. Males and females tend to be around the same height. They have a frame similar to an Elf, but with broader shoulders. They have long slender appendages. Their leaf-like hair is colored in appropriately leafy colors: red, green, yellow, and orange. In some very rare cases, a Dryad will have their hair color change with the seasons and will go "bald" in the winter. Dryads lack any facial or body hair. The eye color of Dryads can be red, orange, yellow, blue, green, or violet.

Initial Core Attribute guidelines. Characters begin with the following base attributes:

Strength:	20
Agility:	25
Fortitude:	40
Perception:	30
Presence:	20
Knowledge:	20
Will:	45

At character creation, allocate 115 Attribute Points to the above attributes. Increasing above the minimum costs 1 Attribute Point per point increase. Below you will find the maximum possible beginning ratings of attributes. During the course of game play, these core attribute ratings may fall outside of the base/max range.

Strength: 60
Agility: 60
Fortitude: 90
Perception: 60
Presence: 60
Knowledge: 50
Will: 65

Design Points: 205

Edge & Flaw Limit: 1 Edge, 2 Flaws

Excluded Abilities: Theurgy

Racial Traits:

- 1) Dryads have a natural affinity with normal animals. Check against Will to see if a single specimen can be called, calmed, or controlled so as to prevent attack or flight.
- 2) Dryads are able to see ultraviolet light. In dark conditions, their eyes will emit low amounts of UV light enabling limited sight in total darkness.
- 3) Dryads have the ability to *pass without trace* in any forest-like area.
- 4) A successful check against stealth allows Dryads to blend into the forest background and avoid being noticed. Any search for the Dryad by visual means will suffer a 50% penalty.
- 5) Dryads have a limited resistance to fire and will suffer 25% more damage when hit by fire based attacks. This has to be actual flame, not heat.
- 6) Dryads tend to shun urban areas and technology and prefer to live in natural settings.
- 7) Dryads suffer 50% less damage from "crush" attacks or weapons

Dwarf

Dwarves look much like they do in folklore. They are short with the height range for an adult being 3'6" to 4'6". Most Dwarves average around 4' for both genders. Dwarves have muscular shoulders and arms, and large hands/feet. They tend to have brows and slightly large heads. Dwarves tend to prematurely wrinkle and males go bald. Only males grow facial hair. Their hair and eye color stays within earth tones such as brown, black, and gray and their skin is often tan, although some are fairer.

Initial Core Attribute guidelines. Characters begin with the following base attributes:

Strength: 40
Agility: 20
Fortitude: 40
Perception: 20
Presence: 20
Knowledge: 30
Will: 30

At character creation, allocate 105 Attribute Points to the above attributes. Increasing above the minimum costs 1 Attribute Point per point increase. Below you will find the maximum possible beginning ratings of attributes. During the course of game play, these core attribute ratings may fall outside of the base/max range.

Strength: 80
Agility: 60
Fortitude: 95
Perception: 60
Presence: 55
Knowledge: 65
Will: 55

Design Points: 210

Edge & Flaw Limit: 1 Edge, 1 Flaw

Excluded abilities: none

Racial Traits:

- 1) Dwarves heal at double the normal human rate.
- 2) Dwarves can see in the infrared spectrum, allowing them to see heat signatures in low light or dark conditions. The amount of detail is limited. Infrared vision is limited to 20 feet and large heat sources disrupt its use.
- 3) Dwarves have a 50% chance to know what direction they are traveling underground.
- 4) Dwarves have high resistance to toxins and poisons. Toxins and poisons cause only half the normal damage.
- 5) Dwarves have an almost natural affinity for firearms. They gain a 10% bonus when using black powder weapons.

Elf

Elves are approximately the same height as humans, but have slender builds. Elves cannot grow body hair and only a few males can grow facial hair. While one of the last races to embrace the modern era, Elves have fully embraced technology. Elves are known for their strength and agility. Elven complexions run from pale to

olive tones, with porcelain white being the most desirable skin tone for Elven females.

Initial Core Attribute guidelines. Characters begin with the following base attributes:

Strength:	20
Agility:	35
Fortitude:	20
Perception:	30
Presence:	30
Knowledge:	20
Will:	45

At character creation, allocate 115 Attribute Points to the above attributes. Increasing above the minimum costs 1 Attribute Point per point increase. Below you will find the maximum possible beginning ratings of attributes. During the course of game play, these core attribute ratings may fall outside of the base/max range.

Strength:	60
Agility:	65
Fortitude:	80
Perception:	65
Presence:	65



Knowledge:	55
Will:	65

Design Points: 215

Edge & Flaw Limit: 1 Edge, 0 Flaws

Excluded Abilities: None.

Racial Traits:

1) Elves are 90% resistant to sedatives of any type including those of magical origins.

2) Elves can see in the infrared spectrum allowing them to see heat signatures in low light or dark conditions. The amount of detail is limited. Infrared vision is limited to 20 feet and large heat sources disrupt its use.

3) Elves tend to be the life of the party. They are disorganized, and prone to making rash judgments.

Fomorian

Fomorians are a semi-giant like race, although they are not related to giants. Their closest kin would likely be brownies, pixies, and sprites. Male Fomorians average 7' in height, while females average 6'7". Fomorians are naturally muscular and this is most noticeable in their arms. Compared with human ratios, their arms are slightly too long for their frame. Their hands are large and pudgy. They have human colored hair in ranges of black, brown, and red. Their hair will go gray and white in old age. Only male Fomorians can only grow facial hair, but it is limited to the chin and around the mouth. Fomorians cannot grow body hair. They skin pigmentation ranges from light to medium brown making them look like they have a nice tan. Fomorians eye color ranges from black, brown, blue, gray, green, hazel, and red with wide variations in the actual color.

Initial Core Attribute guidelines. Characters begin with the following base attributes:

Strength:	40
Agility:	30
Fortitude:	50
Perception:	20
Presence:	20
Knowledge:	20
Will:	35

At character creation, allocate 100 Attribute Points to the above attributes. Increasing above the minimum costs 1 Attribute Point per point increase. Below you will find the maximum possible beginning ratings of attributes. During

the course of game play, these core attribute ratings may fall outside of the base/max range.

Strength: 90
Agility: 60
Fortitude: 90
Perception: 50
Presence: 50
Knowledge: 55
Will: 55

Design Points: 210

Edge & Flaw Limit: 1 Edge, 1 Flaw (can't select vegan)

Excluded abilities: Theurgy

Racial Traits:

- 1) Fomorians can use two-handed weapons in one hand.
- 2) Fomorians have a natural 1 point of armor protection that stacks with armor.
- 3) Fomorians have a natural affinity for nature magic gaining a 5-point bonus to Shamanism or Alchemy if selected at character creation.
- 4) Fomorians are 90% resistant to *suggestion* or *charm* type spells.
- 5) Fomorians are vegetarians (not vegans). Eating of meat will cause the Fomorian to be ill due to their inability to digest the meat.
- 6) Fomorians have an undeserved reputation for being stupid or slow-witted.
- 7) Fomorians trust easily and tend to be gullible. However, breaking a Fomorians trust can send a Fomorian into a violent rage against the offender.
- 8) Fomorians have no sense of direction underground and are generally uncomfortable in subterranean settings.
- 9) Fomorians large hands make it difficult to work on small objects. A 5-point penalty is applied to working with small mechanical objects.
- 10) Fomorians cannot attack with two weapons at the same time.

Gnome

Gnomes are the cousins of Dwarfs. They are slightly shorter than Dwarves with the average height of both males and females being 3'10", but the range is from 3'6"-4'. Gnomes age poorly and are prone to deep and thick wrinkles and their face, mostly on their foreheads. Females tend to have less of a wrinkle problem. Gnomes have small chubby hands. Their skin is a dark olive tone, and their eyes are typically brown or black, and rarely green. Gnomes have pointed ears. Only male gnomes are capable of growing facial hair, which does not begin until puberty.

Initial Core Attribute guidelines. Characters begin with the following base attributes:

Strength: 30
Agility: 30
Fortitude: 30
Perception: 30
Presence: 20
Knowledge: 30
Will: 35

At character creation, allocate 100 Attribute Points to the above attributes. Increasing above the minimum costs 1 Attribute Point per point increase. Below you will find the maximum possible beginning ratings of attributes. During the course of game play, these core attribute ratings may fall outside of the base/max range.

Strength: 80
Agility: 60
Fortitude: 90
Perception: 65
Presence: 55
Knowledge: 70
Will: 60

Design Points: 215

Edge & Flaw Limit: 1 Edge, 0 Flaws

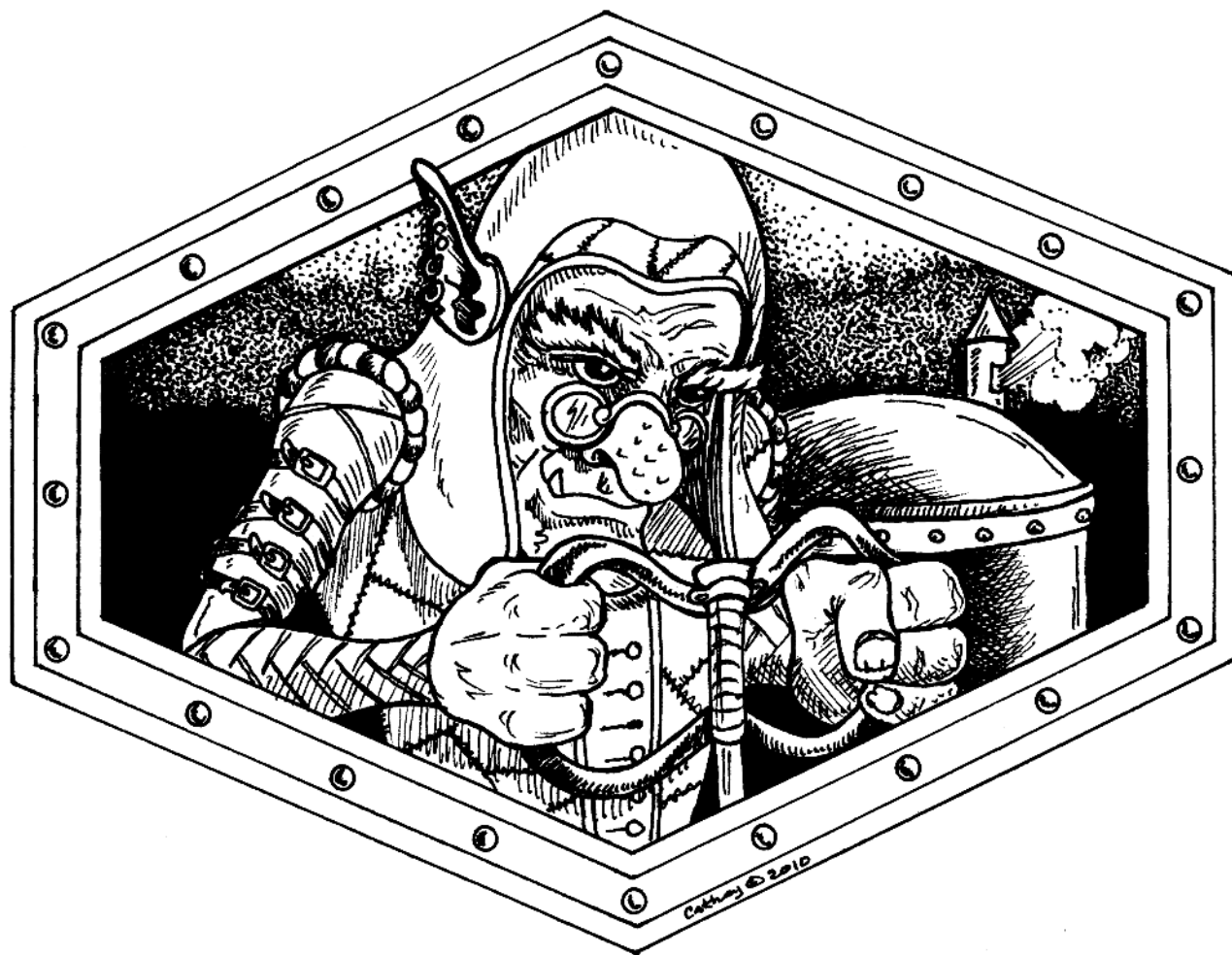
Excluded abilities: none

Racial Traits:

- 1) Gnomes have infrared vision can see in total darkness. The range is limited to 20 feet.
- 2) Gnomes have a natural affinity for technology. Gnomes gain a 10% bonus to Engineering or Jury-rig skill checks.
- 3) If barefooted, Gnomes have a 50% chance to sense vibrations up to 1000 feet away through their feet. This provides information on the direction it came from and the relative distance. If someone is successful in moving silently, then the Gnome will not detect the vibrations.
- 4) Gnomes tend to cheat in financial matters to gain material advantages.

Teg

Tegs are a distant relative of Fairies. Tegs are between 4'4" and 4'8" in height, with small bone structure and slender build. Their facial features are a cross between a Human and an Elf, with an almost childlike appearance. Their complexions are pale to fair with some having green or blue tint as undertones. Eye colors can range from blue, green, gray, or brown, and hair color in the fair range. Only males are able to grow facial hair.



Initial Core Attribute guidelines. Characters begin with the following base attributes:

Strength: 20
 Agility: 40
 Fortitude: 20
 Perception: 40
 Presence: 30
 Knowledge: 20
 Will: 40

At character creation, allocate 105 Attribute Points to the above attributes. Increasing above the minimum costs 1 Attribute Point per point increase. Below you will find the maximum possible beginning ratings of attributes. During the course of game play, these core attribute ratings may fall outside of the base/max range.

Strength: 70
 Agility: 65
 Fortitude: 75
 Perception: 65
 Presence: 55

Knowledge: 55
 Will: 65

Design Points: 200

Edge & Flaw Limit: 0 Edges, 2 Flaws

Excluded Abilities: none

Racial Traits:

- 1) Tegg have an adrenaline burst that permits two attacks per round for 3 rounds. The ability is only useable once per hour and can only be used twice in a day. If used twice in a day, the Tegg will require an extra two hours of sleep to avoid a ten-point penalty to all skill checks the next day.
- 2) Because of their large lungs, Tegg can hold their breath for twice as long as a normal human.
- 3) Tegg have twice the visual acuity of a normal human, i.e. 20/10 instead of 20/20.
- 4) Tegg gain an extra 10 points to their Mana Pool for possession of any magical ability that requires the use of Mana Points.
- 5) Tegg tend to be greedy and untrustworthy – especially in business dealings.
- 6) Tegg tend to be abrasive and narcissistic.

7) Tegn tend to be extreme risk takers, especially if wealth or power is to be gained.

8) Tegn tend to prefer the easiest or funniest way to make money and therefore avoid most labor or time intensive work, i.e. they are more likely to be a gambler than a factory worker.

Scath

Scaths are slightly taller than the average human, but with the same average height disparity between human females and males. Their skin tones range from medium brown to almost ebony, and their hair color range from white, brown, orange, gray, and black. They have a small bone structure with a slender, muscular build. Their overall appearance is similar to elves. Most Scaths live in the northern portion of the Arcadian Coast, although there are rumors that some live in the Shdowlands.

Initial Core Attribute guidelines. Characters begin with the following base attributes:

Strength:	30
Agility:	40
Fortitude:	20
Perception:	40
Presence:	20
Knowledge:	20
Will:	35

At character creation, allocate 110 Attribute Points to the above attributes. Increasing above the minimum costs 1 Attribute Point per point increase. Below you will find the maximum possible beginning ratings of attributes. During the course of game play, these core attribute ratings may fall outside of the base/max range.

Strength:	60
Agility:	70
Fortitude:	80
Perception:	65
Presence:	60
Knowledge:	60
Will:	60

Design Points: 210

Edge & Flaw Limit: 1 Edge, 1 Flaw

Excluded Abilities: Theurgy

Racial Traits:

1) Scaths have a strong connection to the natural world and the animals that live in it. Because of this, the character may attempt to calm or control a normal animal to prevent an attack or flight.

The check is against the Will rating.

2) Scaths gain a bonus of 10% to their Ranged Weapons checks when using a Bow. For example, if the character has a Ranged Weapons rating of 50, then when using a Long Bow, the check would be made at 55.

3) Scaths are most active at night or in heavily shaded areas. As a consequence, their eyes work opposite of Human eyes. They are able to see in total darkness or shaded conditions as though it was full sunlight, but in full sunlight or other bright light their vision decreases to the range that a human would have at night.

4) Scaths are xenophobic and suspicious of outsiders. They are uncomfortable in urban settings and crowds and try to avoid these situations whenever possible.

5) Scaths tend to shun technology and prefer to rely on traditional skills or magic.

Step Two— Main Attributes

Once the character's race is selected, the player now needs to assign the attributes. The race selected in Step One determines the attribute limits of the character. Attributes determine the physical and mental aspects of the character. Attributes play a variety of roles ranging from bonuses to damage to saving throws. A rating of 40 in any of the main attributes is considered 'normal' regardless of the race selected. Going above or below what is normal adds bonuses or penalties.

Characters have 7 main attributes. The main attributes are Strength, Fortitude, Agility, Perception, Presence, Knowledge, and Will. Those attributes are used to determine Hit Points, Speed, Mana Pool, and Fate Points.

At this point, the player should allocate points to the seven main attributes based on the race selected. It costs 1 Attribute Point per point raised. For example, if the base rating of an attribute is 20, and the player wants to raise it to 40, it will cost 20 Attribute points. The ratings must stay within racial guidelines. However, during the course of game play, the values may exceed racial limits. Players should assign the values based upon the characteristics of the character being created.

After allocating the allotted points to the seven attributes, players may spend design points to raise the attributes. It costs 5 design points to raise an attribute by 1 point. Design points cannot be used to raise an attribute above the racial maximum.

Below you will find listed descriptions of the attributes used in the game:

Strength

Strength refers to the physical prowess of the character. It determines how muscular the character is, how much the PC can lift or carry, chances to bend and break objects, and how much extra damage the PC can do while using melee weapons or martial arts. Strength is rolled against when competing against the strength of another character or attempting to lift/break objects.

Strength	Carry/Lift	Damage
20-29	-20%	-2
30-39	-10%	-1
40-49	0	0
50-59	+10%	+1
60-69	+20%	+2
70-79	+30%	+3
80-89	+40%	+4
90+	+50%	+5

Agility

Agility represents the dexterity, flexibility, and nimbleness of the character. An Agility check might be required when performing something involving coordination, balance, hand-eye actions, and similar activities. Having high or low agility gives penalties or bonuses to damage using ranged weapons.

Agility	Damage
20-29	-2
30-39	-1
40-49	0
50-59	+1
60-69	+2
70-79	+3
80-89	+4
90+	+5

Fortitude

Fortitude governs the health of the character. It represents the characters resistance to disease, how in shape the character is, endurance, and provides the basis of Hit Points. Any saving throws against poisons, diseases, endurance, and similar things will be made against Fortitude.

Perception

Perception governs how aware the character is of his surroundings. It governs how much the character notices. It also governs how much the character remembers of his surroundings. At the GM's discretion, a modified check against this attribute can be used to avoid being surprised.

Presence

Presence governs the characters charm, poise, ability to intimidate, likeability, and how personable NPC initially perceive the character. If a random determination of an NPC reaction is needed, a modified check against Presence is used.

Knowledge

Knowledge governs how much information the character's mind is capable of possessing and reasoning about. It governs the ability to remember academic and technical knowledge as well as how to reason about those areas.

Will

Will governs the character's mental and spiritual energy. It is the source of willpower and the ability to focus the mind. It governs the ability to use one's mind to tap into supernatural forces that can be used to manipulate reality. It is used as the basis of a character Mana pool and is the attribute most often used for saving throws against magic. It is also rolled against if a character's will power needs to be tested.



Step Three—Edges and Flaws

During character creation, a player may select edges, flaws, or contacts. Edges are slight advantageous, flaws are disadvantageous, and contacts are NPC contacts that can provide help to the character. Edges cost 5 design points. Taking a flaw gives a character 5 additional design points. Contacts take a minimum of 10 design points. These values can be adjusted by the GM either up or down, depending on how much of a benefit/hindrance he believes a particular selection is. Since selecting Edges and Flaws affects how many points the player has to spend on Skills, the selection of Edges and Flaws should happen prior to skill selection.

Players may not select Edges and Flaws that cancel each other out or cancel out/mimic a racial trait.

Edges

Ambidexterity – This grants the ability to use either hand with equal skill. It does not permit two-weapon use without a penalty.

Ambushing – The character adds a bonus of 10 to his ambush checks when using Waylaying.

Animal Attraction – The character has a 50% chance to calm a wild animal in order to avoid attack. The character also has a 20% chance to attract an animal as long as the character has no ill will towards that animal.

Cat's Eye – The character is able to see in darkness as though he were a cat.

Cat Fall – The character can fall double the normal distance without suffering damage.

Decreased Metabolism – The character only needs to eat/drink 50% of the normal amount for his race and can go twice as long without food or water.

Double Healing – The character heals at double the normal rate.

Fast Learner – The character selects one ability that will improve faster. The cost to improve that ability costs 10% less XP.

Fast Regeneration – The character's mana regenerates at double the normal rate.

Hidden Reserves – When a character's Mana falls below 20% of its total normal value, the character is able to double that amount, e.g. a character has 40 mana and its value has dropped to 8, the character is able to double that to 16. This ability can only be used once per week.

Hold Breath – The character can hold his breath for double the normal time for his race.

Improved Vision – The character's vision capacity is double that of his race.

Improved Hearing – The character is able to hear twice as well as a normal member of his race can.

Inedible – The character is able to eat/swallow inedible objects without ill effects to health from the ingestion and passing of those objects. This includes things such as eating glass, eating metal shaving, swallowing keys, sword swallowing, etc. This does not grant immunity to poisons or toxins that may be contained on those items.

Likeability – When meeting a new NPC, the character is immediately liked. His disposition changes in accordance to the character's behavior.

Luck – Once per week, the character is allowed to re-roll a failed action.

Mimicry – The character can mimic sounds he has heard. This can either be animal sounds or humanoid voices, but not both.

Moving Target – When using throwing weapons, there is no penalty for trying to hit a moving target.

Open Eyes – The character is able to sleep with his eyes open. His eyes will blink normally giving the impression he is awake.

Performance – When attempting to perform or deceive, 10 points are added as a bonus when making a skill check.

Quick Hands – The character receives a 10-point bonus when attempting to pick pocket or perform a similar action.

Quick Observer – When entering a place, the character is able to survey the room and memorize all physical details he sees. This information can be recalled for up to one hour, after which the character's memory fades to normal recollection.

Repairing – The character has a bonus of 10 when attempting to repair an item. If repairing damage, the amount repaired per day is doubled.

Reflexes – The character receives a bonus of one to his initiative roll.

Sense Direction – The character has a 90% chance of knowing what direction he is heading regardless of the time of day or environment.

Soft Foot – The character receives a bonus of 10 to move silently checks.

Sprinter – The character is able to run at twice his run speed for up to one minute.

Survivalist – The character receives a bonus of 10 when making checks to construct shelter, find water, find food, and other related items.

Thick Skin – The character's skin is thicker than normal and provides a natural bonus of 1 to his armor when being attacked by a cutting or piercing weapon.

Toxin Immunity – The character is 50% resistant to all natural toxins and poisons.

Trick Shot – The character receives no penalty when performing a trick shot with a bow provided that it is a non-combat situation.

Trust Fund – The character begins with double the starting cash. In addition, every month the character receives ± 5 from the fund provided he can get to the bank.

Flaws

Abrasiveness – The character's personality is such that NPCs have an immediate dislike to the person. With interaction, the NPC attitude may change over time.

Alcoholic – The character is a drunk. When alcohol is available, he is 90% likely to drink in excess. In such a condition, he has a 50% chance of passing out while drinking.

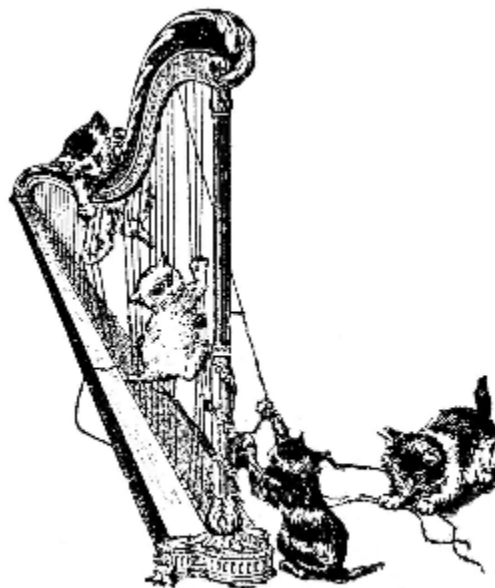
Allergies – The character selects a common item to be allergic to, such as dust or pollen. The PC will then be subject to sneezing and breathing problems when encountering these items.

Bad Vision – The character's vision is 50% of normal.

Brawler – The character has a 50% chance of picking fights in a bar regardless of the odds. In fact, he usually picks the person or persons who look the strongest.


Bloodlust – The character has a desire to kill all enemies in combat. There is a 90% chance he is unable to control himself and will not retreat or spare targets that have surrendered.

Cat Attractor – The character has a 90% chance to attract any and all felines within 100 feet. The cats will demand attention from the character. The character, while often disliking the cats, cannot bring himself to be cruel to the cats nor allow others to cause harm to them.



Color Blindness – The character is unable to see color. Not only impairing color coordination in her wardrobe, this means the character suffers at least a 10-point penalty when attempting to visual observations, e.g. trying to see a still target in a forested area.

Friend Zone – The character has no luck with members of the opposite sex, but an intense desire to be in an intimate relation with one. The



result is that the character always becomes a close “friend” or “like a brother.” However, the character refuses to acknowledge this and instead thinks that if he does whatever the other person wants, he’ll finally convince her to date him.

Gabby – In stressful situations, the character has a 50% chance of talking uncontrollably.

Gambler – The character is unable to pass up a game of chance. He has a 50% chance of stopping to gamble and forgets what he was doing if he comes across people gambling.

Gas – The character has a 20% chance on any given day to have stinky farts. He will fart 1-4 times an hour. The smell will last at minimum 5 minutes per fart. Each session lasts for one hour with a limit of three episodes per day. Stress is known to agitate the condition.

Generosity – The character gives away most of his money without paying attention to his own needs. This is done by giving directly to charities, but often to beggars on the street, paying too much for an item, giving excessive tips, etc.

Gullibility – The character is 50% likely to believe what he is told, regardless of how outrageous it is.

Honesty – The character is 90% likely to always tell the truth, regardless of the consequences.

Impulsiveness – The character hates debate or planning and is 50% likely to charge into action if decisions are not made soon.

Hypermetabolism – The character must eat twice the normal amount per day. Failure to do so results in a 10% loss to his Hit Points per day, with no increase for his health from resting.

Klutz – In stressful situations, the character has a 50% chance to trip, drop an item, make a loud noise, etc.

Lost – The character has a belief that he always knows what direction he is going, but is 60% likely to be wrong. This results in him becoming lost, but unable to admit it. Such characters have a tendency to avoid using a compass or other directional device.

Miser – The character hoards money and is loathe to spend it, even when necessary.

Night Blindness – The character is unable to see in low light conditions. Things appear as though they’re completely dark.

Noticeable – Regardless of how the character appears, he has a 75% chance of being recognized by any NPC that has seen him. Players should select some feature of the character that cannot be changed to explain why, e.g. deformity, ugliness, large facial scar, etc.

Pacifism – The character hates to kill. When using lethal force, the character suffers a 10% penalty to hit. There is a 75% chance he’ll avoid taking a killing blow.

Phobia – The character has a severe fear of some object, location, or thing, e.g. necrophobia – fear of the dead, agoraphobia – fear of the outdoors, claustrophobia – fear of small places, etc. When confronted with their phobia, there is a 25% chance the character will flee or seize up. If the character stays, then he suffers a 10% penalty to all checks.

Poor – The character begins with only ⌘ 5 as starting cash and only 10 equipment picks. The character also in debt for at least ⌘ 10 and will face debtors prison and/or broken body parts if regular monthly payments are not met.

Racism – The character has a severe hatred towards another sentient race, e.g. dwarf, elf, etc. When encountering a race the PC hates, he suffers a 20% penalty to his presence rating when dealing with the race. There is also a 30% chance he will go out of his way to provoke a member of the race when encountered.

Slow Response – The character responds slightly slower than normal resulting in a penalty of 1 point to initiative.

Sweaty Palms – In stressful situations, the character’s palms become sweaty to such an extent that items held have at least a 10% chance of slipping from his hands.

Tree Hugger – The character believes that nature and its flora/fauna are of the highest value and places nature above his or societies needs.

Vegan – The character won’t eat or wear any animal products nor help others secure animal products. Because of this, unless very special precautions are taken, the character’s Fortitude has a 10% penalty due to lack of proper nutrition.

Wanted – The character has made an important enemy in his past, that he may or may not know about. The enemy will seek to harm the character or foil his plans.

Weakness – The character heals at half the normal rate.

The Socials Page Interview with Harold Carter - Discoverer of the Temple of Isis

By Owen Cross

I had a chance to speak with the world renowned archaeologist, Harold Carter, to learn about what it is like to make these wonderful discoveries. Carter is the one who discovered the Temple of Isis, the largest discovery yet.

Cross- Dr. Carter, how does it feel to be famous?

Carter- Well, I always knew I was destined for greatness.

Cross- Tell me how you came to find the temple?

Carter- As you know, everyone thought the Temple of Isis was a myth. For years, I researched the Khemetic Epics. My peers thought me mad, but I have the last laugh now. You see, It gave directions to the temple, but everyone thought Qurn was the starting point. Through my research, I discovered it was actually Neferu!

Cross- Fascinating! So what was the first thing you found that made you realize you were in the right place?

Carter- I knew as soon as we arrived, but if you mean what proved it for everyone else?

Cross- Yes, of course.

Carter- We found this 6 inch high clay statue, whose appearance matched the description from a passage in the Khemetic Epics. These statues were said to have been offerings to Isis.

Cross- Really...

Carter- We have found hundreds now.

Cross- You have suffered many losses on this expedition, haven't you?

Carter- Yes. Terrible thing.

Cross- Your assistant, Mr. Richard Cooper; your partner, Dr. Louis Pritchard; as well as several excavators.

Carter- (he nods)

Cross- I know t his next question is difficult, but I must ask, is the site cursed?

Carter- That's preposterous! There is no such thing. Their deaths are tragic to be certain, but neither the site, nor the items recovered inside bear a curse, rest assured.

Cross- Thank you for your time, Doctor.

Carter- Always happy to discuss my accomplishments.

Contacts

Contacts are important, powerful, and/or useful NPCs that a character has access to. There will be a particular relationship between the character and this contact. The contact can take a myriad of forms. The contact could be a high ranking constable, someone within a crime syndicate, or a patron in a powerful corporation. The contact provides information and other assistance from time to time. The more help and/or the more often help is provided, the more strained the relationship will become, requiring the character to perform actions to maintain the relationship. A minor contact such as a street cop that only provides information, might require the occasional payoff. On the other hand, if one is receiving a significant amount of gold and supplies from a powerful industrialist the character might be required to perform a great service at the behest of the industrialist. The cost of a contact begins at 10 design points. The player should discuss the contact with the GM prior to making this selection to decide the type of contact, the relationship with that contact, and the background story of how the PC came to have this contact. The GM then selects a final design point value.

Step Four— Default Abilities

Each ability has a corresponding Core Attribute. Players must allocate 10% of a Core Attribute's value to each associated ability except for abilities corresponding with Will. For example, Stealth is an ability associated with the Core Attribute Agility. if a character has 50 in Agility, then the character has 5 in Stealth and **every other ability associated with Agility**.

Step Five— Select Primary Abilities

Players select a minimum of 6 primary abilities for their characters. The abilities selected should fit with the type of character the player has decided to create. After the abilities have been selected, Design Points are allocated to each of the abilities. Each point assigned to an ability costs one Design Point up to the associated Attribute's rating. For example, a character has 50 in Agility, so he begins with 5 in Melee Weapons. The player wants to raise the skill

rating to 20. Raising the skill to 20 would cost 15 design points.

After reaching the Attribute limit, a player may assign points above the attribute limit at a cost of 2 design points per 1 point of skill. For example, a character has 50 in Agility so he begins with 5 in Melee Weapons. The player wants to raise the skill rating to 55. This would cost 45 design points to raise it to 50 and then an additional 10 points to raise it to 55. The total design point cost would be 55.

For each ability selected, the skill rating must be raised to *at least* 20. No player-selected ability may be less than 20.

Please consult the ability descriptions below:

Ability Descriptions

Players must choose from the abilities described below. Each ability allows a character to perform a functional role. Sometimes those skills are narrow like the ability to wield weapons. On the other hand, sometimes in order to fulfill a type of action, more than one “skill” is needed. For example, being a successful thief would include a bundle of skills — picking pockets, picking locks, removing traps, etc. For simplicity, instead of making a skill for each action a thief might take, those most connected with the act of stealing are put into a skill-bundle. The following list includes examples and descriptions, but do not include every possible action that is permitted under an ability. Player’s should use these as a guide for permissible actions covered by an ability and not a definitive list of what is permitted by an ability. Any rating below 20 means that only basic actions are capable of being performed.

Acrobatics

This ability governs all activities dealing with acrobatics, balancing, tightrope walking, climbing, contortion, gymnastics, swashbuckling, and similar activities. Acrobatics may be used in combat to deduct harm from incoming physical attacks. With GM’s permission, and declared ahead of time, Acrobatics may be used to dodge incoming blows. If the check is successful, the character avoids damage if it is 10 harm or less and half damage if greater than 10, but the PC’s next attack is made at a 50% penalty.

Specialties: Tightrope Walking, Tumbling, Leap, Dive, Contortion, Swashbuckling

Ability List by Attribute

Strength

Forging
Marining
Melee Weapons
Ranging

Presence

Animal Handling
Command
Commerce
Deception

Fortitude

Athletics
Martial Arts
Survivalism

Knowledge

Arcanum
Alchemy
Clacking
Electronics
Engineering
Language
Liberal Studies
Natural Philosophy
Pastoral
Steam Locomotion

Agility

Acrobatics
Aeronautics
Artistry
Espionage
Jury-rig
Ranged Weapons
Stealth
Thieving
Waylaying

Will

Elementalism
Enchantment
Foretelling
Necromancy
Sorcery
Shamanism
Theurgy

Perception

Etiquette
Evaluation
Games
Investigation
Scrutiny
Streetwise

Aeronautics

This ability governs activities and knowledge dealing with gliding, skydiving, tying knots, rope climbing, cloud identification, air currents, thermals, aeronautical fauna, airship identification, boarding actions, navigation, chart reading, mapping, flying, airship maneuvers, using airship weapons, airship repair, etc.

Specialties: Navigation, Boarding Actions, Piloting, Attacking, Defense

Alchemy

This ability provides the knowledge necessary for the creation of dyes, dusts, powders, potions, poisons, healing balms, tonics, medicines, black powder, and other similar items created by primarily mixing together chemical and herbal

ingredients. It also governs basic healing and first aid. Powerful magical items require the use of powerful magic to bring forth the full potential of the ingredients and/or infuse the potion with specific properties. For example, a major healing potion would require the mixing of appropriate healing herbs, and the use of Mana to bring forth its full healing powers. A healing balm, poison, or minor healing potion would only require the use of ingredients.

Specialties: Pharmacology, Potions, Powders, Disease Identification, First Aid

Animal Handling

This ability covers all knowledge and abilities related to animal handling, tracking, care, capturing, calming, interpreting behavior, training, trick riding, and performance with animals.

Specialties: Canines, Felines, Equines, Avians, Farm Animals, Specific "wild" Animal

Arcanum

This skill covers knowledge relating to ancient myths, hidden knowledge, lost languages, secret societies, and the nature of magic. This includes

possible detection of magical items, spell effects, knowledge of an items abilities, knowledge of monsters, lore, folk tales, riddles, puzzles, reading of arcane and magical languages, etc. Being in touch with such knowledge gives the possessor additional Mana. Each five points in this ability adds 1 point to the PC's Mana Pool.

Specialties: Sense Magic, Occult Lore, Monsters, Folk Tales, Arcane/Magical Languages

Artistry

This ability covers knowledge of artistic works and the ability to create them. Artistic works cover paintings, sculptures, literature, poetry, plays, etc. Artistry does not need to be limited to the "arts." The ability can be used to create forgeries, counterfeit money and documents, duplicate signatures, copy paintings, etc. Because of the characteristics of this ability, add 10% of the Artistry rating when determining success for rolls on Deception and Forging.

Specialties: Forgery, Music, Painting, Sculpting, Poetry, Literature, Plays





Athletics

This ability gives knowledge of fitness, exercise, physiology, and the like. This ability modifies the character's overall fitness level including muscle development, endurance, carrying heavy weight, and overall strength. All characters are assumed to be in "adventuring" shape even if they may be a skinny twig or portly fighter.

Every 10 points in Athletics gives a bonus of one point to damage when striking with a melee weapon or using a bow that can take advantage of the character's strength. Essentially, any weapon where strength can be transferred into the weapon will cause more damage to the target.

Specialties: Swimming, Climbing, Dancing, Long Distance Running, Sprinting, Weight-Lifting

Command

This ability governs knowledge and activities dealing with command, leadership, fortifications, siegecraft, using weapons on horseback, mapping, logistics, military strategy, attacking with an army, military ambush, constructing fortifications, building camps, laying roads, etc.

Specialties: Logistics, Ambush, Siegecraft, Intimidation, Fortifications

Commerce

This ability covers all activities and knowledge on how to run a business and engage in trade. This includes such things as barter, trade, accounting, acquisition, banking, commodities, fencing merchandise, finance, investing, negotiation, real estate, speculation, and any other business related activity.

Specialties: Investing, Banking, Accounting, Fencing, Sales, Finance

Clacking

This ability covers all activities and knowledge related to computers, calculators, business machines, analytical engines, and similar devices. It includes such knowledge as how to program a machine with punch cards, computer languages, theoretical foundations of computers, diagnosis of problems, and routine maintenance of computing machines. This ability alone will not permit construction or repair of the machines.

Specialties: Programming, Data Retrieval, Virus Removal, Diagnostics

Deception

This ability governs all forms of "pretend" whether it is being an actor, thief, spy, assassin, etc. This ability grants knowledge of and how to do the following: theatrics, acting, assuming identities, imposture, lying, fast talk, seduction, hiding one's identity, anonymity, disguise, and anything similar.

When attempting to impersonate or create an alternative identity, possession of relevant abilities will give a bonus. For example, if pretending to be a wealthy businessperson, Commerce would be useful. In these cases, 50% of the relevant ability score is added to Deception when making checks. If attempting to impersonate a specific person, the GM adds certain bonuses and penalties depending on the physical resemblances and other factors.

Specialties: Role-playing, Lying, Stage Performance, Feigning Emotions, Seduction, Fast-Talk

Electronics

This ability governs knowledge and abilities related to electricity, electric production, batteries, electromagnets, electrical relays, voltage, amps, vacuum tubes, soldering, electrical wiring, and repair of electrical devices.

Specialties: None. Given that electronics is so new, specialty training is not available.

Elementalism

This ability governs the use of elemental magic and recognition of its effects as well as knowledge of the elemental planes.

Enchantment

This ability governs the use of enchantment spells, enchanting objects, enchantment effects, etc.

Engineering

This ability governs all having to do with designing and building of structures such as bridges, roads, buildings, spring powered devices, steam engines, hydraulics, pistons, pneumatic devices, etc. Some devices might require additional

abilities, such as building an analytical engine would also require computers.

Specialties: Spring Power, Steam, Civil, Hydraulics, Pneumatic

Espionage

This ability governs actions and knowledge dealing with information gathering and assassination. It includes such things as creating distractions, cheating, embezzlement, fraud, setting traps, disarming traps, hiding weapons, concealing objects on one's body, sleight of hand, quick grab, palming, creating false evidence, planting evidence, planting devices, intimidation, interrogation, torturing, causing pain without leaving a mark, poisoning, attacking from a hidden position without being noticed, climbing walls without rope, backstabbing, spying, infiltration, assassination by *indirect* means etc.

Because of specialized knowledge of certain weapons, this ability grants plus one (+1) damage for every 10 points possessed when using a short sword or something smaller. Espionage can be used to surprise a group or avoid being surprised if the character suspects the presence of others and has the time to use it. The GM can add modifiers, as necessary, for determining success

At very high skill (81+) it is possible, with the GM's permission, to directly assassinate a target using a small bladed weapon. The optional rule for assassination is described in the combat section of the rules.

Specialties: Concealment, Poisoning, Assassination, Fraud, Torture

Etiquette

This ability governs knowledge and activities dealing with manners of customs of various social classes and regions. It governs such things as customs, courtly behavior, manners, dancing, diplomacy, dress, and persuasion.

Specialties: Nobility, Business, Street Culture, Diplomacy, Specific "foreign" culture

Evaluation

This ability allows the possessor to evaluate persons, creatures, and objects. In regards to persons, this includes the assessment of potential threats, the type of threat, motivation, honesty, ingenuity, interpretation of body language, social

class, wealth, etc. For object evaluation, this includes the condition, conformation, craftsmanship, materials, potential purpose, quality, value, etc.

Specialties: Lie Detection, Valuations, Craftsmanship, Threat Analysis

Foretelling

This ability governs all knowledge and activities dealing with foretelling, fortune telling, prophecy, divination, astrology, etc. This ability allows the character to ask and receive a definite and correct answer to a yes/no question. Such use is limited to one use per ten points in Foretelling per day. Questions poorly phrased receive a misleading answer. A PC can have more than one means of Foretelling, although this has no affect on success.

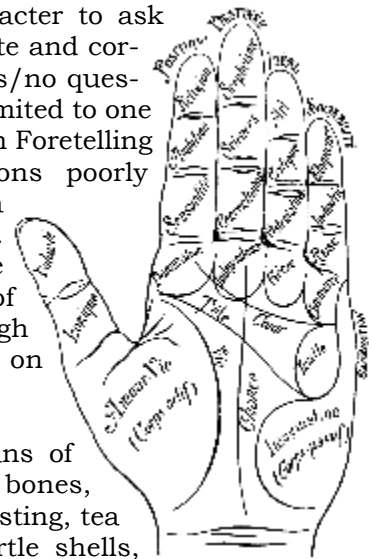
Some possible means of Foretelling are bones, cards, dice, rune casting, tea leaves, dreams, turtle shells, astrology, aura reading, numerology, visions, entrails, and omens. Each use of Foretelling costs 10 Mana Points.

At very high skill (81+) it is possible, with the GM's permission, to ask questions that are specific in nature that are not yes/no questions. The answers will be short – usually only a few words.

Forging

This ability governs metal working, creation of alloys, metal repair, and forging items ranging from large items to weapons to intricate gears and springs. It governs knowledge of metal, ores, alloys, minerals, crystals, prospecting, mining, and the like. When combined with a magical ability, it provides the character with the knowledge of how to forge magical items and/or imbue magic into an item. Metal is the easiest to work with, while wood the most difficult.

Specialties: Alloys, Gear/Spring Making, Prospecting, Melee Weapons, Black Powder Weapons, Boilers



Games

There are two aspects to a game – skill and chance. Possessing the Games ability increases both. This ability governs both legitimate and ‘con’ games. The ability covers how to play, cheat, and create games as well as assessing probabilities of outcomes, computing odds, game theory, wagering etc. The Games ability covers board games, cards, chess, gambling, pachinko, guessing games, Three Card Monty, carnival games, hustling, billiards, bowling, dice games, riddles, etc.

Specialties: Card Games, Carnival Games, Hustling, Probability, Cheating

Investigation

This ability governs knowledge and actions having to do with gathering information, investigating crimes, and analyzing evidence. It includes such activities as tracking suspects, making contacts, questioning, collecting evidence, analyzing fingerprints, using footprints to determine size & weight, knowledge of the criminal gangs, police codes, laws, etc.

Specialties: Forensics, Trailing, Questioning, Intimidation

Jury-rig:

This ability governs general shallow knowledge of how to tinker, repair, or create makeshift items. Possession of this ability allows the character to be a ‘jack of all trades.’ More complex creation and/or repair of items requires the possession of Engineering. A character with this Ability can attempt activities such as repairing any item, limited use modifications of an item, building traps, etc. Any device created, modified, or repaired by the use of this ability will appear to work. A check against the ability should only be made when the device that was created/repared is actually used, e.g. if armor is repaired, the check would happen during combat when the armor is hit. If Engineering is possessed, 10% of Engineering is added to Jury-rig checks.

Specialties: Jack of all trades don't specialize.

Language (& Linguistics)

This ability governs all having to do with spoken languages, body language, translating written texts, codes, and philology. This allows for the rapid learning of languages, thieves’ cant, dead

languages, as well as knowledge of dialectics, slang usage, accents, deciphering codes, etc.

The following chart provides information of Language rating and use:

1-3: Native/Common Language Spoken
4-9: Native/Common Language Reading & Writing at Elementary School level.
10-14: Native/Common Language Reading & Writing at High School Level.
15-19: Native/Common Language Reading & Writing at Professional Level.
20-24: Second Language Reading & Writing
25-29: Second Language Spoken
30-34: Third Language Reading & Writing
35-39: Third Language Spoken
Etc.

Specialties: Slang, Mimicking Accents, Code Breaking, Sign Language

Liberal Studies

This ability governs knowledge and use of literature, art, music, history, law, philosophy, logic, rhetoric, and mathematics.

Specialties: Rhetoric, History, Art, Mathematics, Philosophy

Marining

This ability governs activities and knowledge dealing with diving, holding one’s breath, tying knots, rope climbing, swimming, aquatic flora and fauna, ship identification, boarding actions, navigation, chart reading, mapping, sailing, ship maneuvers, ship repair, etc. This ability covers all types of water crafts whether it is on fresh water or marine environments.

Specialties: Navigation, Boarding Actions, Piloting, Attacking, Defense

Martial Arts

This ability governs the use of using one’s body as a weapon in areas such as boxing, grappling, Kung Fu, etc. Every ten points in Martial Arts adds 1 point of damage when using the body as a weapon. The character also gets two attacks per round using this ability. Wearing armor with a speed penalty greater than 4 incurs a 50-point penalty to Martial Arts.

Specialties: Arm Locks, Holds, Grappling, Punches, Kicks, Throws

Melee Weapons

This ability governs the use of armor and personal weapons, small arms, melee weapons, and the like. This ability governs maintenance, but not repair or construction.

A high Melee Weapons rating (81+) allows for the capacity of multiple attacks or the use of two weapons. The following are suggested:

Two Weapons:

Main Hand—20 point penalty
Off Hand—30 point penalty

Two Hits with a Single Weapon:

Melee Weapons 81-100 incurs a 50-point penalty.
Melee Weapons 101-140 incurs a 25 point penalty
Weapons 141+ no penalty

Specialties: Axes, Daggers, Maces, Pole Arms, Swords

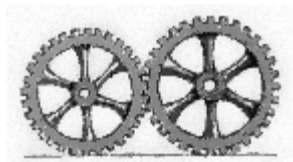
Natural Philosophy

This ability governs knowledge of and the ability to research in the workings of the natural world. It would include such things as chemistry, astronomy, physics, aerodynamics, and natural history (study of plants and animals).

Specialties: Natural History, Chemistry, Astronomy, Physics, Geology

Necromancy

This ability governs the summoning of dead spirits, the creation of undead, and related spells as well as knowledge of burial customs, identification of bones types, the creatures they belonged to, preserving the dead, and knowledge of undead.



Pastoral

This ability governs all knowledge and activities dealing with country life such as farming, village life, rural customs, animal husbandry, livestock, practical astronomy, etc. This ability gives the

capacity to be relatively self-sufficient if living in the country. It includes such capacities as making crude items for personal use as well as mending and sewing—including leather and cloth armor, fishing, hunting, trapping, flora knowledge, cooking, medical uses of herbs, etc.

Specialties: Farming, Ranching, Mending, Hunting, Cooking, Veterinary Care, First Aid

Ranged Weapons

This ability covers the use of all ranged weapons. Such items consist of bows, crossbows, hand catapults, throwing daggers, shurikens, pistols, muskets, etc. A rating over 80 allows the PC, at the GM's discretion, multiple shots when using non-gunpowder weapons.

Specialties: Bows, Crossbows, Thrown Weapons, Pistols, Muskets, Pepperbox

Ranging

This ability governs all knowledge and activities dealing with hazardous travel in uncivilized areas, scouting, ambushing, smuggling, temporary survival in the outdoors, camouflage, concealment, camping, hiding in wooded areas, climbing trees, wilderness navigation, mapping, deadfalls, pits, traps, tracking, hunting, etc. Ranging can be used in wilderness areas to surprise a group or avoid being surprised if the character suspects the presence of others and has the time to use it. The GM adds modifiers as necessary for determining success.

Specialties: Tracking, Traps, Hunting, Mapping, Hiding, Camouflage

Scrutiny

This ability governs activities dealing with observation and searching such as observation of people, gathering information, noticing the unnoticed, reading lips, interpreting body language, searching for objects and places for traps or hidden doors, searching people for hidden items, etc. This ability can be used to attempt to avoid being surprised if the character would have had a reason to have been using scrutiny in that situation. The chance of success in avoiding surprise is modified by circumstances and other factors as determined by the GM.

Specialties: Reading Lips, Searching Places & Objects, Searching People

Shamanism

This ability governs all knowledge of, spells related to, and activities that deal with nature's power, nature spirits, deities, ancestor worship, appeasing nature spirits, cleansing the natural world of malign spirits, etc.

Sorcery

This ability governs the use of spells that summon and control demons, devils, spirits, as well as knowledge related to these creatures.

Steam Locomotion

This ability governs the use of steam powered land transportation (horseless carriages, trains) as well as use and maintenance of all steam engines. It governs abilities and knowledge related to boilers, fuel types, maintaining proper temperature and pressure, shoveling coal, driving a train, and driving a horseless carriage.

Specialties: Horseless Carriages, Trains, Fuel Mixture

Stealth

This ability governs activities dealing with hiding in shadows, blending into a crowd, going unnoticed, evasion, lurking, following without being noticed, detect noise, listening to quiet conversations, climbing walls, silent movement, being perfectly still, backstabbing or sudden attacks, avoiding detection while in a situation one can be observed, etc. This ability can be used to surprise a group if the character suspects the presence of others and has the time to use it. The GM adds modifiers as necessary for determining success.

Specialties: Hide in Shadows, Unnoticeable, Detect Noise, Ease Dropping, Move Silently, Backstabbing

Streetwise

This ability governs activities and knowledge dealing with cities and the societies living within the cities. This includes interpreting body language, knowledge of street crimes, thieves cant (the language of thieves), gangs, government workings and officials, cliques, etiquette, influential individuals, bribery, how to influence, places to hide out, law enforcement procedures, laws, political situation, slang, tracking in the city, etc.



Specialties: Bribery, Intimidation, Etiquette, Tracking, Fencing

Survivalism

This ability governs all knowledge and activities needed for survival in non-civilized and primitive areas. It includes the knowledge of primitive forms of communication, e.g. hand gestures, knowledge of primitive tribes and customs, the ability to find water, determine direction, mapping, climbing, mountaineering, spelunking, swimming, tracking game, setting traps, building temporary shelter, canoeing, identification of flora and fauna, etc.

Specialties: Tracking, Traps, Climbing, Finding Water

Theurgy

This ability governs activities and spells dealing with celestial deities, summoning of celestial beings, appeasing the gods, healing magic, etc.

Thieving:

This ability governs activities necessary for theft and infiltration such as climbing walls, pick pocketing, cutting purses, lock picking, safe cracking, breaking and entering, disarming traps and alarms, palming, and similar abilities related to theft.

Specialties: Climb Walls, Pick Pocketing, Palming, Lock Picking, Disarming Traps/Alarms, Safe Cracking

Waylaying

This ability deals with hijacking, kidnapping, armed robbery and similar activities. It gives knowledge of how to conduct small ambushes and raids, intimidation, bribery, decoying, hiding tracks, creating decoy tracks, evasion, climb trees, hiding weapons, faking death or injury, concealment, deadfalls, pits, etc.

Every 10 points in Waylaying adds one point to hit and damage when using a ranged weapon.

Waylaying can be used to surprise/ambush a group or avoid being surprised if the character suspects the presence of others and has the time to use it. The GM adds modifiers as necessary for determining success.

Specialties: Ambush, Decoy, Evasion, Intimidation, Concealment

Step Six—Specializations

After selecting abilities, players are able to further specialize their characters. A specialization allows the character to concentrate in a specific area to improve it while neglecting other areas covered by an ability. Players are permitted, but not required to specialize. Players are limited to one specialization per ability, but no more than 4 specializations at character creation may be chosen. Suggested specializations are listed with the ability descriptions.

Specialization is only possible if an ability has a rating of 40 or greater. When specializing, 10-points are added to the specialization rating, while the rating for the base ability drops 10 points. A specialized ability rating may rise above the associated Core Attribute rating. For example, a PC has 50 in Ranged Weapons, and an Agility Attribute score of 50. The character is specialized

in Pistols. The Pistols rating is 60, 10 points over the Agility score, but the Ranged Weapons rating drops to 40.

Step Seven—Derived Attributes

After abilities have been selected and skill ratings are assigned, players should now calculate the Derived Attribute ratings. These attributes are at least partially based on the Core Attributes. Derived Attributes are Hit Points, Speed, Mana Pool, and Fate Points. Below you will find a description of each attribute and how it is calculated.

Hit Points (HP)

Hit Points, or HP, represent how much damage the character can take. The base Hit Points of any character is 20. That is added to the character's Fortitude and 10% of Strength to determine the character's normal total of Hit Points. For example, a character with 50 Fortitude and 40 Strength would have 74 Hit Points (20+50+4).

Speed

Speed governs reaction time, reflexes and movement rate of a character. When reaction time is important, such as trying to avoid harm, a check against speed would be done. At GM discretion, Speed may be used to modify initiative checks.

To determine the character's Base Speed rating, add 30 to 10% of the character's Agility rating. For example, a character with 63 in Agility would have 36 Speed. This may be modified during Step 8 of character creation.

Current Speed Rating is determined by the Base Speed Rating minus any hindrances. This is usually in the form of an Armor Speed Penalty. For example, a character wearing a reinforced armor trench coat would suffer a 4 point penalty to speed. If the character's Base Speed rating is 36, then his Current speed rating would be 32.

The movement rate of a character while walking is his Current Speed rating. A character with 36 for the Current Speed rating would move 36 feet in a round (6 feet per second). This also is how far a character can move during combat rounds if the character is trying to avoid getting hit.

Fate Point

Fate Points can be used to reverse bad outcomes or increase the odds of achieving a good outcome. The number of initial Fate Points is 10% of the PC's Will rating. Fate Points do not regenerate, and must be replaced by using experience points. The maximum number of Fate Points a PC can have at a given time is 20% of the PC's Will rating.

Mana Pool (MP)

Mana Pool, or MP, represents how much mental or spiritual energy the character has. This energy is used to cast spells or create magical items. A character's MP is equal to the character's Will rating plus 1 point for every 5 points in Arcanum. For example, if a character has 60 in Will, the amount of Mana the character has is 60. If this character also has Arcanum skill at 50, then this adds an additional 10 points of Mana bringing the total to 70 points.

Step Eight—Remaining Design Points

After calculating the derived attributes, player's may spend any remaining design points to raise the derived attributes. The following chart lists the cost.

Hit Points: 2 additional Hit Points for every 1 Design Point

Speed: 1 additional point for every 1 Design Point.

Mana: 1 additional point for every 2 Design Points.

Fate Point: 5 design points for each Fate Point.

Characters are limited to 10 additional Hit Points, 5 additional points of Speed, 5 additional points of Mana, and 2 additional Fate Points.

Any remaining Design points will be converted to experience points at a ratio of 2 experience points per 1 design point.

Step Nine—Gearing Up

After the character has been created, it is necessary to equip the character. Each character receives \square 15 and 15 free equipment picks. Players should consult the beginning equipment list when choosing items. After the items have been chosen, players may choose to spend their money on items using the full equipment list.

Players are allowed to select a maximum of 1 set of personal armor (shields do not count towards this limitation), 2 animals, and 3 weapons (ammunition does not count towards weapons limit).

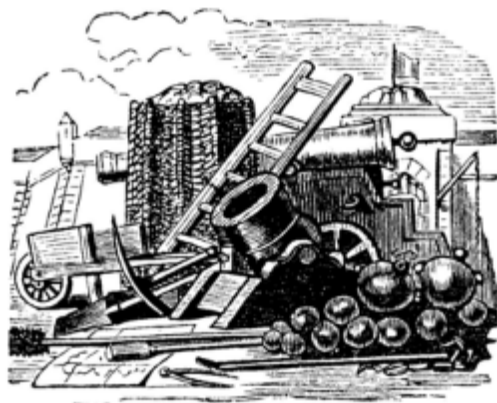
Monetary System

The game uses a metal based currency system. Each country has its own coinage and metal value that is used to determine exchange rates. Most of the Uncharted Territories uses money from New Arcadia. Currency from New Arcadia is officially called the Pound. The Pound used to be worth one pound of coal. The money has been revalued and redesigned. Each coin has a round hole in the center so that it can be hung on strings. To prevent shaving of the coins, rounded nubs were added on the outside. This gives the coins the look of a gear or sprocket. The common name used for the currency in everyday conversation is 'Sprocks.' The currency uses the \square as the symbol of money. Coins are made in three values, pounds, shillings, and pence. Pounds and Shillings are made of silver, while a pence is made of copper. It takes 10 pence to make a shilling and 10 shillings to make a pound. Prices are listed in the same way dollars are, e.g. \square 1.25 would be said as One Sprocket and Twenty-Five Pence.

For reference purposes, a lower class worker will make \square 5 a month while a middle class worker will make \square 10.

Spell Selection

See Magic Section for information about initial spell selection.



Steam Craft

Name _____ Player Name _____

Race _____ Gender _____ Description _____



Strength

Forging

Marining

Melee Weapons

Ranging



Perception

Etiquette

Evaluation

Games

Investigation

Scrutiny

Streetwise



Presence

Animal Handling

Command

Commerce

Deception



Will

Elementalism

Enchantment

Foretelling

Necromancy

Sorcery

Shamanism

Theurgy



Agility

Acrobatics

Aeronautics

Artistry

Espionage

Jury-rig

Ranged Weapons

Stealth

Thieving

Waylaying



Fortitude

Athletics

Martial Arts

Pastoral

Survivalism



Knowledge

Arcanum

Alchemy

Computers

Electronics

Engineering

Language

Liberal Studies

Natural Philosophy

Steam Locomotion

Base Speed

Current Speed

Strength Bonus

Agility Bonus

Armor Factor

Fate Points

Hit Point Tracker

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	26	27			
28	29	30	31	32	33	34	35			
36	37	38	39	40	41	42	43			
44	45	46	47	48	49	50	51			
52	53	54	55	56	57	58	59			
60	61	62	63	64	65	66	67			
68	69	70	71	72	73	75	75			
76	77	78	79	80	81	82	83			
84	85	86	87	88	89	90	91			
92	93	94	95	96	97	98	99			
100	101	102	103	104						
105	106	107	108	109						

Specializations

Equipment Pick Table

One pick

Armor& Shields

Armor, cloth
Shield, regular

Armor & Equipment, Riding Animal

Harness, single
Saddle
Saddle bags, pair, leather

Weapons

Axe, battle
Axe, belt
Bow, short
Brass Knuckles
Crossbow, light
Dagger, short
Dagger, throwing (pair)
Fighting Staff
Hammer
Mace
Scythe, great
Sling
Spear
Switchblade

Swords: *All swords come with a scabbard*

Falchion
Rapier
Short Sword

Firearms: *All handguns come with holster*

Kilgore Brownbuss
Noringco Model 65
Thompson DBSP
Noringco C70

Ammunition

Ammunition, set (20 count)
Arrows, 24 count
Bullets, sling (20 count)
Quarrel box (holds 40)
Quarrels (40 count)
Quiver (holds 24)

Alchemist

Bandages (10)
Fingerprint Kit
Film
Poison Antidote, 1-dose bottle
Potion of Lesser Healing
Salve, healing—5 applications

Clothing

Boots
Clothing, poor, set of
Clothing, common, set of
Corset
Goggles, Brass
Shoes
Skirt

Instruments

Banjo
Drum
Flute, silver
Hurdy Gurdy
Mandolin
Trumpet
Violin

Miscellaneous Supplies

Caltrops, dozen
Camera
Canteen, 1 quart
Chain, 10 ft
Clockwork Repair Kit
Dice
Disguise Kit
Fountain Pen
Handcuffs
Lantern, Oil
Lock Pick & Thieves Tools
Magnifying Glass
Matches, box of 12
Oil, lamp, one-gallon jug
Playing Cards
Pocket Watch
Pouch, belt, leather
Rope (per 10 feet)
Sack, large, heavy cloth
Shovel
Spyglass
Tool Kit (Basic Tools)
Umbrella

Food & Beverages

Beer, one gallon jug
Fish, dried, pound
Fruit, dried, pound
Rations, 1 week
Whiskey, 1 bottle

Two picks

Armor& Shields

Armor, leather
Corset, Reinforced
Soldier's Coat, common

Clothing

Clothing, wealthy, set of

Weapons

Swords: All swords come with a scabbard

Long Sword
Scimitar
Two-handed Sword
Sword cane

Firearms: All handguns come with holster

Kilgore Little Kick
Kilgore LP70
Kilgore Musket model 1881
Thompson AP model 1875

Animals

Dog, guard
Mule, riding

Threæ Picks

Armor & Weapons

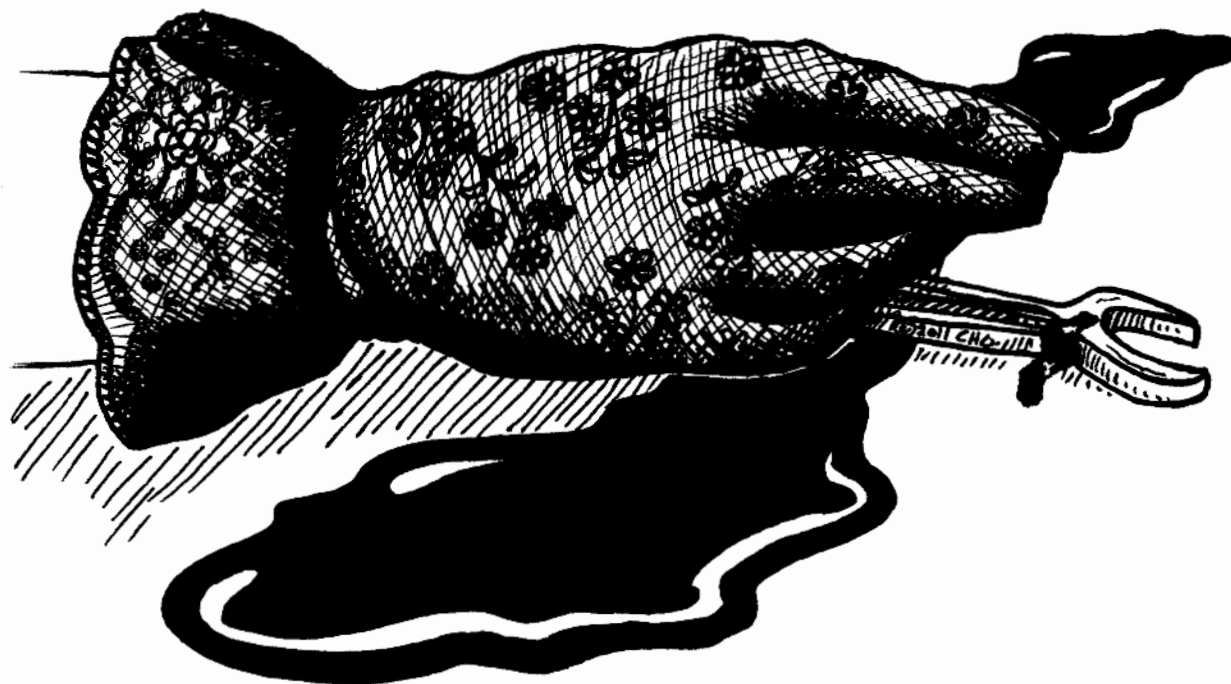
Trench Coat, Lined

Firearms: All handguns come with holster

Kilgore PSG
Kilgore Warmaker
Noringco SG

Animals

Horse, riding
Horse, pack



Woolies Department Store Price Guide

Armor& Shields

Armor, cloth	☐ 4
Armor, leather	☐ 6
Armor repair tools, kit	☐ 5
Armor, chain mail	☐ 10
Armor, Cuirass	☐ 35
Corset, Reinforced	☐ 8
Shield, large (metal)	☐ 2
Shield, regular (wood)	☐ 1
Soldier's Coat, common	☐ 3.25
Trench coat, Lined	☐ 12

Armor & Equipment, Riding Animal

Barding, cloth (AF 4)	☐ 8.50
Barding, leather (AF 6)	☐ 12.70
Barding, chain mail (AF 8)	☐ 25
Harness, single	☐ .50
Harness, team (2 animals)	☐ 2.50
Saddle	☐ 1
Saddle bags, pair, leather	☐ 1

Weapons

Axe	☐ .50
Axe, battle	☐ 1
Axe, belt	☐ .25
Bow, short	☐ 2.5
Bow, Long	☐ 5
Bow, Composite	☐ 15
Brass Knuckles	☐ .5
Club	☐ 2.50
Club, great	☐ 1
Club, spiked	☐ .50
Crossbow, heavy	☐ 4
Crossbow, light	☐ 2.50
Dagger, long	☐ 2.50
Dagger, short	☐ 1
Dagger, throwing (pair)	☐ 2.50
Fighting Staff	☐ .50
Flail	☐ 1.50
Hammer	☐ .50
Javelin,	☐ .50
Lance (14-foot shaft)	☐ 4
Mace	☐ 2.50
Pike	☐ 1.50
Pole-arm	☐ 1.50
Scythe, great	☐ 1.50

Sling	☐ .10
Spear, throwing	☐ .50
Spear	☐ 1
Staff	☐ 1
Switchblade	☐ 1
Sword cane	☐ 2

Swords: All swords come with a scabbard

Broadsword	☐ 3
Falchion	☐ 2.50
Long Sword	☐ 3.50
Rapier	☐ 2.50
Scimitar	☐ 4
Short Sword	☐ 2
Two-handed Sword	☐ 5

Firearms: All handguns come with holster

Kilgore Brownbuss	☐ 2
Kilgore Little Kick	☐ 4
Kilgore LP70	☐ 2
Kilgore Musket 1881	☐ 3
Kilgore PB6	☐ 8.50
Kilgore PSG	☐ 10
Kilgore RC	☐ 8
Kilgore Warmaker	☐ 12.50
Noringco C70	☐ 2
Noringco m. 65	☐ 1.50
Noringco m.75	☐ 2.5
Noringco Repeating Musket	☐ 15
Noringco SAR	☐ 14
Noringco SG	☐ 8
Thompson ABG	☐ 15
Thompson AP 1875	☐ 5
Thompson Carbine 1880	☐ 2.50
Thompson DBSP	☐ 3
Thompson Harmonica	☐ 9.50
Thompson Star	☐ 7.50

Ammunition

Ammunition, set (20)	☐ .80
Arrows, 24 count	☐ .25
Black Powder, (100 bullets)	☐ .50
Buck Shot, (10)	☐ .20
Bullets, sling (20 count)	☐ .10
Bullets, firearm, (10 count)	☐ .25
Percussion Caps (100)	☐ .20
Quarrel box (holds 40)	☐ .25
Quarrels (40 count)	☐ .50
Quiver (holds 24)	☐ .30

Alchemist

Acid, 1 pint flask	☐ .50
Alkaline, 1 pint flask,	☐ .50
Alcohol, wood, 1 quart flask	☐ 1.50
Analgesic (50 doses)	☐ .50

Bandages (10)	□ .10
Chloroform, Quart	□ .50
Fingerprint Kit	□ 2
Film	□ .50
Poison antidote, 1-dose bottle	□ 10
Potion of Lesser Healing	□ 5
Salve, healing—5 applications	□ 1
Water Purification, 1 quart	□ .10

Animals

Dog, guard	□ 2.5
Dog, hunting/tracking	□ 5
Donkey	□ 10
Horse, riding	□ 35
Horse, pack	□ 20
Mule, pack	□ 10
Mule, riding	□ 15

Clothing

Belt, leather	□ .40
Boots	□ 1.20
Bustle	□ .40
Cap	□ .25
Cape	□ 1
Cloak	□ 1
Cloak, fur-trimmed	□ 10
Clothing, poor, set of	□ .60
Clothing, common, set of	□ 1
Clothing, wealthy, set of	□ 10
Corset	□ .50
Evening dress, Fashionable	□ 5
Goggles, Brass	□ 1
Gloves	□ .10
Pants	□ .30
Sandals	□ .20
Shirt	□ .30
Skirt	□ .30
Shoes	□ .40
Stockings, Silk	□ .30
Top Hat	□ 1.20

Instruments

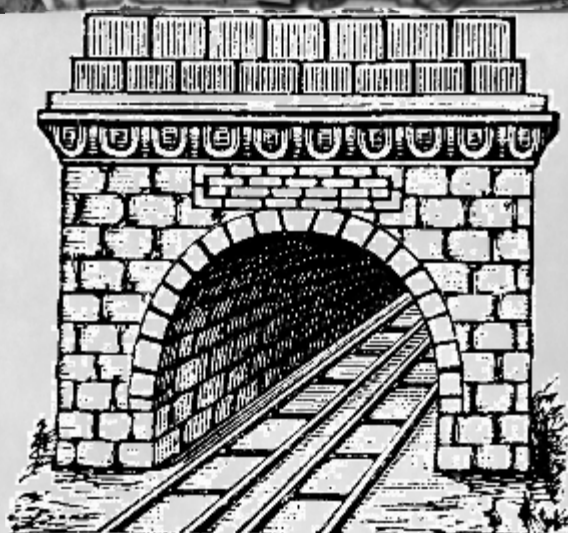
Bagpipes	□ 3.50
Banjo	□ 2.50
Drum	□ 1
Flute, silver	□ 4
Harpsichord	□ 40
Hurdy Gurdy	□ 5.25
Lyre	□ 4
Mandolin	□ 2
Piano	□ 60
Trumpet	□ 4
Violin	□ 3

Miscellaneous Supplies

Automatic Abacus	□ 3.50
Backpack, leather	□ .50
Bell, silver, small	□ 1.50
Blanket	□ .10
Caltrops, dozen	□ .05
Camera	□ 2.25
Candle	□ .01
Canteen, 1 quart	□ .10
Chain, 10 ft	□ 1
Chalk, 2 sticks	□ .05
Charcoal, 2 sticks	□ .05
Chisel	□ .30
Clockwork Repair Kit	□ 1.15
Crowbar	□ .05
Dice	□ .20
Disguise kit	□ 10
Fountain Pen	□ .75
Fur, animal skin, ordinary	□ 5
Incense, stick	□ .05
Kettle, large	□ 1
Ink, Bottle	□ .10
Lantern, oil	□ .50
Lock Pick & Thieves tools	□ 5
Looking glass, hand	□ 1
Magnifying Glass	□ 1
Matches, box of 12	□ .02
Microscope	□ 5
Mirror	□ 2
Nails, 1 score	□ .10
Oil, lamp, one-gallon jug	□ .10
Padlock	□ .10
Pan, iron	□ .50
Paper, white, sheet	□ .01
Pen, quill	□ .10
Playing Cards	□ .10
Pocket Watch	□ 3.50
Pouch, belt, leather	□ .80
Pressure Suit	□ 15
Rope (per 10 feet)	□ .10
Sack, large, heavy cloth	□ .20
Sack, large, leather	□ .80
Shovel	□ .30
Soap, bar	□ .02
Spyglass	□ 1
Telegraphic Signal Recorder	□ 35
Tent, 5 man	□ 5
Tinder box	□ .25
Tool Kit (Basic Tools)	□ 2.15
Torch, wood (30 min burn time)	□ .05
Typewriter	□ 50
Umbrella	□ .10
Wax, 5 pound block	□ .30

Transportation, Items

Airship, Steam	⌘ 15,000
Bicycle	⌘ 10
Boat, rowing	⌘ 10
Boat, small barge	⌘ 150
Carriage, 4 wheel	⌘ 250
Clockwork Horse	⌘ 100
GD Model S	⌘ 950
Kokora Locomotives HC1	⌘ 700
Ship, small, sailing	⌘ 500
Ship, large, sailing	⌘ 1000
Ship, small, steam	⌘ 3500
Steamboat	⌘ 7000
Wagon, 4 wheel	⌘ 40



New Arcadian Visitor's Guide to Typical Prices

Transportation, Fare

Airship, Common	⌘ .10-.50
Airship, First Class	⌘ 5-15
Cab Fare/mile	⌘ .30
Coastal Voyage, First Class	⌘ 10
Tram, City	⌘ .05-.50
Train, Rural	⌘ 1-3

Communication

Postage, Letter	⌘ .05
Postage, Parcel/pound	⌘ .10
Telegram/5 words	⌘ .10

Lodging

Fancy Hotel/night	⌘ .25
Hotel/night	⌘ .15
Hotel, Slum/night	⌘ .05
House/month	⌘ 4
Flat/month	⌘ 2

Food & Beverages

Ale, pint	⌘ .05
Ale, gallon jug	⌘ .25
Beer, pint	⌘ .03
Beer, one gallon jug	⌘ .15
Black Pepper (ounce)	⌘ .02
Brandy, 1 quart flask	⌘ .50
Bread, loaf	⌘ .03

Eggs, dozen	⌘ .05
Fish, dried, pound	⌘ .10
Fruit, dried, pound	⌘ .05
Fruit, fresh, pound	⌘ .02
Honey Mead, 1 quart	⌘ .20
Milk, quart	⌘ .05
Rations, 1 week	⌘ 3.5
Whiskey, 1 bottle	⌘ .30
Wine, 1 bottle	⌘ .50
Salt, pound	⌘ .80
Spices (various)/ounce	⌘ 1-10
Sugar, pound	⌘ 2
Vegetables/pound	⌘ .02

Entertainment

Burlesque Show	⌘ .10
Call Girl	⌘ 1
Concert, Seated	⌘ .1
Concert, Standing	⌘ .05
Meal, Breakfast	⌘ .05
Meal, Lunch	⌘ .10
Meal, Dinner	⌘ .25
Museum Ticket	⌘ .05
Musical, Box	⌘ 4
Musical, Seated	⌘ .15
Play, Box	⌘ 3
Play, Seated	⌘ 1
Prostitute, Street	⌘ .20
White Lotus (1 pipe)	⌘ .25
Zoo Admission	⌘ .05

Selected Item Descriptions

Armor

Cloth Armor:

Cloth armor is not the same as just wearing clothes. It is designed to protect the wearer in combat. It typically involves the use of special silks and padding. Cloth armor is flammable unless wet or magical.

Leather Armor

Leather armor is flammable under sustained flame or a high temperature flame. If the armor is wet or magical, then it will not catch fire.



Brass Reinforced Armor

Brass plates and adornments are attached to leather armor. It is a stylish way to protect yourself from bullets.

Corset, Reinforced

This is a form-fitting corset, designed to give a woman a lift. It is reinforced with metal in the appropriate spots to provide protection for the torso.

Cuirass

Cuirass armor refers to a full set of metal armor that a knight would wear. It is custom made and tailored. Unless someone has the same physical attributes, wearing of this armor by anyone other than for whom it is made will result in a severe Speed penalty. The armor can be taken to an armor smith and adjusted to fit in most cases.

Soldier's Coat

This is a thick leather coat stuffed with extra padding. It is a long coat that covers a person's body. It has a high collar that can be buttoned over one's mouth. This is useful in covering a person's breath in winter. It is the standard issue of army soldiers and can be found at surplus stores.

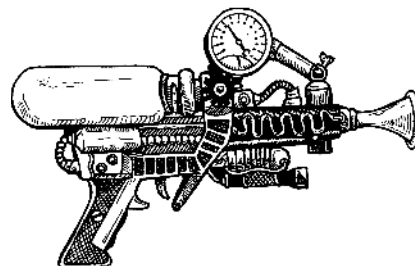
Trench Coat, Lined

This is a heavy leather trench coat. Inside the coat is a fine metal mesh designed to absorb the energy of bullets. This is a must have for the stylish urban commando.

Firearms & Ammunition

Aether Gun

This is not available for purchase. The gun excites the aether in the air and sends out an arching beam similar to electricity. It is effective against all creatures, including undead, ghosts, and demons. Black Powder weapons are not effective against the undead, ghosts, or demons. Aether Guns have 20 shots before needing to be recharged. It automatically recharges at a rate of one shot per hour.



Ammunition, set of (20)

This is a prepackaged set of black powder, bullets, and percussion caps. It contains 20 individually wrapped paper packages with pre-measured black powder and bullets. Simply dump into the gun and attach the cap. Available in most caliber sizes.

Black powder

Black powder is a mixture of chemicals that when ignited creates a sudden expansion of gas. It is typically used in firearms to propel projectiles. It produces a substantial amount of smoke such that multiple shots could begin to obscure vision on the battlefield.

Buckshot

Buckshot is a type of ammunition that can only be used in weapons like a blunderbuss and shotguns. It consists of small lead balls that spread out in a cone pattern from the barrel of the gun. This has a chance of hitting multiple targets, but the damage from shot is substantially less.

Bullets

Bullets are round, lead balls that come in various sizes. Larger sizes tend to do greater damage, but are less accurate at large distances.

Percussion Caps

Firearms require ammunition and black powder. However, the black powder needs to be ignited. Modern weapons use percussion caps that attach to the outside of the firearm. The hammer on the gun hits the cap creating a spark that ignites the gunpowder. Older weapons use a flintlock, which are extremely unreliable.

Kilgore Brownbuss

The Brownbuss is a blunderbuss. It is short, typically around the length of a sawed off shotgun, and has a flared muzzle. The weapon is primarily defensive, with large amounts of small lead balls causing damage to multiple areas of the body. Blunderbusses can hit multiple targets with a single blast. Given the large barrel, the blunderbuss is fast to reload.

Kilgore Little Kick

The Little Kick is a small 3-chamber pepperbox pistol. It is designed to be lightweight and easily concealed. It is best as a close range weapon, due to the small barrels and small caliber.

Kilgore LP70

The LP 70 is the first handgun built by Kilgore. It is a percussion cap weapon that features two barrels. Due to its relatively light weight and ease of loading, it is still a popular choice.

Kilgore Musket model 1881

This is an update of the traditional musket. It features a rear-loading barrel for bullets, and replaces the flintlock system with a percussion cap system. It comes standard with a bayonet

Kilgore PB6

The PB6 is a 6-barrel pepperbox. The 6 barrels are made from a rust resistant iron, while the rest of the gun is done in bronzium. It is currently the most popular weapon used in the Uncharted Territories.

Kilgore PSG

The PSG is a 3-barrel pepperbox shotgun. It has a barrel of 30 inches.

Kilgore RC

The RC is the world's first revolver-style carbine. A 5 shot revolving cylinder is attached near the rear of the carbine. The brass cylinders require manual rotation to line up the chamber with the barrel.

Kilgore Warmaker

The Warmaker is a single action, five-bullet revolver. However, the revolving cylinder is at the front of the gun instead of the rear. For improved safety and reliability, the hammer is internal, and strikes the percussion caps attached to chambers. Like all revolvers, it requires removing the cylinder to load. The gun features copper-inlay barrels, chrome plating, bronzium casing, and a gold plated handle.

Noringco C70

The C70 is a carbine that is somewhat shorter in length than a standard carbine. It is a popular choice because of its cheap price.

Noringco model 65

The model 65 is a small single barrel pistol. It is only 2.5 inches in length. Due to the ease of concealment, it is a popular choice among working women.



Noringco model 75

The model 75 is a small double barrel pistol. It is 3.5 inches in length.

Noringco Repeating Musket

The first of its kind, the repeating musket permits the firing of up to 4 bullets without the need to reload. It has a lever on the bottom that automatically drops a bullet and black powder into the barrel. Percussion caps are stored on top and easily slipped into place by a finger to fire. Reloading the gun requires a partial disassembly of the musket.

Noringco SAR

The SAR is the world's first single action revolver. It features a six-chamber cylinder located at the rear of the gun. Like all revolvers, it requires removing the cylinder to load.



Noringco SG

The SG is a 4-barrel pepperbox shotgun. It features a unique diamond arrangement of barrels.

Thompson ABG (Anti-Bandit Gun)

The Thompson ABG is a 10 shot pepperbox featuring a hand cranked automated barrel system. The barrels are bronzium, while the rest is a brassium alloy. Copper and gold inlay are used as decorative features. While somewhat bulky and heavy, the gun is designed primarily for defense. Its ease of use makes this a popular gun for travelers and shop owners worried about being the target of bandits.

Thompson AP model 1875

The AP is a double barrel assault pistol. It features large caliber bullets designed to shoot through just about anything.

Thompson Carbine Model 1880

This is your standard carbine. It is a shorter version of their discontinued model 1868 musket. It lacks a bayonet and has a much shorter range than a musket. These guns are the favorite of small game hunters and settlers needing a little defense.

Thompson DBSP

The DBSP is a double barrel small pistol. It is designed for easy concealment.

Thompson Harmonica

The Harmonica is a long pistol, featuring a brassium magazine loading system. A magazine holds 7 preloaded bullets with black powder. The magazine is then loaded into the pistol. Once a bullet is fired, the magazine is pushed so as to line the next bullet up with the hammer. A percussion cap is attached before each shot.

Thompson Star

The Star is a five-barrel large caliber pepperbox pistol.

Alchemist

Alcohol, wood

This is a one quart flask of wood grain alcohol, used in experiments and to sanitize wounds. Drinking has been known to cause blindness.

Analgesic

This is a mild pain reliever suitable for headaches and to take the edge off of bullet wounds. Each package contains 50 pills.

Bandages

A set of ten bandages used to dress wounds and stop bleeding. A must have for anyone prone to knife fights and shootouts.

Chloroform

Chloroform is a sweet smelling, cloudy liquid used for a variety of purposes by scientists. Alchemists and field medics use it as a mild anesthetic. The fumes are known to make a person unconscious and to prevent the person from moving. The duration is usually limited, unless additional

doses are used. Overdoses may cause sudden death. This is a controlled substance, and proper ID is required to purchase in the Commonwealth of Arcadia.

Film

This is a celluloid based film, used in modern cameras. The images are black and white, and of lesser quality than those from plate cameras. The film must be developed using special chemicals that transfer the image onto paper or metal. Each packet of film holds 20 images.

Fingerprint Kit

This device is used by police and private investigators. It allows the character to dust for prints and lift the prints for later comparison.

Poison antidote

This is an antidote to most common natural poisons. It will nullify toxins within 5 minutes of ingestion. Exotic poisons and magical poisons are unlikely to respond to the antidote.

Potion of Lesser Healing

This is a red, vulgar tasting liquid that heals the person who ingests it. It heals 10 points upon ingestion. It can only be used once per 12 hours. It will not heal damage that has a natural cause, e.g. naturally occurring diseases, childbirth.

Salve, healing

This contains five doses of a healing cream. When applied to wounds, it doubles the healing rate per 24 hour period. Not for internal use. Ingestion has been known to cause rectal leakage.

Water Purification

This is a special powder that can be mixed with up to one quart of water. It will cause all substances in the water to form a solid mass on the bottom. Any toxins or bacteria are attached to the solid mass. The pure water may be removed and safely ingested. A must have for anyone traveling to exotic locations. Warning: this will turn alcohol into water.



Clothing

Bustle

This is a metal framework under a skirt that is used to properly shape the back end of skirts.

Cloak, fur-trimmed

This is a luxurious cloak with a fur trimmed hood. This is popular among older nobility and pimps. Commoners tend to look down on wearing fur because it is needlessly cruel to animals.

Clothing, common, set of

This is a full set of clothing available at clothing stores serving the middle class. It contains all the basic apparel a person needs to look upwardly mobile in society. The clothing is up on recent fashion trends and is made out of comfortable – but less durable – material.

Clothing, poor, set of

This is a full set of clothing available at your local discount store. It contains all the basic apparel a person needs to not be naked in society. It is usually a year behind in the fashion trends and is made from heavier fabrics.

Clothing, wealthy, set of

This is a full set of clothing available at upscale boutiques. It contains a full outfit of fashionable clothing, including matching undergarments. It is popular with the upper classes and teenage nobility.

Corset

This is an undergarment designed to help the modern woman achieve the perfect shape. Burlesque dancers and saloon girls wear this as part of their job. Young adults are now wearing this in place of more traditional clothing. Some writers have commented that this trend is part of a growing feminist movement. Occasionally men wear a corset under their clothes for back support. It is popular with older miners.

Goggles, Brass

A common set of brass goggles without decoration. It is the must have accessory of anyone that is not nobility. It also provides protection to the eyes against excessive wind and dust.

Stockings, Silk

Silk stockings are a popular import from Anatolia. A must have for the woman out on the town for the night. Female engineers have reported that these work as replacement belts in a variety of mechanical devices.

Miscellaneous

Automatic Abacus, IBE

IBE brings you a handheld calculator that does addition, subtraction, multiplication, division, exponents, , and square roots. Simply wind the handle and then turn dials. A 10-digit display on top will display the answer. Don't be fooled by cheaper imitations with less digits and fewer functions.

Camera

A portable hand held camera popular with investigative journalists. It uses celluloid film instead of plates. Pictures are taken fast, but the image quality is less than pictures taken with plate cameras. The film is usually developed by an alchemist.



Clockwork Repair Kit

This repair kit contains a variety of the most commonly used gears, springs, and screws. It usually contains a set of small screwdrivers and a file. It contains enough material to repair the internal mechanisms of five pocket watches.

Disguise Kit

This includes everything you need to disguise yourself, except for clothing.

Lock Pick & Thieves tools

This is a set of equipment needed to open devices or break and enter. It contains picks, skeleton keys, small crowbar, glass cutters, and other common devices. These items are not sold in stores, and are only available on the black market. Possession by non-law enforcement personal is a criminal offense.

Magnifying Glass

This is a handheld object that magnifies an image. The most popular varieties of magnification are five or ten times. Small children use these devices to burn ants.

Paper, white

This is an 8.5 x 11 inch piece of white paper. It is the highest quality paper available. Teenagers prize this paper because it is needed to play their favorite game – *AetherCraft*. In *AetherCraft*, players pretend they are heroes adventuring to other worlds, where they bring civilization to the savages. Some members of the Church of Avalon hold that the game should be banned because it teaches children blasphemy by claiming there are other worlds. It has been blamed for increasing violence and leading to demonic possession. This has only led to an increase in popularity for the game.

Pressure Suit

Pressure suits are protective gear worn to survive high-pressure environments, usually underwater. It is made of brass, steel, glass, rubber, and waterproof fabrics. The suit is typically connected to a source of air that allows the diver to breathe. Individuals can sink to a depth of 400-500 feet in relative safety. That, of course, ignores the possibility of ocean monsters eating you.

Slide Rule

A metal device used by engineers to compute logarithms and work with trigonometry. A must have for any inventor.

Soap, bar

This is a hand-sized bar of soap used to clean a humanoids body. Once shunned by *AetherCraft* convention attendees, it is now being used more often as conventions are attracting female cosplayers wearing bodices and corsets.

Spyglass

This is a handheld telescope commonly used on ships.

Telegraphic Signal Recorder

This device types out the dashes and dots of a telegraph on sheets of paper. The code can later be translated by a person.

Toolkit

A toolkit contains popular handheld tools such as screwdrivers, a hammer, pliers, wrenches, and a crank style drill. This is standard issue for any repairperson or inventor.

Typewriter

This is a portable typewriter used by journalists and writers. The most popular models are produced by IBE. Paper is a must have accessory for this item.

Transportation

Airship, Steam

This is a small sized steam powered airship commonly used by the wealthiest members of society for personal or business travel. It does not come armed or armored.

Bicycle

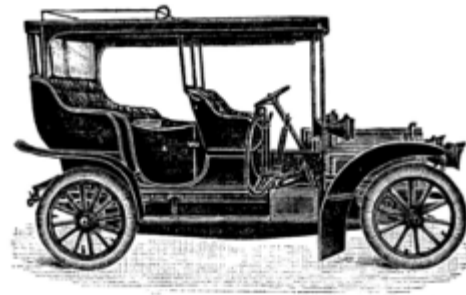
This is a simple bicycle without any gears. The latest models use a chain to transfer power from the pedals to the back wheels. This is the most popular form of personal travel by lower and middle classes.

Clockwork Horse

A clockwork horse is a mechanical device shaped like a horse. It was designed to allow people to travel rough terrain that Horseless Carriages cannot reach. The advantage of using a mechanical horse over an actual horse was the need for food, water, and rest. However, the drawbacks of clockwork horses have made these mostly a novelty. Clockwork horses can only move one hour before needing to be rewound for 10 minutes. Further, dust, small rocks, and other debris are commonly caught in gears, preventing the proper functioning of the device. Feeding is not required.

General Dynamics Model S (Steamer)

This is GD's latest steam-powered automobile, commonly known as a horseless carriage. It is designed to hold 4 passengers comfortably and features a covered roof. Brass is used as decoration and outer plating. Tires are solid rubber. This latest model can reach speeds of 17 MPH. Using proprietary technologies, GD has managed to decrease the time needed to boil the water. It also contains a condenser that recycles much of the water, increasing the range of the vehicle. Visit a GD dealer in any major city for a test drive and the world



Kokora Locomotives HC1

You can now own the most popular horseless carriage amongst taxi drivers for yourself. It features a three speed forward transmission and two speed reverse. Enjoy up to 12 MPH while sitting on cushioned leather seats. Tires are solid rubber for increased durability!

Entertainment

Burlesque Show

This is a performance show involving adult humor, comedy acts, satire, and multiple instances of striptease. Women, who are not performers, are not usually permitted.

Call Girl

Sometimes you need an attractive woman to attend the latest ball. This woman will provide stimulating conversation at parties and render the full girlfriend experience – for a high price.

Prostitute, Street

If you have to ask, then you probably shouldn't know. The prices charged are per 'event' instead of a fee per hour.



Vaudeville Show

Vaudeville is a theatre variety show popular among the working classes. It includes musicians, dancers, acrobats, one-act plays, trained animals, and comedians. While vaudeville shows travel between towns, they should not be confused with other traveling performers such as carnivals and circuses that include sideshows and more risqué material. Vaudeville shows are a family affair, and theaters do not serve liquor. Instead, they sell popcorn and wholesome snacks.

White Lotus

A highly addictive and pleasurable drug manufactured in Anatolia. It produces a euphoric high that does not impair abilities on initial inhalation. It does cause drowsiness and sleep within 1-3 hours.

Zoo Admission

This is admission to the wonderful New Arcadia Zoo where people of all ages come to look at animals they would not see in the city. Due to recent complaints involving necrotizing flesh caused by "love bites", snakes have been removed from the petting zoo.

Six Dead in Shootout, Bronze Dragons Suspects

A week after members of the Bronze Dragons were arrested for illegal importation of white lotus, a shootout occurred in the Foreign Quarter near the Sanyoko building. Police believe that the shooting was in retaliation for an anonymous tip about its white lotus operation. Witnesses in the area are uncooperative. Harukichi Yamaguchi, the new owner of the Sanyoko building, informs us that neither he nor anyone at the building had anything to do with the shootout, and deny allegations that he has connections to Bōryokudan groups that are rivals of the Bronze Dragons. The names of the victims have not been released. Police continue to investigate and encourage anyone with information to come forward.

Firearm Weapons Table

Firearm	# of Shots	Damage	ReloadΔ	Range*	Penalty
Aether Pistol	20	2d10+4	NA	10/20/40	5/10/30
Cannon, generic	1	1d20 vs ship	5 using 3 crew	100/500/1000	0/20/40
Kilgore Brownbuss	1	2d12+2	2	10/20/30	10/20/40
Kilgore Little Kick	3	3d6	2/barrel	15/-/-	5/-/-
Kilgore LP70	2	1d20+6	2/barrel	15/30/50	10/20/40
Kilgore Musket model 1881	1	1d12+14	3	50/100/200	5/10/30
Kilgore PB6	6	1d20+4	3/barrel	10/20/40	15/30/40
Kilgore PSG	3	2d10+4	3/barrel	20/40/60	15/30/40
Kilgore RC	5	1d12+8	18	25/50/100	5/10/30
Kilgore Warmaker	5	1d20+8	4/barrel	20/40/60	5/10/20
Noringco C70	1	1d10+12	3	20/60/120	5/10/30
Noringco m. 65	1	1d20	1	10/20/-	5/10/-
Noringco m.75	2	2d10+4	1/barrel	10/20/30	5/10/30
Noringco Repeating Musket	4	1d8+12	5	40/80/160	10/20/30
Noringco SAR	6	2d10+2	20	20/40/60	0/20/40
Noringco SG	4	2d10+2	3/barrel	20/40/60	10/25/40
Thompson ABG	10	3d6+4	4/barrel	10/20/30	15/20/30
Thompson AP model 1875	2	2d10+6	2/barrel	20/30/40	5/10/30
Thompson Carbine Model 1880	1	1d10+12	3	30/75/150	5/10/30
Thompson DBSP	2	1d20	2/barrel	10/20/30	0/10/20
Thompson Harmonica	7	2d10	6	20/40/60	10/20/40
Thompson Star	5	1d20+6	4/barrel	10/20/40	15/30/40

Ranged Weapons Table

Ranged Weapon	Damage	Type	Range (short/med/long)*	Penalty
Axe	1d20	slashing	20	0
Axe, belt	2d10	slashing	30	0
Bow, short	1d20	piercing	30/150/300	0/10/20
Bow, long	2d10	piercing	50/300/750	0/10/20
Bow, composite	2d8+4	piercing	40/250/600	0/10/20
Dagger	1d20	piercing	40	0
Javelin	1d20	piercing	30/75/150	0/10/20
Knife, throwing	1d20	piercing	50	0
Crossbow, heavy	3d6+2	piercing	50/300/600	0/10/20
Crossbow, light	2d10	piercing	20/75/300	0/10/20
Sling	2d10	crushing	10/50/150	0/10/20
Spear, short	1d20	piercing	30	0
Spear, throwing	2d10	piercing	60	0

Melee Weapons Table

Name	Damage	Type
Axe	2d8+4	slash
Axe, battle	1d12+8	slash
Axe, belt	2d10	slash
Club	1d20	crush
Club, spiked	2d10	pierce
Club, great	1d12+8	crush
Dagger, long	1d20	pierce
Dagger, short	1d20	pierce
Fighting Staff	1d20	crush
Flail	2d8+4	pierce
Hammer, battle	3d6+2	crush
Javelin	1d20	pierce
Knife	1d20	pierce
Lance	1d20	pierce
Mace	2d8+4	crush
Pike	1d20	pierce
Pole-Arm	2d10	pierce
Scythe, great	3d6+2	slashing
Spear, throw	1d20	pierce
Spear	2d10	pierce
Staff	1d10	crush
Torch, flaming	1d8	crush/fire

* The distance is in feet. Listings are max range for short/med/long.

Δ Reload time is in rounds.

Name	Damage	Type
Broadsword	1d12+8	slash/crush
Long Sword	2d8+4	slash/pierce
Falchion	1d12+8	slash
Rapier	1d20	pierce
Scimitar	3d6+2	slash
Short Sword	2d10	pierce/slash
Two-Handed Sword	1d10+10	slash/crush
Brass Knuckles	1d8+4	crush
Kick	1d12	crush
Punch	1d8	crush

Armor Table

Armor Type	(AF) Protection	Speed Penalty
Clothes	1	0
Cloth	5	3
Chain Mail	9	7
Corset, Reinforced	5	2
Cuirass	12	12
Leather	7	5
Solider's Coat	4	1
Trench Coat, Lined	6	4
Large Shield	4	4
Regular Shield	2	2

Sample Character Creation

Below you will find an example of character creation. This follows the steps as previously outlined. However, the number of steps is slightly different due to previous steps being broken into smaller steps for outline purposes.

Knowing what type of character you are going to play is essential for fast and effective character building. In this example, I will be using the character concept of an Elven Investigator. To aid in character creation, I consult the archetype list. This lists the following suggested abilities for an Investigator: Investigation, Streetwise, Ranged Weapons, Evaluation, Stealth, and Scrutiny. Knowing this ahead of time will make building the character faster and easier

Step One: Racial Selection

Pick Elf and record it on character sheet. Then consult the racial description for information needed for later steps.

Step Two: Attribute Generation

Elves begin with the following attributes:

Strength: 20
Agility: 35
Fortitude: 20
Perception: 30
Presence: 30
Knowledge: 20
Will: 45

115 points should be spent on improving the attributes that are most important to the Investigator. The abilities needed for an Investigator generally fall under Perception and Agility. Perception is currently at 30. Allocating an additional 35 points raises Perception to 65. This leaves 80 points to allocate ($115 - 35 = 80$). Agility is raised from 35 to 55. This costs an additional 20 Attribute points leaving 60 remaining. Strength is raised to 30, costing 10 points. Fortitude is raised to 40 costing 20 points. This leaves 30 Attribute Points remaining. Those are spent raising Presence by 10 and Knowledge by 20. The final attributes that the player records are:

Strength: 30
Agility: 55
Fortitude: 40
Perception: 65
Presence: 40
Knowledge: 40
Will: 45

Step Three: Edge/Flaw

As an Elf, the character is limited to one Edge. After looking over the suggested list, Quick Observer is selected. Elves have 215 design points to spend. The Edge costs 5 points leaving 210 design points to spend. As an Investigator, having a contact would be useful. This costs an additional 10 points leaving 200 design points to spend.

Step Four: Ability Base Ratings

It is now time to work with the abilities. With the exception of magical abilities, every character has a minimal skill in every ability. This is done by assigning 10% of an attribute's rating to each ability. Each ability corresponds to an attribute. Following standard rounding rules means that the 5.5 in Agility is rounded up to 6. Below is the default starting position of all abilities.

Strength

<i>Forging</i>	3
<i>Marining</i>	3
<i>Melee Weapons</i>	3
<i>Ranging</i>	3

Agility

<i>Acrobatics</i>	6
<i>Aeronautics</i>	6
<i>Artistry</i>	6
<i>Espionage</i>	6
<i>Jury-rig</i>	6
<i>Ranged Weapons</i>	6
<i>Stealth</i>	6
<i>Thieving</i>	6
<i>Waylaying</i>	6

Fortitude

<i>Athletics</i>	4
<i>Martial Arts</i>	4
<i>Pastoral</i>	4
<i>Survivalism</i>	4

Perception

<i>Etiquette</i>	7
<i>Evaluation</i>	7
<i>Games</i>	7
<i>Investigation</i>	7
<i>Scrutiny</i>	7
<i>Streetwise</i>	7

Presence

<i>Animal Handling</i>	4
<i>Command</i>	4
<i>Commerce</i>	4
<i>Deception</i>	4

Knowledge

<i>Arcanum</i>	4
<i>Alchemy</i>	4
<i>Computers</i>	4
<i>Electronics</i>	4
<i>Engineering</i>	4
<i>Language</i>	4
<i>Liberal Studies</i>	4
<i>Natural Philosophy</i>	4
<i>Steam Locomotion</i>	4

Step Five: Selected Ability Ratings

After recording 10% of the associated attributes score as the default rating in an ability, design points are spent raising the attributes. The suggested main abilities for an Investigator are: Investigation, Streetwise, Ranged Weapons, Evaluation, Stealth, and Scrutiny. There are 200

design point remaining to be spent. Since each selected ability has to be raised to 20, we will spend those points first. It will cost 13 points to raise Investigation from 7 to 20. Evaluation, Scrutiny, and Streetwise will each require the same amount. Raising all of those to 20 will cost 52 design points. Stealth and Ranged Weapons have a current rating of 6. Raising Stealth to 20 will cost 14 design points and raising Ranged Weapons will also cost 14 design points.

Raising each of the six selected abilities to 20 costs a total of 80 design points. This leaves 114 design points remaining. (Began with 215; 5 points for an Edge and 10 for a Contact; 86 points for abilities.)

Investigation is raised to its maximum limit of 65. This will cost 45 design points (65-20=45) leaving 69 design points left (86-45=69). Ranged Weapons is raised to 45 costing an additional 25 design points. Evaluation is raised to 40, at a cost of 20 design points. This leaves only 24 design point remaining. Scrutiny is raised to 30 at a cost of 10 design points. Streetwise is raised from 20 to 30 at a cost of 10 design points and the remaining 10 points are put into Stealth. The final ability ratings are:

Strength

<i>Forging</i>	3
<i>Marining</i>	3
<i>Melee Weapons</i>	3
<i>Ranging</i>	3

Agility

<i>Acrobatics</i>	5
<i>Aeronautics</i>	5
<i>Artistry</i>	5
<i>Espionage</i>	5
<i>Jury-rig</i>	5
<i>Ranged Weapons</i>	45
<i>Stealth</i>	30
<i>Thieving</i>	5
<i>Waylaying</i>	5

Fortitude

<i>Athletics</i>	4
<i>Martial Arts</i>	4
<i>Pastoral</i>	4
<i>Survivalism</i>	4

Perception

<i>Etiquette</i>	6
<i>Evaluation</i>	40
<i>Games</i>	6
<i>Investigation</i>	65
<i>Scrutiny</i>	30
<i>Streetwise</i>	30

Presence

<i>Animal Handling</i>	4
<i>Command</i>	4
<i>Commerce</i>	4
<i>Deception</i>	4

Knowledge

<i>Arcanum</i>	4
<i>Alchemy</i>	4
<i>Computers</i>	4
<i>Electronics</i>	4
<i>Engineering</i>	4
<i>Language</i>	4
<i>Liberal Studies</i>	4
<i>Natural Philosophy</i>	4
<i>Steam Locomotion</i>	4

Step Six: Specializations

It is now time to select specializations. Forensics is selected as a specialization for Investigation. The character receives a bonus of 10 points for Forensics checks. The effective rating would be 75. However, all other Investigation checks are

made at 55. Lie Detection is taken as a Specialization for Evaluation. Lie Detection checks are made at 50, while all other Evaluation checks are made at 30.

These specializations and their ratings are recorded on the character sheet. Additionally, Evaluation and Investigation have their ratings altered down.

<i>Etiquette</i>	6
<i>Evaluation</i>	30
<i>Games</i>	6
<i>Investigation</i>	55
<i>Scrutiny</i>	30
<i>Streetwise</i>	30

Step Seven: Derived Attribute Ratings

At this point, Derived Attributes such as Hit Points are determined and recorded.

Hits Points begin at 20. This is then added to the character's Fortitude, which is 40. This brings the current total to 60. Then you add 10% of the character's Strength to determine the final Hit Points. Strength is 30 so an extra 3 points are added. The character's total Hit Points are 63.

Speed begins at 30. This is added to 10% of the character's Agility rating. Agility is 55, so 10% would be 5.5. In this case, we round up to 6. The character's Speed is 36.

Fate Points are 10% of the character's Will rating. Will is 45 so 10% is 4.5. Again we round up to 5. The character has a total of 5 Fate Points.

The lack of magical abilities means that we do not determine the character's Mana Pool (because she doesn't have any Mana).

Step Eight: Remaining Design Points

Since there are no remaining Design Points to spend, this step is skipped.

Step Nine:

It is now time to put select equipment. Since no Edges/Flaws affect the character, she begins with \square 50 and 15 free equipment picks. She selects the following equipment:

A Lined Trench Coat for armor costs 3 picks leaving 12 picks. A pepperbox is selected counting as 2 picks. This leaves 10 picks remaining ($15-3-2=10$). Two sets of clothing are selected

along with a pair of goggles. This leaves 7 picks remaining. Two boxes of ammunition are taken, leaving 5 picks. Fingerprint kit, spyglass, magnifying glass, pocket watch, and boots are all selected. This exhausts the picks the character has.

A healing potion is purchased for \square 5, along with a corset, skirt, and bandages. This leave the character with \square 44.10 ($50-5-.50-.30-.10=44.10$). The character is now complete.



Archetypes

Below is a list of typical character types. Each one has a list of abilities that would be possessed by that specific type of character. The importance of the abilities is listed in order. Players are not required to play a specific archetype. These are simply listed here as a guide for the creation of viable characters.

Aeronaught

Aeronaughts are trained officers of airships. They are familiar with piloting and navigation of airships. They have been trained in combat maneuvers and evasion. Aeronaughts are familiar with all aspects of airships and are essential for the smooth functioning of an airship. They are, in general, capable of temporarily filling in any role on an airship. Aeronaughts desire to work their way up to being a captain and most want to own their own airship. Unless trained in a foreign country, almost all aeronaughts were trained by the Pilot's Guild. Aeronaughts mostly work on vessels owned by large corporations, but a few work on their own vessels.

Abilities: Aeronautics, Command, Evaluation, Ranged Weapons, Jury-Rig

Archeologist

Archeologists are experts on history and anthropology who study artifacts of the past. They are trained to discover and excavate ancient ruins and hidden places. They are experts on ancient languages and myths. These often provide the basis for the beginning of their search. Archeologists are trained to uncover and disarm the many traps that are found in ruins. Additionally, they are experts on evaluating objects and humanoid remains. It is important that they be able to tell from bones and decomposition how long a person has been dead, how they died, and what techniques, if any, were used to preserve the body. Unlike previous generations, current archeologists are forced to carry weapons to deal with bandits and the new threat posed by the undead.

Archeologists are often in the employment of universities and museums, but a few work for corporations and other organizations. Since the discovery of the aether gun, corporations and governments have been interested in what other ancient mysteries can be uncovered. Museums are interested in expanding their collections of

artifacts. Those that are not employed often sell many of the artifacts they recover in order to fund their archeological efforts.

Abilities: Liberal Studies, Arcanum, Evaluation, Scrutiny, Thieving, Ranged Weapons

Bard

Bards are traveling priests, poets, and musicians. Depending on the congregation that the bard is affiliated with, he services will be as a traveling priest, missionary, or soldier. Bards are more skilled with weapons and artistry than they are with magic. They are able warriors and explorers and for the right mission can be secured as a traveling companion.

Abilities: Melee Weapons, Artistry, Shamanism, Acrobatics, Evaluation, Ranged Weapons

Clacker

Clackers are professionals who maintain and program various Analytical Engines (Computers). Clackers are experts at writing punch card programs for a variety of Engine types. Most are employed at universities, corporations, and governmental agencies. Occasionally a clacker goes rogue and uses her knowledge to infiltrate Engines to acquire and change information. Clack-



ers hack computers via punch cards or in rare cases of linked Engines, are able to use telegraphs to access Engines. Rogue Clackers are sought by corporations - sometimes to hire, but just as often to kill them in order to protect company secrets.

Abilities: Clacking, Evaluation, Jury-Rig, Liberal Studies, Commerce, Melee Weapons

Cleric of Avalon

Clerics are priests in the Church of Avalon and are trained in the use of divine magic. They are seldom permitted to adventure on their own. Most likely, they are on a mission for their particular Religious Order. Most clerics belong to one of three sects. Rejuvenation focuses on healing and direct religious services in temples. Retribution focuses on combat and serve as the militant apparatus of the Church. Purification focuses on combating the undead.

Sect of Rejuvenation

Abilities: Theurgy, Alchemy, Pastoral, Scrutiny, Melee Weapons

Sect of Purification

Abilities: Theurgy, Melee Weapons, Athletics, Scrutiny, Liberal Arts

Sect of Retribution

Abilities: Theurgy, Investigation, Scrutiny, Melee Weapons, Ranged Weapons, Athletics

Corsairs

Corsairs are air pirates. They specialize in quick attack on vulnerable airships. Their goal is to quickly secure the airship and its cargo with the least amount of combat as possible. Their motivation is simple - profit. Corsairs are not as skilled at Aeronauts in air combat, so they prefer to ambush and surprise. Therefore, they focus mostly on ranged weapons and hand to hand combat. Corsairs tend to be self-trained. They are unlikely to be employed by anyone other than bandits. However, occasionally corsairs are hired to harass certain companies airships. Corsairs not serving on an airship can be found at taverns near unauthorized aeronautical ports spinning yarns to secure membership in a crew.

Abilities: Ranged Weapons, Waylaying, Aviation, Thieving, Streetwise, Martial Arts

Druid

Druids are the priests of Heretic Avalonianism and are trained in Shamanistic magic. Druids usually are in service of some temple, but that need not be the case. Unlike clerics, druids are permitted to operate on their own. They can be hired as companions to provide healing aid and dealing with nature spirits.

Abilities: Shamanism, Alchemy, Foretelling, Survivalism, Melee Weapons, Arcanum

Elementalist

Elementalists are mages that specialize in elemental magic. Elementalists tend to specialize in one of the four elements. They are typically found in small rural communities where they can be near nature. Like all mages, Enchanters are required to register their abilities with the Commonwealth. This information is recorded on the AIN record. Most Elementalists avoid working for corporations and living in cities.

Abilities: Elementalism, Arcanum, Pastoral, Animal Handling, Melee Weapons



Enchanter

Enchanters specialize in enchanting items, creating illusions, and manipulating the material world. Enchanters are the most common types of mage. They tend to be the most open about magic and its practices. Enchanters usually work privately after being trained. Like all mages, Enchanters are required to register their abilities with the Commonwealth. This information is recorded on the AIN record.

Some enchanters work for colleges doing research or for corporations proving magical security. Most enchanters, if they were fortunate enough to find a private trainer, avoid having their abilities publicly documented. These enchanters sell their skills to various persons and groups who need to keep their things private.

Abilities: Enchantment, Arcanum, Liberal Arts, Forging, Melee Weapons

Engineer/Inventor

Engineers focus on building, adapting, modifying, and creating new mechanical devices. They are the backbone of industry and the new economy. They keep airships running, design new inventions for industry, and work alone in shacks trying to make the next big invention. Engineers should not be confused with mechanics who simply maintain and repair equipment.



Many engineers are solo inventors that belong to the Cogwork Guild. They use the guilds connections in attempts to design the latest profitable invention. Some even work as agents on the guild. Those that do not belong to the guild, often find employment with corporations of the government. A few engineers take a different path. They ply their skills in creative ways for third parties and refuse to join the Cogwork Guild. These engineers can be found designing and modifying various contraptions used by adventuring sorts including such activities as code breakers, security systems, armoring steamers, building gliders, and operating steam drones.

Abilities: Engineering, Jury-Rig, Forging, Evaluation, Natural Philosophy, Melee Weapons

Explorer

Explorers are experts in wilderness travel and survival. Explorers often began as members of the Commonwealth's Expeditionary Forces. Others simply learned by experience living in the outskirts of civilization. Explorers are rare to find, but high in demand as civilization expands into the wilderness. They are often hired to scout territories, create maps, escort groups, find desired natural resources, and capture wild beasts. Many are self-employed explorers seeking wealth and fortune in the unexplored world.

Abilities: Ranging, Ranged Weapons, Survivalism, Athletics, Melee Weapons, Language

Filcher

Filchers are thieves. They are skilled at most forms of theft. Filcher are usually motivated by money, but sometimes they steal for other reasons. Filchers succeed by going unnoticed. Filchers ply their trade as pick pocket and burglars of empty house instead of engaging in violent confrontations like mugging. Filchers are trained to disarming traps and avoiding security. For these reasons, they are often hired by a variety of individuals needing those skills. Not surprisingly, they are often sent along with archeologists who are exploring ancient ruins.

Abilities: Thieving, Evaluation, Scrutiny, Street-wise, Melee Weapons, Commerce

Gambler

Gamblers making their living playing games and skill and chance. They are skilled at playing all types of games. Gamblers are good at what they do. However, some gamblers are good at cheating, while others are good at playing. Their goal is the same regardless of their style: to walk away from the table alive and with as much money as possible. Since things don't always go their way, Gamblers are prepared for a brawl. The life of a gambler is the life of a traveler. They travel to casinos and saloons and most tend to avoid getting a reputation. Their key is to find people to play win money from, and being known as a cheat or a winner makes people avoid playing.

Abilities: Games, Deception, Ranged Weapons, Evaluation, Martial Arts, Streetwise

Infiltrators

Infiltrators are trained in covert operations. Their goal is to use stealth, disguise, and subterfuge to infiltrate various places to secure covert objectives. Infiltrators work as spies for corporations and governments. As with any good spy, they are also trained to kill. Infiltrators prefer to use traps, poisons, and to make deaths look accidental, however they are not against using weapons to achieve their goals. Most infiltrators are not highly skilled in direct combat, and prefer to avoid those situations while on missions.

Infiltrators learned their skills from various sources. Some began lives as thieves and conmen, while others were bought from an orphanage and trained as spies and assassins by government agents. Corporations, mercenary companies, and intelligence agencies currently employ most infiltrators. However, some infiltrators have become private contractors hiring out their skills to the highest bidder. Given the importance of secrecy, most private contractors use a middleman to arrange contracts.

Abilities: Deception, Espionage, Stealth, Thieving, Scrutiny, Melee Weapons

Investigator

Investigators are professionals who specialize in finding criminals, collecting information, and retrieving (usually) stolen items. They use the tools of modern science to collect and analyze evidence. They are skilled at the art of interrogation to acquire information and confessions. Investigators are plugged into the criminal world enabling them to exploit their connections for information.

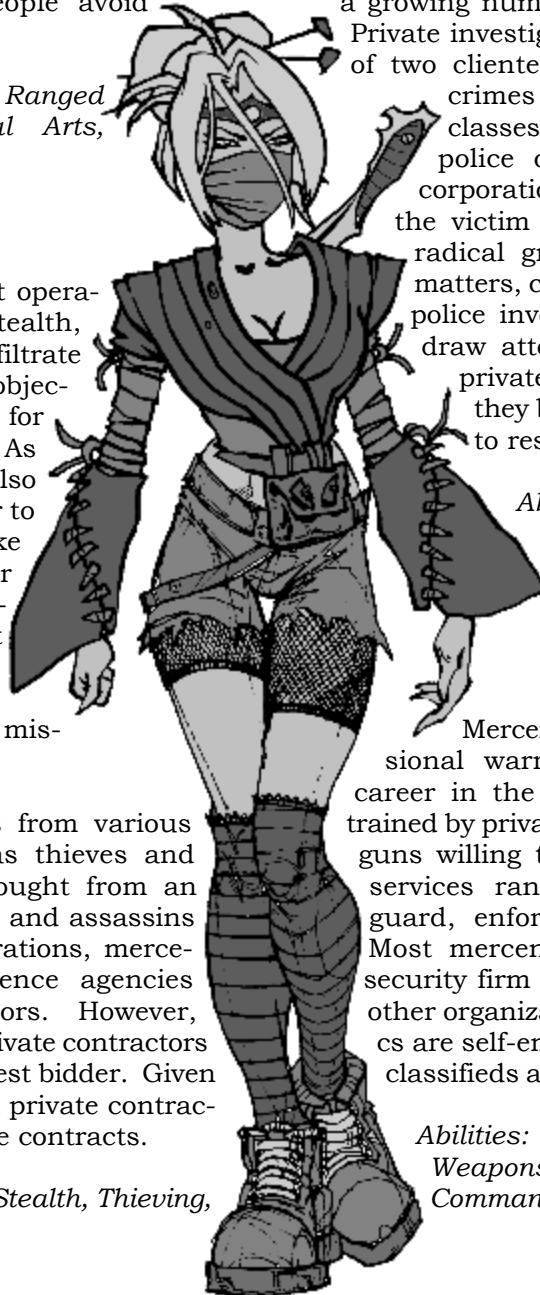
Most investigators began their careers as bobbies and worked their way up to detectives. While most investigators work for the Commonwealth, a growing number have private practices. Private investigators tend to focus on one of two clientele. They help investigate crimes of the lower and middle classes that are low priority for the police or they work for wealthy corporations. Corporations are often the victim of other corporations and radical groups. In some sensitive matters, corporations do not want the police involved nor do they want to draw attention by using their own private security forces. Instead, they bring up private consultants to resolve the matter.

Abilities: Investigation, Streetwise, Ranged Weapons, Evaluation, Stealth, Scrutiny

Mercenary

Mercenaries, or mercs, are professional warriors. Many began their career in the military, but others were trained by private security. Mercs are hired guns willing to provide a wide range of services ranging from security, body guard, enforcer, or combat missions. Most mercenaries belong to a private security firm or work for companies and other organizations. The remaining mercs are self-employed often searching the classifieds and taverns for employment.

Abilities: Melee Weapons, Ranged Weapons, Martial Arts, Athletics, Command



Necromancer

Necromancers are magic users that specialize in the dead. Necromancy is the “dirty” secret in much of the world. They are thought to be rare, but in reality are pervasive throughout society. Like all mages, necromancers must register their abilities with the Commonwealth and have it recorded on the AIN. Surprisingly, there is a high level of compliance. Private registered necromancers find gainful employment with explorer groups to the badlands to deal with undead, or in cities helping to people talk to the dead. Not all necromancers choose to be public about their abilities. Those staying secret often join with over necromancers to form groups. Many of these smaller groups tend to be involved in the darker side of necromancy.

Abilities: Necromancy, Arcanum, Deception, Scrutiny, Melee Weapons



Sorcerer

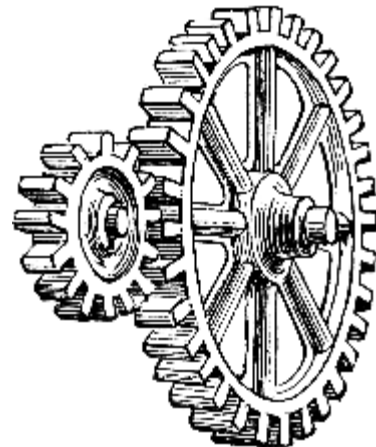
Sorcerers are magic users that specialize in summoning demons, devils, and other beings of the netherworld. They are not servants of these beings, but rather they use the netherworldly creatures to do their biddings. The ability to summon these creatures has allowed Sorcerers to connect with the powers of that dimension. A consequence of this is that they can all upon the same powers and energy that demonic beings can. Some sorcerers may seek out greater power in two ways. The first is by finding out the true name of a being of the netherworld. It is believed that knowing this gives the caster great power over the creature. A second method is to become a servant for a malign and powerful being. Neither is common and is only attempted by the most skilled sorcerers. Sorcerers are rare and tend to be amoral and self-severing, but some are benign seeking to use demonic beings to better humanity. Training is usually done in small, organized groups, typically found in large cities or secret departments within universities. Very few chose the register their abilities with the Commonwealth. Of those that do, they almost all work for the Commonwealth in some capacity.

Abilities: Sorcery, Arcanum, Evaluation, Liberal Arts, Arcanum

Tinker

Tinkers are street engineers and mechanics who generally lack formal training. They specialize in jury-rigging and repair. Their job is to keep things running or come up with creative solutions for their clients mechanical problems. Recently, tinkers have begun controlling, and modifying drones built by engineers.

Abilities: Jury-Rig, Forging, Engineering, Clacking, Steam Locomotion, Ranged Weapons



Game Play

What the Numbers Mean

Characters have core attributes and abilities. Core attributes govern the general physical/metal characteristics of the character. Abilities represent skills the character has in a given area. Occasionally, the GM will ask a character to roll dice when a particular skill or ability needs to be used. If the number rolled is less than or equal to the Ability or Attribute score, the character succeeds. Therefore, the higher the rating on Abilities and Attributes, the better. Given the broad nature of abilities, players may suggest the use of an Ability, but the GM always has final say. All rolls, unless otherwise noted, use a d100, which is typically done with 2d10's. One ten die represents the tens digit and the other ten die represents the ones digit.

Using Abilities

When the GM decides that dice need to be rolled in order to determine the outcome of an event, dice are rolled. If the dice roll is equal to or lesser than the rating the character has in an ability, then the action succeeds. If the roll is above the abilities rating, it fails. Ability ratings range from 0 to 100. These represents the percent chance a character has to perform an action. While 100 is a theoretical possibility, no player character will automatically be able to succeed in any chosen action. Any roll 95 or over fails.

Modifying Ability Checks

Under most circumstances, dice rolls will be made against normal difficulty. However, the GM may decide that an action is either too easy or too difficult for normal difficulty. In those situations, the GM may add bonuses or penalties for completing an action. For a point of comparison, assume that combat situations represent normal conditions for a check. However, being hit or restrained during an action will incur a penalty. On the other hand, trying to pick a poorly made lock, where time is not important and the character is not worried about being caught, would incur a large bonus to the action. In most situations, bonuses will be used to make the default abilities more useful in everyday situations, although the GM will have final say over when penalties and bonuses are applied. The following

chart lists suggested bonuses and penalties. Numbers are either added to, or subtracted from ability rating the player needs to roll against.

Very Easy +30

Easy +20

Moderately Easy +10

Normal 0

Moderately Difficult -10

Difficult -20

Very Difficult -30

Saving Throws and Core Attributes

During the course of game play, two things are likely to happen. The first is that the character faces a large amount of damage possibly leading to death, and the second is basic physical activities not governed by abilities. In these cases, checks are made against one of the Core Attributes.

Fortitude: A Health check might be required to resist a poison, disease, system shock, etc.

Agility: An Agility check might be required when performing something involving coordination, balance, hand-eye actions, etc.

Will: A Will check might be required with tasks requiring mental endurance and focus, or attempting to resist spells that affect the mind, resisting compulsions, addictions, phobias, and the like.

Speed: A Speed check might be required when a quick reaction is necessary. A check against Speed is the check done most often to avoid harm.

For example, in cases where damage can be avoided or minimized by a quick reaction, a check against speed is made. These would be cases such as avoiding falling into a pit trap, moving out of the way of a boulder, jumping for cover to avoid a spell, etc. In cases such as poison, the check is made against health. Speed checks are always based on the current speed rating, which takes armor into account. Checks are usually against the actual speed rating. In cases where it is easier to avoid damage, the GM may use x1.5 or x2. If character has a 35 in speed:

Speed x1 = 35 or below is needed.

Speed x1.5 = 53 or below is needed.

Speed x2 = 70 or below is needed.

A successful saving throw means either half damage or no damage. If the player rolls 50% or less than the required number, then character takes no damage. If he rolls greater than 50% but still less than the required number, then the character takes half damage. For example, if the player needs to roll a 40, then rolling 20 or less means no damage, 21-40 means half damage, and 41+ means full damage.

Anytime a character is faced with losing 50% of his full Health or more in one attack (including instant death), then the character is entitled to a Saving Throw. The exceptions are in cases where it is logically impossible to avoid damage, such as being tied down, knocked out, and stabbed. The save will typically be against Speed to avoid the damage, or against Fortitude. This only applies to a one attack situation, not to cases where the total amount of damage from multiple attacks would be 50% or more.

Fate Points

Fate Points (FP) are used to alter the fate of a character. Primary uses of Fate Points are for avoiding disastrous outcomes or succeeding where there is little chance.

Suggested Cost Table

1 FP	Re-roll a failed check
2 FP	Automatic Success
3 FP	Avoid Severe Damage
4 FP	Avoid Death

When a character fails the use of a skill or saving throw, the character may expend 1 FP to allow a second check. If the character has not made an attempt and wants an automatic success when using an ability or Saving Throw, then he may expend 2 FP. In cases where severe harm would be taken (approximately 50% of the character's HP or more), 3 FP may be expended to avoid that harm. Instead, only 10% of the harm total will be taken by the character. Provided that all of the damage occurs in the same round, even thought it comes from multiple attackers, the GM may permit the use of Fate Points to avoid the harm. For example, if 50 points of harm were to be done to the character, he can expend 3 FP and only take 5 points of harm. Suppose that a character's current Hit Points are only 10, but his normal Hit Points are 40. The character is hit for

12 points of damage. In this situation, the character cannot use any Fate Points to avoid harm. While resulting in his death, the amount of damage taken is not a severe amount. The player, however, can use 4 FP to avoid the character's death. Instead of dying, the character will fall unconscious. Avoidance of death may be limited by the GM's. It is believable that a sword missed a vital organ and the character avoided his death. On the other hand, it is not believable that a character would survive being held underwater without air for 1 hour. In such cases, the GM should not allow the use of Fate Points to avoid the death.

Acquiring Additional Fate Points


If the character has no Fate Points, then after one week of game time, the character gains 1 point. The character will not gain any additional Fate Points if he possesses at least 1 FP. To gain additional Fate Points, the player must expend Experience Points. A player is only permitted to gain 2 FP at a time by expending experience points. After that, the character must adventure again to be able to gain additional Fate Points by using XP. In addition, a GM may award a player 1 FP as a reward for using a FP in a way that significantly helped the group or to advance the plot.

Purchasing the first FP raises his current FP making the purchase of the second FP more expensive.

Current FP	XP to Gain 1 FP
0	10
1	20
2	40
3	60
4	80
5	100
6+	150

Experience Points (X.P.)

Experience points are rewarded for successful game play. They represent how much the character has learned and how much his mind and body has progressed towards being able to improve or learn an Ability. Once used, the experience points are lost. On average, 20 experience



points are earned per hour of game play by each character. This assumes actual game play without significant downtime, chatting, etc. If time is not spent on game play, then the GM may reduce the amount.

The GM may restrict or give bonus experience points on a player-by-player basis. If a player chooses to not have his character participate in events, then it is appropriate for his character to earn less experience points than everyone else. Experience points are rewards for playing the game, not just showing up!

Using Experience Points

Experience points are used to raise Core Attributes, Ability scores, and acquire Fate Points. Once used, the experience points are deducted from the total amount of experience the character has. For example, if the character has 50 experience points and uses 20, the character retains 30 experience points.

The Role of Training in Learning and Improving Abilities

Unless a character is Awakened – that is the character starts the game with a magical ability – the character can never learn a magical ability. Advancement in an ability generally requires training, but the GM may permit self-training. A good rule of thumb is that if the skill can be improved by using it, and the ability has been used during the course of adventuring, then the self-training would be allowed. If it is something that was not used much or requires supervision, then a trainer must be found.

Additionally, if a player has one magical skill, they may learn a second magical skill during the course of game play. This will require using a trainer. A fighter may be able to improve his weapons Ability by his own training regimen, but an elemental is not going to acquire the Ability to cast enchantment spells without a trainer. Learning a new magical ability costs 1000 experience points. The new skill will have a rating of 10. For example, an elemental decides to become a druid so he is required to learn shamanism. He uses 1000 experience points and goes to a monastery to be trained by druids. Once his training is complete, he will record 10 in his shamanism box.

Improving Trained Abilities

A trained ability is an ability with a rating of 20 or higher. Those abilities are the easiest to improve. The amount of experience points necessary to raise an Ability score that is less than 40 by one point is equal to the current numerical rating plus one. For example, if a character has 30 in Athletics, it will take 31 experience points to raise the Athletics rating to 31. If the character wants to raise his Ability score from 30-32, the cost will be 63 (31+32) experience points. The cost to raise an ability rating between 40-70 is twice the cost, and raising an ability score to 70 or over is three times the cost. For example, going from 55 to 56 would cost 112 (56*2) experience points. Going from 75 to 76 would cost 228 (76*3) experience points. The more apt a character is at a skill, the harder it is to improve—much like real life.

If the Ability that is being improved is specialized, raising the base Ability will also improve the specialization. For every point that base Ability is raised, the specialization is also raised by one point. However, the experience cost is increased. If the base Ability is rated 30-39 then it costs double the new rating. If it is 40-70 the cost is triple. If it is 70+ the cost is quadrupled. For example, if the character has 45 in Ranged Weapons and Specializes in Pistols, his Pistols rating is 65. Raising ranged weapons to 46 would cost 138 (46*3) experience points. The Character's Pistols rating would be raised to 66.

Experience points may be used to add a specialization after character creation provided the requirements are met. It costs 500 experience points to specialize. The specialization will be 10 points higher than the Abilities rating. Then Ability rating then decreases by 10 points resulting in a 20 point difference between the specialization and the Ability.

Improving Default Abilities

Default abilities are those abilities less than 20. There are the ones that are assigned 10% of the Associated attributes rating. These abilities will rise with use up to 20. If the player rolls the abilities rating or lower, the skill will automatically improve by one point. For example, if a character has a Deception rating of 5 and then lies to a cop. He rolls a 5 on the die and the cop believes the lie and the default ability's rating is improved to 6. Additionally, Default Abilities can

be raised through training. The character must seek out and engage in training to improve these abilities. This will cost money, time, and experience. If an appropriate trainer has been found, then experience points may be used to raise the abilities ranking. It costs the abilities rating plus 1 times 2 to raise the ability one point. It further takes one week of uninterrupted study to raise the ability. If a character wanted to raise his Deception score from 5 to 7, it would take 2 weeks of study at an acting school and 26 experience points (6x2+7x2). Once a default ability reaches 20, it is considered a trained ability.

Improving Attributes

In addition to raising skill ratings, experience points can be used to learn new skills or raise Core Attributes. The following detail the XP cost to raise an attribute by one point.

Hit Points: Maximum Hit Point total plus 1 multiplied by 5.

For example, going from 65 to 66 would be 66 times 5 for 330 experience points.

Perception & Presence: Current rating plus 1 times 5

Strength, Fortitude, Knowledge: Current rating plus 1 times 6.

Agility, Will, Speed: Current rating plus 1 times 7.

Note: Increases in Will affects Saving Throws and increases Mana.

Spell Casting

Each type of magic has its own method of casting spells. Spells involve verbal, somatic, symbols and ingredients. The details of what is required are in the Magic section. Magic is divided into two areas: arcane and divine. In terms of pure game mechanics, there is no difference between these two. In order to cast a spell, the character must have the required magical Ability and must know the spell that the player wishes to cast. Typically, this means the spell must be in the character's spell book. The player then declares that he is going to cast that spell. After the required casting time has passed, the player rolls to see if the spell is successful (plus or minus any modifiers). A number less than or equal to the

required number means the spell is successful. The player then deducts the required amount of points from his Mana pool. This deduction is made regardless of if the spell casting is successful or not. If the character does not have enough Mana to cast the spell, then an attempt is not possible.

Magic is divided into 10 power grades. Each grade requires a basic proficiency in order to cast the spell. If a Character's spell casting ability is below the required proficiency, a 10-point penalty per grade is imposed on checks to cast the spell.

Grade	Skill Rating
I	1 - 10
II	11 - 20
III	21 - 30
IV	31 - 40
V	41 - 50
VI	51 - 60
VII	61 - 70
VIII	71 - 80
IX	81 - 90
X	91+

Spells are recorded in Spell Books or on scrolls. The size, shape, color, manifestation, etc of a Spell Book is up to the GM. A Spell Book is a special type of book. They are expensive to make because of the high quality of material needed. Typically, they are around 11x17 inches made with vellum. Spell Books hold not only the instructions for how to cast a spell, but in some minor way a bit of magical power. Without a properly prepared book, the spell becomes just words. Spell Books can hold a limited amount of spells. The GM is free to set any amount he wants. As a rule of thumb, one page is necessary per grade of spell. Spell Books average 50-100 pages. For simplicity, one can assume a 50 page book can hold 10 spells.

In addition to Spell Books there are scrolls. Casting or transcribing the spell from a scroll erases the scroll. Transcribing a spell from a scroll into a Spell Book requires special ink. Unless Mana was invested at the time of scroll creation, casting from a scroll requires Mana, but transcribing it into a Spell Book does not. A Character learns a spell much like a person learns any information. It requires time and patience. However, casting spells drains a char-

acter of his mental endurance and life force. This takes a toll on his Ability to accurately recall the intricate details of spells. Approximately once a week, a character must spend time in meditative review of his spells. Ten minutes per spell is typically required. Failure to do so, will start to incur a penalty of 10 points per day applied spell casting. This is cumulative.

It takes time to learn new spells. The character must spend one day per level of the spell learning it, e.g. III requires 3 days. After this time, the character makes a check against his casting Ability. If successful, then he has attuned himself. If he fails, he must wait the required amount of time and attempt again. A Character receives an additional bonus of 10 points to learn this spell after each failure. Learning the spell requires a safe place to practice and study.

A character can do a "quick study." Two hours per level of the spell is spent learning the basics. After which time, the character can cast the spell if he makes a successful check against his spell casting Ability. However, casting of the spell is done at a 10-point penalty and the spell must be reviewed every day until the character can spend the required time learning the spell.

Measuring Time

The passage of time is largely left up to the GM and the progression of the story. It is mostly the order of events that matter. However, there are times, mostly combat related, when it is necessary to know what can be done within a certain period of time. This has the most importance when it comes to combat and general movement. In these cases, the game is divided into rounds. A round is a measurement of time equal to six seconds. During combat, for example, everyone takes actions during a round, that is, during those six seconds. After all actions are resolved, a new round is started.

Time Requirements for Common Actions

To provide a guideline of how long common actions take, the following chart is presented. These are guidelines, and the GM is permitted to alter the times based on his own judgment.

Bandage a wound: 2 rounds
Find an item in a pouch: 1 round
Find an item in a open backpack: 1 round

String a bow: 1 round
Draw an arrow, load, aim and fire 1 round
Load a bolt into a heavy crossbow to fire: 1 round
Kick once: 1 round
Punch twice: 1 round
Remove and open a backpack: 1 round
Slide 20 feet down a rope: 1 round
Draw a weapon or shield from one's back: 1 round
Draw a large pistol from a holster, aim, and fire: 1 round

General Movement

How fast a character can move is governed by the character's Speed rating. A character moves at his Current Speed rating in feet per round when walking. Jogging is twice the Current Speed rating per round and sprinting is four times the Current Speed rating. For example, if a character has 36 as the Current Speed, then he moves 36 feet in a round while walking or 6 feet every second. He would jog at a rate of 72 feet per round and sprint at 144 feet per round. The values listed for Jogging and Sprinting assume that the character is not carrying large amounts of weight or bulky equipment. If the character is carrying large backpacks, or wearing heavy armor, then reduce the rates for jogging to 1.5 times the Current Speed and 3 times Current Speed for sprinting.

Values may be higher or lower under other conditions. Movement underground, or any place where the character will be moving cautiously, reduces the movement rate by 50%.

Movement in Combat

In combat, a character moves at his Current Speed. For example, a character with 30 Current Speed with can move 30 feet in a around. Note: this assumes that there is no hindrance on the character's movement, and that the character is not actively engaged in melee combat. If the character is attempting to move in a melee combat situation, or something the GM considers similar, then movement is reduced by 50%. For example, a character with a 30 Current Speed rating would only be able to move 15 feet in a round while disengaging from a melee situation to attack a different target. If the character moves at a faster rate, then the target he is engaged with is permitted a free attack while the character is moving.

Note: Characters are permitted to move and take another action during a round.



Initiative

There will be times when it is necessary to know when, and in what order, characters and NPC perform their actions. Initiative determines in what order all of the participants can *begin* their action. Initiative is usually determined at the beginning of each round. However, the GM is free to make initiative static so that, in every round, all of the participants go in the same order. A die is rolled to determine the order in which all of the participants may begin their actions. The GM will roll for all non-player participants. There are a variety of ways in which initiative can be determined. The basic means of determining initiative is to roll a 1d10 for each participant. The highest number goes first, followed by the second highest number, and so forth. In cases of a tie, the Speed rating is used to determine who goes first. In cases where the Speed is also tied, actions happen simultaneously. Here are some other sample ways to determine initiative:

Optional Group Initiative: Sometimes when there are a large number of participants, it becomes time consuming to determine initiative for all of the participants. In this case, each side rolls initiative. The side with the highest number goes first.

Optional Speed Factor Initiative: Since Speed modifies reaction time, it is reasonable to use Speed as a variable for determining when actions take place. In this case, a 1d10 is rolled. That total is then *added* to each participants Speed rating. The highest number goes first, followed by the second highest, and so forth.

Surprise

Surprise is a state where a group has an unexpected encounter and is not prepared for action. Surprise is governed by the use of certain abilities, e.g. waylaying. A surprised party does not roll initiative and cannot act for at least one round. The exact length of time and chances of being surprised (and avoiding it) will be determined by the GM. In order to surprise a target, the character with the required skill must not have been noticed and make a successful check against the required ability. Certain abilities can be used to prevent being surprised. In cases where one group is attempting to surprise and another is attempting to avoid it, the side that "wins" is the one that succeeds by the most points. If one group succeeds by 10 and the other one 12, then the group that rolled 12 succeeds.

Combat

Combat is divided into rounds. Unless otherwise noted, only one attack, including spells, can be done by any participant in a round. For melee attacks, Melee Weapons ability is used to determine success. For Ranged Weapons or Martial Arts, those abilities are used for determining success.

Determining the Success of an Attack

1. Begin with the attacking ability's rating, e.g. Ranged Weapons
 2. Subtract any Range Penalty
 3. Add/Subtract attacker adjustments (optional)
 4. Add/Subtract defender adjustments (optional)
 5. Add any magical adjustments
 6. Determine final number to be rolled against and roll against that number
 7. If hit, determine damage
- Any roll of 95 or above is a miss

Determining Damage

The weapons chart lists damage per weapon type. Most weapons result in up to 20 points of damage. If a hit is successful, roll the appropriate dice listed for the weapon used to determine damage.

The weapon's damage (WD) is then subtracted from the Armor Factor. Armor Factor (AF) is determined by adding together all of the armor protection a character has. If the AF is higher than the damage rolled, then no damage. Any damage above the AF causes a reduction in the target's health.

$$AF - WD = \text{character's damage}$$

Determining Effective Armor Factor

The effective Armor Factor (AF) is determined by all the armor the character is wearing. If using a shield, it is determined by adding the shield to the armor's AF. For example, leather and a large shield would have an 11 AF.

Example One: A character has a Ranged Weapons score of 43. He has his back braced against a wall (+10) and is shooting at a motionless target (+10) that is 15 feet away. The chance of success is $43 + 10 + 10 = 63$. The player rolls a 45 so it is a

Situation Modifiers

(Optional Rule)

Players and the GM should be as detailed and creative when possible during combat. To help facilitate this, situational modifiers are listed. These provide benefits or penalties to hit.

Attacker Adjustment Table

Shooting

motionless, with back or weapon braced +10
moving rapidly -20
moving erratically and rapidly -30

Striking

moving erratically -10
moving erratically and rapidly -20
above +5
behind +20
flank/side +10
prone defender +30
unresisting defender +80

Defender Adjustment Table

Being shot at

motionless +10
moving -10
moving erratically/rapidly -15
being camouflaged -5
with 30% cover -15
with 60% cover -30
with 90% cover -45
blowdart/small projectile -50

Being struck while

motionless +20
defending from above -5
moving -5
moving erratically/rapidly: -10

hit. The character is using a light crossbow, so the player rolls 2d10 to determine damage. One die is 7 and the other die is 8, resulting in damage of 15. The AF of the target is 3, so 12 points are deducted from the targets Hit Points.

Example Two: A character has 48 in Melee Weapons. He is engaged in a standard frontal attack against using a scimitar against an armed target. His chance of success is 48. The player rolls a 35 and hits. The player rolls damage based on the weapon used, in this case, $3d6 + 2$. The total is then subtracted from the targets AF as per Example One. (Note: this is often going to be the typical situation.)

Example Three: A character has a Ranged Weapons score of 43. She is shooting a pepperbox at a stationary target that is 22 feet away. There is a 30 point penalty for that distance while using the pepperbox, resulting in the player needing to roll under 13. The player rolls a 37, so the bullets miss the target. For simplicity, it is assumed that stray bullets do not hit other targets.

Armor Table

Armor Type	(AF) Protection	Speed Penalty
Clothes	1	0
Cloth	5	3
Chain Mail	9	7
Corset, Reinforced	5	2
Cuirass	12	12
Leather	7	5
Solider's Coat	4	1
Trench Coat, Lined	6	4
Large Shield	4	4
Regular Shield	2	2

Because of the restrictive nature of armor, a speed penalty is applied. This affects movement rates and saving throws.

Shields: Use the values listed only if a shield is the only form of protection. In cases where shields are used in conjunction with other armor, add the AF protection values together to determine the final armor factor. Speed penalties do not stack, but are based on the highest penalty.

Spell Casting in Combat

The casting process is completed during the caster's turn. This means that whatever effect the spell has, will occur on the caster's turn. This is commonly referred to as the 'spells goes off' or the 'spell is discharged.' If the spell says instant, then the spell's effect happens immediately upon casting. If it says one round, then the next round, when it is the caster's turn, the spell will discharge. If it says two rounds, then after two rounds, when it is the caster's turn, the spell discharges. The caster cannot take any additional actions in the rounds the spell takes to cast, or the round in which the spell discharges.

Damage Type (optional rule)

Non-Firearms deliver a specific type of damage. Some armor types are *immune* to loosing durability from certain types of damage.

Immune to crush: Spidersilk, Padded, Cloth, Leather, Ring Mail

Immune to piercing: Chain Mail, Scale

Immune to slash: Full Plate, Plate Mail

Recovery of Mana and Hit Points

Mana is restored at a rate of 10% of Will per hour. For example, if a character has 50 in his Will, he will regain 5 points per hour. Rest is not required for regeneration of Mana, but the rate is doubled during sleep. Five hours of sleep in a safe location will restore all Mana.

Hit Points are recovered at a rate of 10% of its normal rating per day assuming a full 8 hours of rest in a safe location. If not, then health is restored at a rate of 5% per four hours of rest with 4 hours being the minimum required for health restoration. For example, if a character has 63 Hit Points and is sleeping at a comfortable and safe inn for a full 8 hours, the character will regenerate 6 points of health. If the character is at a campsite and sleeps for 5 hours before being awoken for watch, he would recover 3 points of health. Only 12 hours of rest per 24 hours will result in health being recovered, i.e. only 15% of a character's Hit Points may be recovered during any 24 hour period from natural health recovering, but magic and medicine will continue to increase Hit Points during that time.

Area of Effect Shots

Typically, Blunderbusses and Shotguns use bullets. However, buckshot may also be used. Using buckshot creates a cone that spreads out from the barrel. It is only effective up to 15 feet. The damage from shot is less than bullets as well.

Buckshot will hit the main target and then any targets next to the main target. Those adjacent to the main target will suffer less damage

Optional Combat Rules

Backstabbing

Certain abilities, like Espionage and Stealth, give the Ability to sneak attack from behind. Two optional rules are presented for handling this. One is for determining a hit and the second is for damage.

1. If higher than weapons, the sneak attack Ability is used to determine a hit. If weapons is higher, then 10% of the sneak attack Ability is added to weapons for determining a hit.
2. Maximum damage plus 1d10 is done to the target if hit

Assassination

With the appropriate Ability rating of 81 or greater, the PC may attempt to assassinate a target using a small bladed weapon. This will instantly and quietly kill the target. In order to succeed the following conditions must be met:

1. The target cannot know he is going to be attacked and a successful check for a sneak attack must be made.
2. The target cannot have an AF greater than 10.
3. The chance of assassination is equal to the Ability rating minus the target's health and AF. For example, if Espionage is 91, and the target has 45 health and 8 AF, then the chance of success is 38.

Blunderbuss

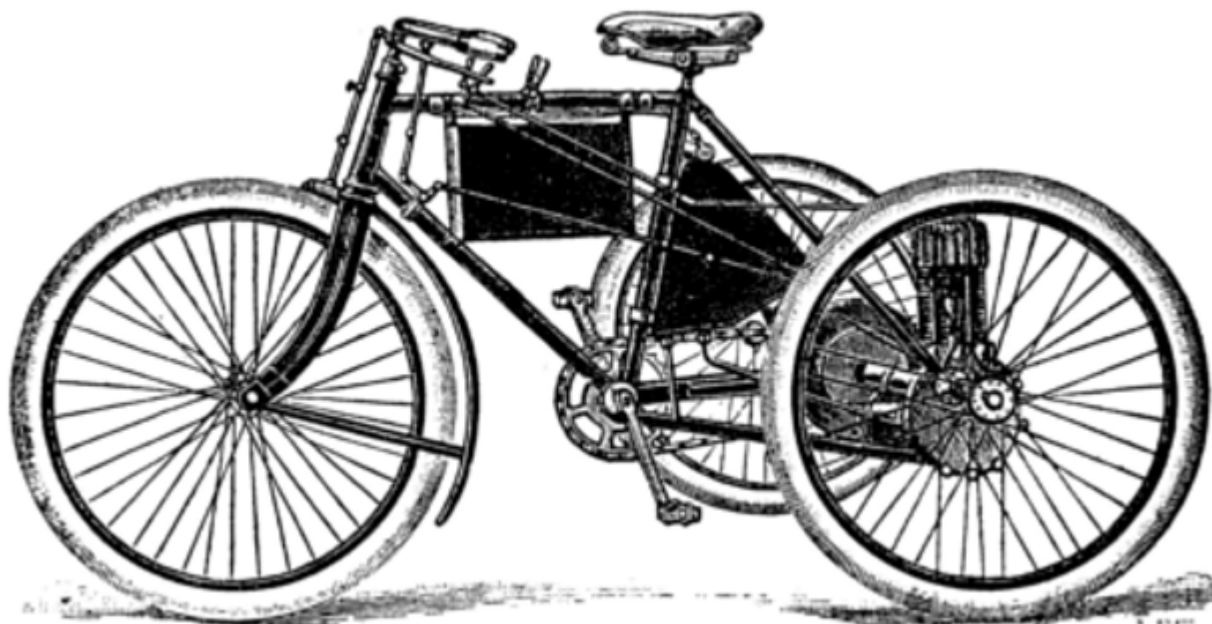
Distance	Targets	Damage
0-5	1	2d12
5-10	1-3	2d10/1d10
11-15	1-5	1d12/1d6

Shotgun

Distance	Targets	Damage
0-5	1	2d10
5-10	1-3	2d10/1d10
11-15	1-5	1d12/1d8

Misfires

Using firearms with multiple barrels can lead to dangerous mishaps. There is a chance that a spark may ignite additional chambers of the gun leading to a discharge of all of the remaining loaded barrels. A roll of 95 or above indicates that this happened and all of the shots missed. A roll of 5 or below indicates that all of the barrels fires and they all hit.



Technology Rules!

Technology is of central importance to the game. There are four aspects of technology that will have the most impact on playing the game - cyberware, invention, alchemy and airships. No set of rules would be complete without covering these.

Augments & Replacements

Augments and replacements are hardware attached to a body that the body can control. In the engineering literature, these are often referred to as cyberware, but it is not common vernacular. Augments are used to enhance abilities, and add additional abilities. Replacements are devices attached to a body that replace a body part. Due to the power supply issues and the inability to interface mind with machine, replacements have limited use. A replacement hand will only have the ability to open and close and it will only be at a set pressure. However, if one is fortunate enough to have black market contracts and vast amounts of wealth, one can acquire a replacement limb from a technomage that not only is fully functional, but also augments abilities.

The power source for augments and replacements is almost always based on coiled spring power. It would defeat the purpose of these items to carry an extremely hot steam engine around on one's arm or leg. If cyberware requires power, then it will need to be continually wound.

Augments and replacements are custom tailored items. Use of arm and leg augments or replacements by someone other than whom they were built for will likely result in pain, damage, or dismemberment.

Below you will find a list of common augments available for purchase.

Augments

Arm, accuracy

This is a lightweight item constructed out of brass and leather. It runs from the character's hand, up his arm, and partially over the shoulder. It is held in place by a shoulder strap. It contains a

gyroscope and stabilization features. It helps quiet jerky movements and absorbs the force of a black powder weapon. When using a ranged weapon, the character gains a bonus of 10 points while wearing this item. It does slightly reduce reaction time, resulting in a 1-point penalty to initiative.

Arm, agility

This is a lightweight item constructed out of brass and leather. It runs from the character's hand, up his arm, and partially over the shoulder. It is held in place by a shoulder strap. It contains stabilization features, helps with balancing items, and helps minimize the weight being held. When using melee weapons, the character gains a bonus of 10 points while wearing this item. It does slightly reduce reaction time, resulting in a 1-point penalty to initiative.

Arm, strength

This is a medium weight item constructed out of brass, steel, and leather. It runs from the character's hand, up his arm, and partially over the shoulder. It is held in place by a shoulder and chest strap. This item contains various pneumatic actuators and spring powered pumps. When using this modified arm, the character gains 20-points to his strength on the arm. Additionally, he gains 2-point damage increase when using melee weapons in addition to any natural strength damage bonus the character may have. When punching with this arm, the character does 1d12+5 points of damage, plus any natural strength bonus. The item must be wound prior to use. It takes approximately one minute to wind the arm. It then remains dormant. Once activated, the effect lasts for five minutes. The bulk of the item causes a 2 point penalty to initiative and a 10 point penalty to using ranged weapons.

Arm, speed

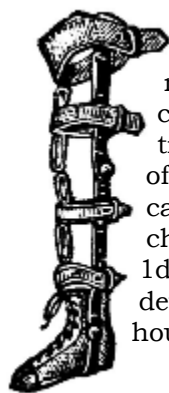
This is a lightweight item constructed out of aluminum and leather. It runs from the character's hand, up his arm, and partially over the shoulder. It is held in place by a shoulder strap. This item contains various pneumatic actuators and springs. This arm gains a 10-point bonus to speed and the character gains a bonus of 1 to initiative when using weapons from that arm. It takes approximately one minute to wind the arm. It then remains dormant. Once activated, the effect lasts for five minutes.

Legs, strength

This is a medium weight item constructed out of brass, steel, and leather. It runs from the characters waist down each leg. It is held in place by a belt and chest harness. This item contains various pneumatic actuators and spring powered pumps. When using these legs, the character gains 20-points to his legs increasing his lifting and carrying capacity by 10%. When kicking with these legs, the character does 1d20+4 points of damage plus any natural strength bonus. The item must be wound prior to use. Winding is done by walking, and running does decrease the winding time. It takes approximately 5 minutes of continuous walking to wind the legs. It then remains dormant. Once activated, the effect lasts for five minutes. The bulk of the item causes a 2 point penalty to initiative.

Legs, speed

This is a lightweight item constructed out of aluminum, and leather. It runs from the character's waist down each leg. It is held in place by a belt and chest harness. This item contains various pneumatic actuators and springs. In terms of movement or saves involving fast movement, the character gains a 20-point bonus to speed. It takes approximately 5 minutes of continuous walking to wind the legs.



It then remains dormant. Once activated, the effect lasts for five minutes. The bulk of the item causes a 1 point penalty to initiative unless the legs are active. Use of the legs more than twice an hour can cause significant damage to the character. The character will suffer 1d10 damage per minute of use if the device is used more than twice an hour.

Ear trumpet, low frequency

This item is made of a proprietary alloy that amplifies low frequency sounds and makes them audible to persons unable to hear at those frequencies. The item is a tubular shaped horn of about 18 inches in length. The user places the small opening, i.e. the earpiece, in his ear canal and directs the large bell portion of the trumpet towards the sound he is trying to listen to.

Ear trumpet, high frequency

This item is made of a proprietary alloy that reduces high frequency sounds and makes them audible to persons unable to hear at those frequencies. The item is a tubular shaped horn of about 18 inches in length. The user places the small opening, known as the earpiece, in his ear canal and directs the large bell portion of the trumpet towards the sound he is trying to listen to.

Ear trumpet, sound modification

This item is made out of brass and silver. Its purpose is to amplify the character's ability to hear. It approximately doubles the volume and range a character can hear. The item is a tubular shaped horn of about 18 inches in length. The user places the small opening, known as the earpiece, in his ear canal and directs the large bell portion of the trumpet towards the sound he is trying to listen to.

Goggles, low light

These appear to be a standard set of goggles made from brass, leather, and glass. However, the lenses have been treated with a special film that permits its wearer to see in low light conditions. The wearer is able to see at twice the distance and detail in low light conditions that he would be able to without the goggles.

Goggles, magnification

These are a standard set of goggles made from brass, leather, and glass, but with slight modifications. A set of 3 magnifying lenses are attached to the goggles via a small brass rod above each lens. The character can then flip down a magnifying lens in front of the standard glass lens to magnify the character's vision. Standard magnification is 2x, 5x, and 10x.

Goggles, x-ray

These appear to be a standard set of goggles made from brass, leather, and glass. However, the lenses have been treated with a special film that permits its wearer to see below the surface of solid objects. The character will be able to see 2-5 inches below the surface, depending on the density of the material at the surface. The higher the density, such as gold or lead, the less the character will be able to see. The film on the glasses will glow in darkness which interferes

THE EXAMINER

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Propeller Train, Fact or Fiction?

Today Josiah Brady brings readers pictures of a train with propeller propulsion. According to Mr. Brady, the photographs were taken at the Sector 12 testing facility. For those unfamiliar with sector 12, it is a mysterious testing facility that is believed to be completely mobile. Some have reported that it is located in the Central Arcadian Coast region. And others have placed it the Badlands. Some tie Sector 12 to secret AIA prisons, Ryoko secret military bases, the Cogwork Guild, Pilots' Guild, Morrigan Enterprises, and now General Dynamics. Mr. Brady's photographs appear to be genuine, and they show a new type of locomotive. He has also provided us with information that connects General Dynamics to the location. The problem is that Mr. Brady, like so many others, could not relocate Sector 12 when staff traveled with Mr. Brady to verify the story. Again, like others before him, discussion turned to alliances with the so-called Technomages who use magic and machine to achieve powers only the gods have.

The theory holds that Technomages are using corporations to secretly do their bidding without the corporations knowing it. Technomages provide technological leaps and methods that keep their work clandestine. Sector 12 is either hidden by the Technomages, or the Technomages can move Sector 12 to different locations. While many readers may call such claims hogwash, it is hard to doubt Mr. Brady's photographic proof of a new type of train being tested somewhere in the Central Arcadian region.

Bering's
Dealer of Hardware and Agricultural
Implements



Second Submersible Launched to Search the Ocean Floor

Famed marine natural philosopher Jack Collier has begun his second underwater adventure. Mr. Collier is being funded to explore the ocean's depths to uncover if underwater travel is safer than surface travel. The hope is that if underwater travel is safe, then it would speed up trade between countries. Intercontinental trade by sea would no longer be limited to heavily armored steam ships. Further, there would be an alternative to air travel, which is less efficient at cargo hauls. The new submersible is testing air scrubbers that should enable to ships to stay below the water's surface for up to four days. Mr. Collier's expedition is expected to last a week.

ENTERTAINERS WANTED

Vaudeville act to fill slot in traveling troupe!

The troupe makes regular ventures through the Badlands. Make inquiries at The Grand Marquee box office.

Combat abilities a plus!

with sight. The glasses are known to cause headaches with extended use. Extended wear has been known to cause blurry vision, slight burn around the eye, open sores, and large skin flakes. The New Arcadian Alchemist Association recommends keeping the glasses in a lead container if not used because some evidence suggests the glasses may cause hair loss.

Gas Mask

This is a mask made out of leather, glass, and brass. It fits over the wearer's entire face. A proprietary blend of materials helps to filter incoming air. A gas mask will filter common airborne pollutants, smells, and airborne toxins. Each mask is rated to protect for one hour of use. The filter must be replaced after one hour of use to ensure proper health. Manufacturers do not guarantee that their masks protect from all airborne toxins, and suggest testing a mask with a toxin before use.

Voice Modulator

This is a device that is strapped around the neck. A box made out of celluloid, leather, and brass is placed on the voice box. When the person speaks, the voice is modified. Common modi-

fications are deeper, higher, masculine, feminine, or mechanical distortion. Different effects require the purchase of a separate modulator. Use puts pressure on the voice box causing hoarseness, coughing, and occasionally laryngitis with continued use. New Arcadian Alchemist Association recommends that the wearer should remove the device and rest his voice in an equal proportion to how long it has been used.

Cost

Augments are not common attire for most of the populace. They are speciality items. Arm and leg enhancements are hand crafted instead of being produced in a factory. Gas masks and the occasional ear horn are the only products produced in mass quantities. These factors have led to extremely high prices. Based on a survey of proprietors in Newport and New Arcadia, the following prices should be expected:

Arms: \approx 1000+
Legs: \approx 2000+
Ear Trumpet: \approx 500+
Goggles: \approx 1000+
Voice Modulator: \approx 400+
Gas Mask: \approx 150+

Item Creation and Invention

Building technological devices, regardless of its power type, requires a specific skill. This is typically Engineering, but could include Electronics. In order to build a device, the PC requires a blueprint. Blueprints detail out what parts are needed, how to construct parts, how to assemble everything, and how long the construction will take.

Blueprints

Blueprints are kept in a journal. This would be the equivalent of spell book for magic users. Since blueprints are extremely valuable, they are often written in code. Reference to blueprints during construction depends on the complexity of the project and how recent the blueprints were reviewed. A simple project would usually not require one to actively consult the blueprint as long as the item has been made previously. Moderately difficult projects would require reference to blueprints unless the item was constructed recently. Complicated items will always require reference to blueprints unless one wants to incur a penalty to construction.

Blueprints are acquired or created. Under most circumstances, blueprints are acquired. This is often done through adventuring or trade. Basic designs can be bought, but more complicated designs are often hoarded by inventors and builders to protect their ideas. Characters will need to find different ways to acquire more complicated blueprints. Creation of blueprints is either derivative or original. Derivative blueprints are based on an actual product. The product is acquired by the character. The character then spends the appropriate amount of time taking the product apart to learn how it works. The character needs one day of study per level of complexity. This method requires two roles. The first role determines if the character is successful in taking apart the product without causing damage. The second role is done after the studying period. If



the second role is successful the character understands how the product is built and is able to create his own blueprint on how to construct it.

Creating original blueprints requires original research. How much and the type of research depends on the item the character wants to create. If a character already has blueprints for various clockwork devices and wants to design and build a new type, he simply needs time to design a basic blueprint, build prototypes, and then create a detailed and accurate blueprint. Multiple checks against the required ability will need to be made. The first check will need to be for the basic blueprint. The result should be kept from the character. The second check will be made to construct a prototype. If the character was successful in the creation of the basic blueprint, then no penalty is applied to the check. If the blueprint check failed, then the prototype will fail. If the PC makes a successful Engineering check, then he will know the design is flawed and begin the process again. He gains a 10-point bonus to his next blueprint check. If it is simply a prototype failure, then the PC spends 1 day per every 10 points in complexity studying why it failed. An engineering check is then made and if successful, the PC knows why and is able to adjust the prototype and try again. If the PC fails the Engineering check, then the PC does not know what the problem is and must spend double the amount of time in continued investigation before a second attempt may be made.

If the item the character attempts to create is vastly different from previous items the character has created and has blueprints for, then theoretical research is required. The player needs to describe to the GM the type of product he is attempting to design and build. He will need to detail size, function, power source, and materials. The GM will then decide what knowledge skill is most appropriate for research. Theoretical research skills are often Alchemy, Arcanum, Electronics, Liberal Studies, and Natural Philosophy. One or more of these skills may require a check depending on the GM decision. A character needs to spend one week doing book research and experiments in a lab setting for each 10 points of complexity. After the appropriate research time has passed, a check is made against the research abilities to determine success. If the check fails, then character may begin the research project again. A successful check does not mean that character now has the knowledge necessary to build an item. The research may show that it is theoretically impossible given what is known

about the universe. For example, suppose the character wants to create a time machine. The GM may decide that this is theoretically impossible because in his world, time is not its own dimension. The GM informs the player he has learned that it is theoretically impossible. If the GM wants the result to be random, an additional check against the research skill may be made. The GM should add penalties depending on how much it differs from current technology levels.

Assuming that it is theoretically possible, a check against Engineering needs to be made. A successful check against Engineering will allow the character to know if it is something that can be built. For example, the GM may decide that time travel is theoretically possible, but that current technology prevents it from being built. Again, the GM may substitute a second roll against Engineering for his own judgment with penalties applied. Assuming that the project is something that is theoretically possible, and it is possible to build, then the character may follow the blueprint and prototype process.

Determining Item Complexity

To determine an items complexity, consult the following charts:

1. If the item moves, select medium that the item moves in.

Water	5
Land	10
Air	20
Underwater	30

2. How is the item powered?

Batteries	5
Spring powered	10
Pneumatic	15
Steam	20

3. How long can the item be used without refueling?

5 minutes	2
15 minutes	4
30 minutes	6
1 hour	8
6 hours	15
12 hours	20
1 day	30
3 days	40
1 week	50

4. How is the item controlled?

Levers	5
Captain's Wheel	5
Punch Cards	5
Other	5

5. What is the method of propulsion?

Oars	1
Sail	1
Paddle	5
Propeller	5/set of 2
Wings	5
Wheel	2/wheel
Legs	3/per leg

6. Does the item have any weapons?

Human Controlled	0 or 1/each
Machine Controlled	5/set of two weapons

7. Additional Effects

Minor (chime)	1/each
Moderate (calculator)	5/each
Major (computer)	10/each

Duration of Power by Type for Movement

Spring powered, small: 5 minutes (1 minute to rewind)

Spring powered, medium: 15 minutes (3 minutes to rewind)

Spring powered, large: 1 hour (10 minutes to rewind)

Battery: 15 minutes per battery (can't be recharged)

Pneumatic, small: 10 minutes (1 minute to refill)

Pneumatic, medium: 30 minutes (5 minutes to refill)

Pneumatic, large: 2 hours (10 minutes to refill)

Steam: continuous as long as boiler produces steam

Duration of Power by Type for non-movement (e.g. time keeping, computation)

Spring powered, small: 12 hours (1 minute to rewind)

Spring powered, medium: 1 day (3 minutes to rewind)

Spring powered, Large: 1 week (10 minutes to rewind)

Battery: 1 hour per battery (can't be recharged)

Pneumatic, small: 30 minutes (1 minute to refill)

Pneumatic, Medium: 1 hour (5 minutes to refill)

Pneumatic, Large 5 hours: (10 minutes to refill)

Steam: continuous as long as boiler produces steam

Example One: A player wants to build a pocket watch and does not have a blueprint. He does have blueprints for similar spring powered devices, e.g. a hand wound clock. The item does not move and it a spring powered device. The beginning complexity is 10. The control of the watch costs an additional 5 and the duration of each wind lasts 12 hours, adding 20 to its complexity. This brings the complexity to 35. The watch tells time and has an alarm bringing the total complexity to 37. The PC has 55 in Engineering. He rolls a 43 so he is able to design a successful blueprint. He then builds a prototype of the watch. A second roll is made and he rolls a 35. The watch has been successfully built.

Example Two: The PC found blueprints to build spring powered wings. The wings flap at fast enough rate to enable a humanoid to fly for up to 15 minutes. The Spring powered Wings have a complexity of 44 (20 for air travel, 10 for spring powered, 4 for 15 minutes between windings, 5 for leveler controls, 5 for wings as the means of propulsion.) The PC has a Engineering skill of 38. The 6-point difference in complexity and skill gives a 6 point penalty meaning the player needs to roll a 32 or lower for success. A 50 is rolled so the prototype is a failure. The PC spends 4 days researching the device and makes an Engineering check to determine the problem. The player needs to roll a 44 or below for success. The player rolls a 40 and discovers the problem permitting another attempt at a prototype. An additional roll is made and the player rolls a 15. The Spring powered wings have successfully been built.

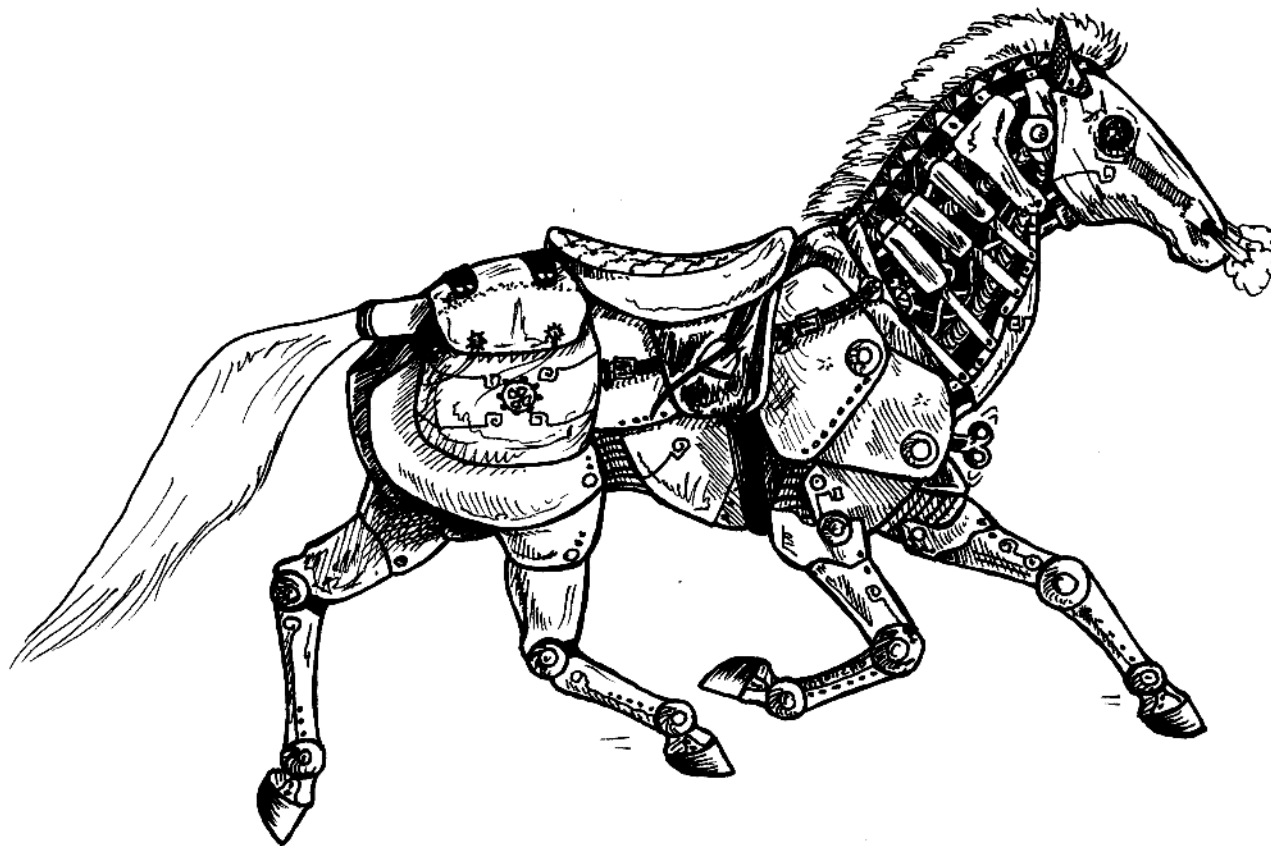
Example Three: The PC wants to build a steam powered horseless carriage, but has no blueprints of steam-powered devices. A horseless carriage has a complexity of 49 so it requires 4 weeks of study. Horseless carriages are steam powered cars. The boiler is controlled by automation where time, temperature, and pressure release extra coal automatically into the fire every 15 minutes. This leads to a complexity of 49 (10 for land travel, 20 for steam, 4 for 15 minutes

between refueling the boiler, 5 for the steering wheel, 4 for 4 wheel, and 5 for automatically refueling the boiler.) The PC has 40 in Natural Philosophy and the player rolls a 33. The PC now has the theoretical knowledge necessary for item construction. The PC has 57 in Engineering and rolls a 56. The PC now knows that it is possible to build the item. The PC then proceeds to draw up a blueprint and build a prototype as per example one.

Example Four: The PC has found a steam powered mechanical spider the size of a medium sized dog. The PC estimates it has a complexity of 66 (10 for land, 20 for steam, 8 for one hour before refueling, 5 for punch card control, 18 for its legs, and 5 for 2 machine controlled weapons). The character then spends six days studying the device by carefully disassembling it. The character has an Engineering rating of 70. At the beginning of the week, the player rolls a 53. This means he did not make any mistakes during disassembly. After six days a second roll is made. The player rolls a 17 meaning he understands the device and was able to construct a blueprint. The player then builds his own mechanical spider but makes one change. He adds a secondary control of a wire attached to a control box enabling

manual control, i.e. creating a drone. This brings the complexity to 71. This minor addition does not require any new blueprint. However, he does have a 1 point penalty for construction of the device since his Engineering is 70. The player rolls a 37 which is under the 69 he needed to role. The device is successfully created.

Example Five: The PC acquired a blueprint for a spring powered horse. It has a complexity of 39. The PC has an Engineering rating of 43. Since the PC has the blueprint, he only needs to be build the device, thus only one check is required. The player rolls a 73, so the horse was not built correctly. The PC decides to try his hand at building it again. The player rolls a 38. The PC has successfully built his own spring powered horse.



Ships

Ships, and specifically airships, are an extremely important part of the game. Ships come in different classes depending on its size, speed, and purpose. Most ships in the game are merchant vessels, but many are also military. Pirates tend to modify merchant ships for military purposes.

Ship Creation

Ship creation follows the general rules that character creation does. One selects the class of the ship. Each ship has a certain amount of points to be allocated to its attributes, i.e. Hull, Rigging, Agility, and Speed. If the ship can sustain more damage, it does so at the cost of its maneuverability or speed. The class of the ship also determines the maximum number of cannons, cargo capacity, and crew/passengers.

Attributes

Hull: This is how much damage the hull of the ship can take. It represents how strong and durable the materials used in construction are.

Rigging: This is how much damage the “balloon” portion can take before it can no longer hold air. This includes the “balloon,” ropes, and armament.

Agility: This is how maneuverable the ship is. It is used to determine if a hit is successful and if needed, saving throws where maneuverability would help avoid damage.

Speed: This represents how fast the ship can travel.

Turning: A measurement of the turning radius of the ship. The smaller the turning radius, the easier it is to turn without losing speed and the easier it is to turn at lower speeds. The turning radius rating for ships is as follows Tight (T), Moderate (M), Wide (W), and Very Wide (VW).

Armor Factor (AF): This represents how much damage a ship can absorb from enemy cannon fire without taking damage.

Crew: This is the maximum number of crew a ship can hold

Guns: This is the maximum number of cannons a ship is designed to hold. Only 50% of the total can be on any side of a ship.

Cargo: This is the cargo capacity, in tons, that the ship has in its cargo hold. It is important that food, water, gunpowder, cannonballs, and coal be stored, in addition to merchant cargo.

Building a Ship for Game Play

Airships can play an important role in *SteamCraft*. Each airship is built by hand and modified by its owner and crew for various purposes. To simulate this uniqueness, the GM or players may use the following rules to design airships. Airship creation is much like Character Creation. A class of ship is selected. Listed next to the class of ship are design points. Those design points are then allocated to the attributes of the ship. The amount allocated to the Hull is multiplied by 10.

Example One: The Pilots’ Guild recently commissioned the construction of the PGS Falcon. It is a Corvette class ship tasked with long-range patrols for pirates. There are 165 design points for that class. 50 points are allocated to the Hull resulting in 500 for the Hull Rating (Hit Points). 50 points are allocated to Agility. 65 points are used to maximize speed and ten points are spent for the AF. Rigging is 50% of the Hull. In this case, it would be 250 (Hit Points). To allow for extended voyages, the ship only has 50% of the maximum number of crew. The statistics for the ship would then be:

PGS Falcon (Corvette Class)

Hull	Rigging	Agility	Speed	Turning	AF
500	250	50	65	M	10

Crew	Guns	Cargo
100	32	80

Example Two: The Dread Pirate Roberts seizes the Turnip. Turnip is a Merchantman class vessel. Roberts sends a prize crew aboard after the battle. During the night, the prize crew sail the ship away from Roberts’ fleet to a smuggler’s hideout near Gunbarrel. There, the crew decides to modify the ship to serve as a pirate vessel. Merchantman vessels have 115 design points. Much of the hull is reduced to increase the maneuverability and speed of the ship. Some metal plates were added for extra protection. The result is that 40 points are allocated to the Hull, 37 to Agility, 30 to Speed, and 8 to the AF. The

crew votes to keep the ship's name because it is bad luck to change it. The crew is only able to attract 3 new members, giving the ship a crew of 23. Most of the cannons have been damaged, but some have been repaired. The ship has a total of 6 working cannons and manages to 'liberate' 2 more from another ship before takeoff, 8 overall.

Pirate Vessel Turnip

Hull	Rigging	Agility	Speed	Turning	AF
400	200	37	30	W	8
Crew	Guns	Cargo			
23	8	100			

Military Ships

All military ships use steam engines for propulsion. The minimum number of crew necessary to run the ship is 10% of the maximum crew size listed. Military ships on official patrol will have at least 50% of the maximum crew total on board. Assume that at least half of the crew are trained in personal (non-airship) combat, e.g. a ship with 200 maximum crew would have at least 100 crew and half of them will be trained in personal combat.

Frigate (190)

Frigates are the largest and most powerful military ships available. They are fast ships with a wide turning radius.

Hull	Rigging	Agility
60-100 x10	50% of Hull	40-60
Speed	Turning	AF
40-60	W	10-14
Crew	Guns	Cargo
300	48	100

Sloop (155)

Sloops are the smallest and most maneuverable military ship. Their speed makes them the most common military vessel.

Hull	Rigging	Agility
20-40 x10	50% of Hull	60-80
Speed	Turning	AF
50-70	T	5-8
Crew	Guns	Cargo
75	12	40

Corvette (175)

Corvettes are slightly smaller than Frigates, but are more maneuverable. Their lighter weight makes them faster than the Frigate, but the small cargo capacity limits the operational range of the Corvette. Corvettes have a moderate turning radius, making them slightly more maneuverable than a Frigate.

Hull	Rigging	Agility
40-80 x10	50% of Hull	40-60
Speed	Turning	AF
45-65	M	8-12
Crew	Guns	Cargo
200	32	80

Brig (110)

Brigs are medium-sized ships with an average turning radius. They are the slowest military vessel. Brigs are typically used for troops transport, or as a support vessels for larger ships. Brigs are sometimes used as long range pirate patrol vessels. Their small crew in proportion to the cargo capacity makes them ideal for longer ranged missions.

Hull	Rigging	Agility
40-60 x 10	50% of Hull	30-50
Speed	Turning	AF
20-40	M	6-10
Crew	Guns	Cargo
140	24	70

Merchant Ships

Merchant ships typically use wind and steam for propulsion. Typically, wind power is used, but if the winds are absent, then steam engines provide backup propulsions. Only 10% of the crew listed is needed to run the ship. Typically, the ship will have 50% of the crew listed and passenger vessels will have the remaining 50% as passengers. On passenger ships, the available cargo capacity will only be 10% of what is listed. Much of the cargo area has been converted to personal quarters and the rest of the cargo room is used for passenger luggage and supplies needed to accommodate the passengers.

Barque (110)

Baques are slow-moving maneuverable vessels. They have sturdy hulls. These are popular ships for the wealthy to use for private recreation. Some ships are used for passenger service.

Hull	Rigging	Agility
40-60 x10	50% of Hull	30-50
Speed	Turning	AF
15-30	M	4-8
Crew	Guns	Cargo
100	16	70

Fluyt (85)

Fluts are a medium-sized ship that is the work-horse of the common trader. These vessels have limited steam power for the engines, leading to a very slow-moving vessel. They have a wide turning radius as well. The cheap operational cost combined with a large cargo capacity makes this an attractive entry ship.

Hull	Rigging	Agility
30-50 x10	50% of Hull	20-40
Speed	Turning	AF
10-20	W	2-6
Crew	Guns	Cargo
75	12	100

Galleon (120)

Galleons are the largest ships built. They are extremely slow and rely on steam propulsion and wind to keep them moving. Galleons are difficult to maneuver and have a very wide turning radius. Galleons serve as the trains of the skies by forming large caravans to move massive amounts of cargo. A few Galleons serve as luxury cruise ships. Trade caravans often travel with armed escorts.

Hull	Rigging	Agility
60-80 x10	50% of Hull	20-40
Speed	Turning	AF
15-25	W	6-10
Crew	Guns	Cargo
125	20	150

Merchantman (115)

Merchantmen are large cargo vessels. They are faster than Fluyts or Galleons. Wealthy traders often use these ships instead of Fluyts because of the faster speed. The additional speed is provided by larger steam engines. To accommodate the engines, the ship was made larger, but the additional size did not lead to increased cargo capacity. Like Galleons, Merchantmen have a wide turning radius.

Hull	Rigging	Agility
40-60 x10	50% of Hull	30-40
Speed	Turning	AF
20-30	W	4-8
Crew	Guns	Cargo
100	16	100

Yacht (50)

Yachts are any personal small ships. These are almost exclusively wind propelled, although some of been after-market modified for steam propulsion. These ships are ill suited for combat or trade. Many of these ships are created by the owners. They can carry a set amount of people, typical gear, and enough food and water for 3-5 days.

Hull	Rigging	Agility
10-20 x10	50% of Hull	20-30
Speed	Turning	AF
10-15	T	0
Crew	Guns	Cargo
10	0	10

Ship Combat

Handling combat between ships can be as simple or as complicated as the players want. The attributes provided can be used for combat, much as the attributes for NPC do. On the other hand, combat can be role-played out. The following rules will provide guidelines for ship combat.

Movement in Combat

A ships' Speed rating determines how many units it may move in a round. Airships move in three dimensions. Moving up, down, forward, or backwards costs one point of movement. Ships

are assumed to continue moving in the same direction. To reverse course, the ship must come to a complete stop. Coming to a complete stop takes one round per point moved in the previous round, e.g. if a ship moved 12 units it will take 12 rounds to come to a complete stop. Because of this, turning is usually a better choice. Turning ships costs additional points of speed based on its turning radius. The following chart provides the movement and turning costs:

Up	1
Down	1
Forward	1
Backward	1
Tight	2
Normal	4
Wide	6
Very Wide	8

Determining the Success of an Attack

1. Look at the ship's Agility rating
2. Add 10% of the Captain's Aeronautics ability
3. Add/Subtract based on Crew Adjustments
4. Determine final number to be rolled against and roll against that number
5. If hit, determine damage

Crew Modifications

The quality and number of crew on board modifies the ability of a ship to attack and defend.

Experience

Novice	-10
Normal	0
Veteran	10

Number of Crew

10%	-20
25%	-10
50%	+0
75%	+10
100%	+20

Rate of Fire

The normal rate of fire for cannons is once per 5 rounds. This is modified by the following:

Novice	+1
Normal	0
Veteran	-1

Number of Crew

10%	+2
25%	+1
50%	+0
75%	-1
100%	-2

Determining Damage

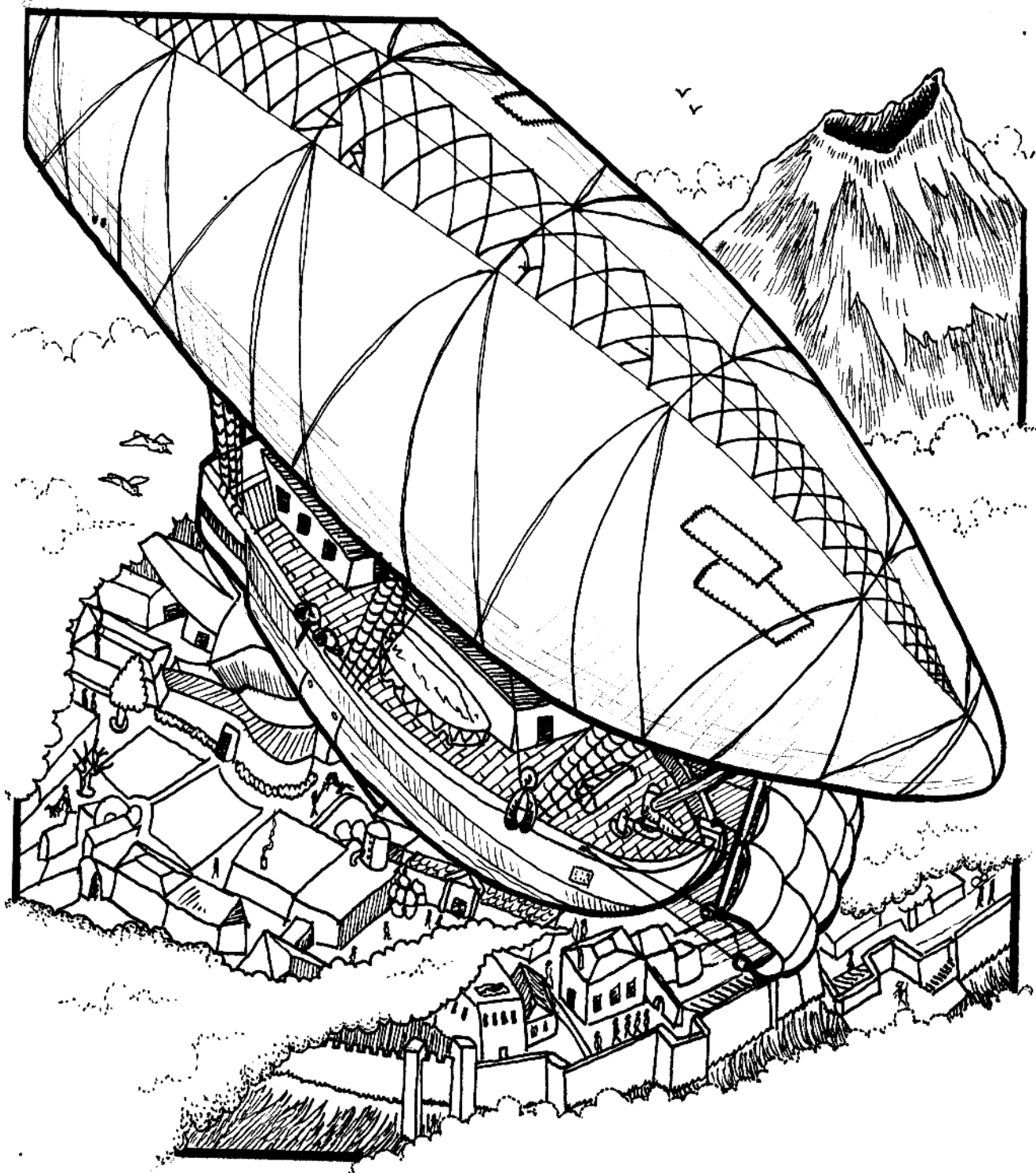
The amount of damage a ship does is based on the number of cannons. Each cannon does 1-20 damage. The number of cannons listed for a ship is the total number it can hold. At most, half of the cannons will be on each side. Therefore, if a ship has 20 cannons, only 10 would be able to fire from each side. If the ship successfully hits a target, it will do 10d20 points of damage. The AF listed reduces the damage per each cannon. Damage can be determined either fast or slow. Fast involves multiplying the number of cannons by the die roll. The AF is also multiplied by the number of cannons. If the AF is greater than the damage, then no damage is done. If the damage is greater, then the remaining amount is subtracted from the ship's Hull. The slow method involves determining each cannon's damage and subtracting it from the AF rating. *Unless there is an aimed attack, assume that all shots will hit the Hull.*

Combat Example

A Frigate is attacking a Pirate Sloop. The Frigate has 50 Agility. The Captain has 50 in Aeronautics giving the Frigate a 55. However, the crew is Novice and this reduces the chance to hit by 10 resulting in a 45. The Captain decides to fire all guns. A 38 is rolled, meaning that the Frigate hit the Pirate Sloop. The Frigate has 48 cannons, meaning 24 can be fired at the target or 24d20. A 10 is rolled meaning 240 points of damage was delivered. The sloop has an AF of 6. For 24 cannons, the Sloop can absorb 144 points of damage. The Hull of the Sloop is reduced by 96 leaving the Sloop with 304 Hull.


Effects of Damage

In some cases, it may be useful to determine the effects of damage beyond the Hull of the enemy ship. In terms of the crew, for every 10 points of Hull the ship loses, 1 crew member is incapacitated. As the crew level decreases, it can lead to penalties. The hit location can sometimes matter. In general, cannons hit indiscriminately and



determining the location is unimportant for game purposes. If one wishes to knock a hole in the hull, then aimed shots are necessary. If 20% of the total damage is done to the Hull, then a breach is created. If 20% of the damage (as determined by the Hull rating) is done to the propellers, then the engines are incapacitated. If shots are aimed at the rigging, then subtract

from the Rigging Rating. If it reaches 0, the ship will sink. The ship sinks at a rate of 100 feet per round. Only when one does not want prisoners or cargo are attacks made against the Rigging. Targeting different parts of the ship requires different types of ammunition. Hitting the hull requires normal cannon balls. Grapeshot is used against the "balloon" or sails, while chain shot is



used on the propellers. Aiming at the hull is a 10-point penalty. Aiming at the balloon portion or sails is a 20-point penalty. While larger, the "balloon" part is well armored at the bottom, so hitting the less armored portions is difficult, given the angles of the cannons. The propellers are smaller targets that move. A 40-point penalty is applied when attempting to hit the propellers.

Boarding Actions

Boarding ships is a typical tactic of Pirates. The goal is to quickly subdue the crew, loot it, and leave. Although, occasionally, pirates will take the ship as its prize. Seizing control of the ship involves entering the inner decks of the ship. This is done via a breach in the hull, or a door on the deck of the ship. Using the door requires clearing the deck of hostiles, picking the lock on the door, and then fighting one's way down the stairs. Breaching the hull involves risking the cargo, as well as generating expensive repair costs if one is going to take the ship as a prize. In both cases, it is important to use grappling lines to secure the ships together.

Role-Playing Combat

In many cases, players may want or even need to be more active in combat. Much of this is handled via applicable ability checks. If a character is using a cannon, the character rolls against Ranged Weapons. If the character is being supervised by someone with Aeronautics, 10% of that character's skill is added to the PC's ranged weapon skill for determining a hit.

How Much Coal to Use

Steamships require both coal and water. How much coal is used depends on the size of the ship, its weight, how many boilers are needed, if propellers are being used, air or water currents, and how fast the ship is traveling. This would be difficult to determine, especially in a world that uses fictional technology! For ease of game play, assume the following. If the airship is using wind power, then one ton of coal will keep the airship afloat for 5 hours. If the airship is using steam powered propellers, then one ton of coal will power the airship for 4 hours. In the case of sailing vessels, assume that one ton of coal will power the ship upstream for 5 hours.

Optional Hit Location Rule

Assume that 75% of the damage hits the hull, while 25% hits the Rigging.

Automaton Security Soon to be a Reality

At the World Steam Exposition, Septus Security demonstrated a mechanical automated person, known as an automaton. The automaton is programmed with punch cards to move around and perform various functions. This is similar to the drones currently being built, however, this is in the shape of a person. Septus Security believes that within a decade, it should be able to produce an automaton capable of thinking like a security guard, and able to fire built in pistols. A spokesman for Morrigan Security said that no machine will be able to replace a person, and that they remain committed to developing technology that is useful to its customers.

BRUTES NEEDED

Research team seeking protection while traveling through the Badlands.

Competitive pay.

See Elijah Cole at Drumond's Ice House.

Bandits Seize Arms Shipment on Train

In a daring daytime raid, bandits managed to seize an arms supply shipment traveling from New Arcadia to communities near Newport. The perpetrators boarded the train as passengers and an hour into the trip managed to subdue Morrigan Security forces that were guarding the shipment. An airship then flew overhead of the train and crates of Thompson and Kilgore weaponry was hoisted onto the airship. Investigators believe that the bandits did not know about the shipment of Noringco weaponry in the next car that was unguarded.

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Alchemy

Alchemy is one of the most useful skills in the game. The products alchemists make are used as medicines and to provide much needed industrial supplies and chemicals.

If the Alchemy ability is selected, then the PC gains one recipe per 10 points in Alchemy. For example, if the PC has 35 in Alchemy, then he may select 3 recipes.

Alchemy, like magic, has ten grades. Each grade requires a basic proficiency in order properly make the concoction. If a PC rating is below the required proficiency, a 5 point penalty per grade is imposed on checks to cast the spell. The Alchemy penalty is less than for casting spells.

Recipe List

I

Burn Salve
Cloth Dye
Leather Dye
Pigments
Sneeze powder
Stinkbomb
Whitewash

II

Enamel Dye
Healing Salve
Ingestible Poison of Sleep
Ingestible Poison of Weakness
Ingestible Poison of Uncoordination
Lye
Purify Water

III

Analgesic
Ingestible Poison of Death
Ingestible Poison of Mana Reduction
Mana Increase Potion
Nightsight
Oil Paint
Preserve Food
Smokescreen
Spirits of Salt

IV

Elixir of Wounding
Improve Melee Skill
Mana Regeneration
Oil of Vitriol
Silver Power
Spellwipe

V

Blinding Light
Carbonated Water
Improve Health
Laudanum
Mana Restoration
Potion of Ambidexterity

VI

Heal Over Time
Hydrogen Gas
Gold Dust
Poison Gas
Water Breathing

VII

Black Powder
Dust of Invisibility
Potion of Lesser Healing
Shrink

VIII

Photographic Paper
Potion of Greater Healing
Protection from Undead
Speed

IX

Celluloid
Phase Shift
Trance

X

Lead to Gold
Polymorph
Spiritform



Recipe Descriptions

I

Burn Salve

This creates a paste that to be applied to burns. It doubles the healing rate for burns during a 24 hour period.

Cloth Dye

This creates a liquid dye for cloth items.

Leather Dye

This creates a liquid dye for leather items.

Pigments

This creates basic color pigments to be used in paint, makeup, or any coloring purpose.

Sneeze powder

This creates a powder that when inhaled will cause the humanoid to sneeze for 1d4 rounds.

Stinkbomb

This creates a one inch solid ball that is broken under mild force, such as being thrown against the ground. Once broken, a revolting stench is created in a 10 foot radius of the ball. The smell lasts for 1d6+4 rounds

Whitewash

This is a basic white paint that is most effective on wood and porous surfaces.

II

Enamel Dye

This creates a gel dye for use on metal items. The dye goes on like paint, but after one day of rest, the gel can be removed and the metal underneath will be stained the color of the dye.

Healing Salve

This creates a paste that can be applied to wounds. It will prevent and cure any infection. Will double the healing rate for a 24 hour period.

Ingestible Poison of Sleep

This creates a tasteless poison that can be mixed with non-magical liquids. When ingested, the poison will cause the target to fall asleep within one round. The target will stay asleep for 1d4 rounds. The target is allowed a save versus Fortitude. A successful save will nullify the effect of the poison.

Ingestible Poison of Weakness

This creates a tasteless poison that can be mixed with non-magical liquids. When ingested, the poison will cause the target to feel sick and will lose 50% of their current Hit Points and Strength within one round. The target effect lasts for 1d4 rounds. After which time, the effect is reversed. The target is allowed a saving through versus half their Fortitude rating. A successful save will nullify the effect of the poison.

Ingestible Poison of Uncoordination

This creates a tasteless poison that can be mixed with non-magical liquids. When ingested, the poison will cause the target to become clumsy and lose 50% of their current Agility within one round. The target will stay asleep for 1d4 rounds. The target is allowed a saving through versus their Fortitude rating. A successful save will nullify the effect of the poison.

Lye

This creates caustic lye that is used for soap and other purposes.

Purify Water

This creates a powder that can be added to water. It will clean the water of all toxins, dirt, chemicals, etc.

III

Analgesic

This creates a pain reliever that also lowers temperature. It is effective on mild to moderate pain.

Ingestible Poison of Death

This creates a tasteless poison that can be mixed with non-magical liquids. When ingested, the poison will cause the target to die. The target will

lose 1d10 points of damage per round until he is killed or has the poison cured. The target is allowed a saving throw versus Fortitude. A successful save will nullify the effect of the poison, but the target will still suffer 1d10 points of damage.

Ingestible Poison of Mana Reduction

This creates a tasteless poison that can be mixed with non-magical liquids. When ingested, the poison will cause the target to lose 50% of its mana within one round. The Mana is then regained at a normal rate. The target is allowed a saving throw versus Will. A successful save will nullify the effect of the poison.

Mana Increase Potion

This creates a potion that when ingested provides a temporary increase to Mana above the maximum for the character. The increase will be 1d6+4 points. The effect lasts for one hour and can only be used once per character per 24 hour period.

Nightsight

The creates a potion that when ingested allows the character to see at night as though it was day. The duration of the potion is 4 hours.

Oil Paint

This creates oil paint in small amounts suitable for art paintings.

Preserve Food

This creates a dust that can be applied to food. It will prevent the food from decaying for one to one year.

Smokescreen

This creates a one inch solid ball that is broken under mild force, such as being thrown against the ground. Once broken, a thick cloud of dark smoke is created in a 20 foot radius of the ball. The smoke lasts for 1d6+4 rounds

Spirits of Salt

This creates a powdered form of gastric acid known to Earth chemists as Hydrochloric Acid. It is enough to make one pint of acid.

IV

Elixir of Wounding

The creates an elixir that can be applied to a non-magical bladed weapon. Each successful hit will by a treated weapon will cause an additional 1d6 points of damage. The elixir lasts for 1d4 hits. It can only be applied to the same weapon once per a 24 hour period.

Improve Melee Skill

This creates a potion that will increase the character's Melee rating by 10 points. The duration of the potion is one hour and can be used once in a 24 hour period.

Mana Regeneration

This creates a potion that when ingested doubles the Mana regeneration rate for 1d4 hours.

Oil of Vitriol

This creates a pint of what Earth chemists call Sulfuric Acid. It is commonly used in lead batteries and for industrial users.

Silver Power

This creates a dust that can be applied on up to 50 copper coins. It will transform the copper coins to silver. The duration of the change will only be for 10 minutes after which time the coins will revert to copper.

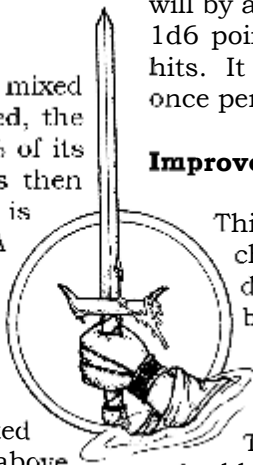
Spellwipe

This creates a poison that when ingested, causes the target to forget all of their spells. This requires the target to rememberize their spells. A save against the target's current Will rating is permitted. If the save is successful, the target only forgets the spells for 1d4 rounds.

V

Blinding Light

This creates a one inch solid ball that is broken under mild force, such as being thrown against the ground. When broken, anyone looking in the direction where the item is broken will be blinded by a bright light for 1d4 rounds.



Carbonated Water

This creates a barrel's worth of carbonated water. The water is commonly used to treat stomach aches and is mixed with other ingredients for make various tonics.

Improve Health

This creates a potion that when ingested will provide 1d10 points of temporary Hit Points. The duration of the effect is 4 hours.

Laudanum

This produces a pint of a powerful pain reliever, cough suppressant, sleep aid, and treats anxiety. If abused, this narcotic leads to addiction.

Mana Restoration

This creates a potion that when ingested restores 1d10 points of Mana.

Potion of Ambidexterity

This creates a potion that when ingested allows the character to use their non-dominant hand with the same skill as the dominant hand. The duration of the effect is one hour.

VI

Heal Over Time

This creates a potion that when ingested heals the target slowly over time. The character will heal one point per minute for 15-minutes. Can only be used twice in a 24-hour period.

Gold Dust

This creates a dust that all temporarily change up to 100 silver coins into gold coin. The duration of the effect is 10 minutes.

Hydrogen Gas

This creates up to 27 cubic feet of hydrogen gas that is stored in a vulcanized container. It is produced by a mixture of Oil of Vitriol and Iron. Large scale production is via different means.



Poison Gas

This creates a vial of gas that when open will fill an 10 foot radius in one round. Anyone exposed to the gas will be poisoned and suffer 1d20 points of damage. Save versus a character's Fortitude rating cuts the damage by half.

Water Breathing

This creates a potion that when ingested allows the character to breathe water as though it were air. The effect lasts one hour.

VII

Black Powder

This produces one quarts worth of Black Powder for use in Firearms.

Dust of Invisibility

This creates a dust that when thrown in the air will cover up to 6 character. It makes the characters invisible for up to one hour. The effect will be broken if the character attacks or suffers damage.

Potion of Lesser Healing

This creates a potion that when ingested will heal the target for 10 points. Only one potion can be used per 12-hour period.

Shrink

This creates a potion that when ingested causes the character and everyone on the character to shrink. The character will shrink 10% a round until the character is only 10% of his normal size. The effect lasts for one hour.

VIII

Photographic Paper

This creates 10 sheets of photographic paper suitable for use in newly created cameras. The negative image is on the paper and can be developed by a photographer into a photograph.

Potion of Greater Healing

This creates a potion that when ingested will heal the character for 20 Hit Points. This potion can only be used one per 24-hour period.

Protection from Undead

This creates a potion that provides protection against undead when ingested. It provides 10-points of armor protection against undead attacks. The duration of the effect is 1 hour. This potion can only be used once in a 24-hour period.

Speed

This creates a potion that when ingested doubles the character's current speed rating. The duration of the effect is 20 rounds.

IX

Celluloid

This creates a pound worth of the world's first plastic. The plastic is inserted into molds to create punch cards for Analytical Engines, picks for Lutes, and to replace the ivory used in piano keys. Pigments can be added during the manufacture process to create colored plastic.

Phase Shift

The potion creates a potion that when ingested alters the characters body and everyone on the character to be slightly out of shift from normal reality. The character cannot be seen, heard, touched, or affected by the normal material realm. However, the character can sense the world normally. The character cannot affect anything the world and is capable of walking through walls and other solid objects. The duration of the effect is 1d6+4 minutes.

Trance

This creates a potion that when ingested gives a 50% increase to Fortelling checks. The duration of the potion is 10 rounds. The potion can only be used once per 7 days.

X

Lead to Gold

This creates a potion that allows up to one pound of lead turned into a pound of fool's gold. The potion is heated and the lead is melted into the liquid. After 24 hours, the mixture is a solid gold-colored object. It has all of the properties of gold, for 24 hours. After that, the weight and look will be of gold, but all other properties will be like lead. After one week, it turns back to lead.

Polymorph

This creates a potion that when ingested changes the character and everyone on the character into an animal form. The form is determined by the exact potion. The character will have all of the properties of that animal, e.g. a falcon can fly and a cheetah can run as fast as a cheetah. The character can change back and forth between forms. The duration of the effect is one hour, but each transformation back to human cuts the duration by 10 minutes.

Spiritform

This creates a potion that transforms the character and everyone on the character into a spirit form. This allows the character to affect any spirit or anything in spirit form while under its affect including hitting the target with normal weapons that might only be affected by spirit magic. The duration of the potion is 1d6+4 rounds.

Learning New Recipes

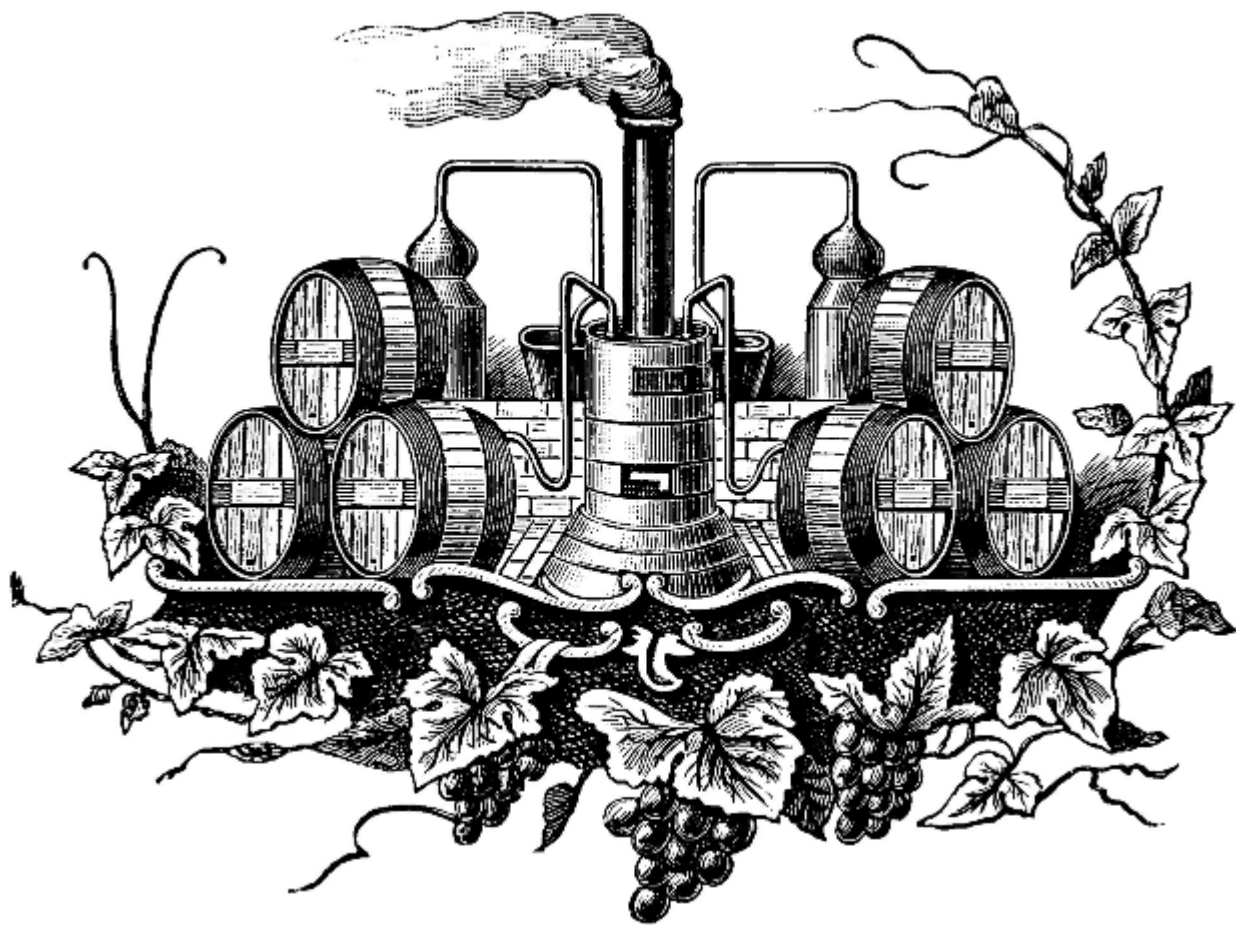
The most common method of learning new recipes is to acquiring recipes from others. A character may attempt to create a recipe for items he does not have. The character would follow the same procedures as if he were creating a new recipe that is not in the game.

New Alchemy Creations

There will come a time when an Alchemist will want to produce something new. The process to create new items differs depending on if the item to be created is magical or non-magical.

Magical Items

A check against his alchemy skill to determines what ingredients are needed to create the magical potion. The ingredients will be ones that produce similar effects, e.g. healing herbs for a healing potion. Once this is done, a spell to increase or alter the effects of the potion is cast into the potion, e.g. if one wants to create a potion to allow for flight, then the Elementalist's Fly spell would be cast. It takes one hour per level of spell before the potion becomes active, e.g. level V would take 5 hours. The check to see if the spell worked is not made until the potion is used. Further, it is recommended that the check to determine if the ingredients are correct is done secretly as well to prevent the alchemist from knowing if he fails.



If the spell fails, then the potion produces no effects when drank. If the ingredients are wrong, then the potion affects the drinker. The effects will be odd, temporary, and non-lethal. The effect will be determined by the GM. It is suggested that the effect be related to the type of potion. A Potion of Flight might double the weight of the drinker, or make the drinker float upside down. A Potion of Invisibility might make the drinker a bright neon pink, or make the skin translucent so that you can see his organs.

Non-Magical Items

Non-Magical items are more complicated to create. The method is similar to that used to create mechanical creations. The first step is to determine if the item to be created is theoretically possible and that the character has the theoretical knowledge to create the item. A check is made against the character's Natural Philosophy skill. If the check is successful, then the character may attempt to create the item.

The second step involves creating a recipe. The character makes a check against his Alchemy rating to determine the recipe. The check should be done in secret and kept from the character until the potion is used.

The third step is to determine the difficulty of the item being created. Once the difficulty is determined, then a check is made to create the item. If the item difficulty is higher than the Alchemist skill, then a penalty is applied. The penalty is equal to the difference in the item's difficulty and the Alchemist skill. For example a 70 difficulty with a 60 in Alchemy results in a 10 point penalty.

Step four involves testing the potion. The potion will be active within one minute per level, e.g. level VII will take seven minutes. If all of the checks have been successful, then the potion works and the character can add the recipe to his recipe book at the appropriate difficulty level. If a check failed, then the potion fails to work and may produce random odd effects. The character will then need to start the process over.

Determining Item Difficulty

Determination of item difficulty simply involves adding up the appropriate items on the list. The first thing to do is to determine the final form the item will take. The provides the base difficulty. After that, it is simply a matter of adding on the effects. In some cases, at GM discretion, production may require physical contraptions. For example, a still may be required to produce alcohol. The Alchemist will need to purchase or build the appropriate equipment. Generally, most things produced will be of a quasi-chemical reaction and simply require the ingredients.

Creating elements such as nitrogen involve mixing different chemicals together to produce a pure chemical. The chemical will be in its natural form, e.g. nitrogen is gas and mercury is a liquid. The common or uncommon aspect is determined by the GM.

Examples:

Ale: Ale is a liquid so it is zero difficulty. It has a low alcohol content making it cause minor inebriation. The final difficulty is 20. Given that this is produced by a fermentation process, the GM determines that it will take 12-48 hours to produce enough alcohol to cause inebriation.

Iocaine Powder: This is a deadly powder based poison that is odorless and tasteless. Being a powder, it begins with a 20 difficulty. The chance of death makes it severe, raising it to a 40 difficulty. Odorless and Tasteless each add another 10. Iocaine powder has a final difficulty of 60.

Plastic Ball: A plastic ball would be solid (20), and made out of a polymer (30). The final difficulty would be 50. (The alchemist would be making a Celluloid and then putting into a mold to create the shape.)

Nitrogen Gas: Since nitrogen is in gaseous form normally, it can only be produced in a pure gaseous form. Therefore, the final state is gas and no difficulty is used. It is a commonly known element, so it has a difficulty of 60. It is produced from saltpeter.

Final Substance Form

Paste	0
Liquid, Water based	0
Gel	5
Liquid, Non-Water	5
Powder	10
Gas	15
Solid	20

Health

Double Healing, External	10
Double Healing, Internal	20
Instant Health Restoration, Moderate	70
Instant Health Restoration, Major	80
Health Restoration, Slow	60
Pain relief, minor (nausea)	10
Pain relief, moderate	30
Pain relief, major	50

Augmentation Effects

Minimal (vision changes)	30
Moderate (physical skills)	40
Major (rare abilities, mental skills)	50
Extreme (shapechange, impossible human abilities)	70+

Miscellaneous

Color	10
Corrosive, Major	20
Corrosive, Extreme	30
Create Element, common	40
Create Element, uncommon	60
Explosive, Moderate	50
Explosive, Severe	70
Harsh Cleaning Agent	20
Inebriation, Minor	20
Inebriation, Moderate	30
Polymers	30
Purify Common Liquid	20
Purify Uncommon Liquids	30
Sanitary Preservation	30
Temporary Transmutation, Minor	30
Temporary Transmutation, Moderate	50
Temporary Transmutation, Extreme	80

Magic & the Reawakening

The ways of magic are mysterious but science has recently begun investigating the issue. A review of archeological evidence and oral traditions, suggests that the availability of magic is cyclical. An 'Age of Magic' seems to occur periodically, but the exact cause is unknown. Maxwell Wolff recently published a paper where he argues that sunspot activity is linked to magic. The heightened activity helps open the doorways to other dimensions and allows humanoids to tap into that power. Magical artifacts, such as those controlled by the Church of Avalon, have allowed some individuals over the centuries to tap into some power oozing from other dimensions. Druids seem to have kept some of their magical abilities over the centuries without the use of magical artifacts. Magical traditions have continued to be passed down through the centuries, leading some to suggest that even in periods believed to be without magic actually had some magical practitioners. Those individuals left civilization so as to continue their studies without interference or harassment. Such theories are not widely accepted.

What is not in dispute is that magic is experiencing another Reawakening. The period began approximately 20 years ago, although some evidence suggests it began 50 years ago. The power of magic and the number of individuals who have been Awakened seems to be leveling off. Approximately 1% of the population is Awakened. This means that those individuals are capable of using magic. Dwarves and Gnomes are least likely to have magical powers with only .25% of the population Awakened, meanwhile, almost 2% of Tegn and Formorians are.

Spell Selection

Spell selection is part of the equipment picking process. Characters will have picks for Spell Books, materials, and spells. Each selection counts as one pick. All casters are required to have a spell book. Each spell ability grants two picks, plus one pick for every 10 points in the casting ability. For every 20 points in Arcanum, one additional pick may be chosen from the magical list at character creation. E.g. 40 in Arcanum gives two additional picks.

For example, if Theurgy is taken at 65, then the character has 8 picks (2+6). One pick can be used for a Spell Book, then 7 spells can be selected.

Spell List (Restricted)

This list requires the character to possess an ability that permits spell use. The selection of these items do not use equipment picks. Please consult the rules under Spell Selection for how to determine the number of picks a character has from this table:

Spell Book, blank
Foretelling material (crystals, candles, paint, inks, tarot cards, bones, dice, etc)
Spell — each spell selected counting for one pick
Summoning and Creation materials (powders, gems, inks, herbs, charcoal, candles, etc.)
Holy Items (religious symbols, incense, powders, candles, herbs, etc.)

Spell Casting

Each type of magic has its own method of casting spells. Spells involve verbal, somatic, symbols and ingredients. The details of what is required are in the Magic section. Magic is divided into two areas: arcane and divine. In terms of pure game mechanics, there is no difference between these two. In order to cast a spell, the character must have the required magical Ability and must know the spell that the player wishes to cast. Typically, this means the spell must be in the character's spell book. The player then declares that he is going to cast that spell. After the required casting time has passed, the player rolls to see if the spell is successful (plus or minus any modifiers). A number less than or equal to the required number means the spell is successful. The player then deducts the required amount of points from his Mana pool. This deduction is made regardless of if the spell casting is successful or not. If the character does not have enough Mana to cast the spell, then an attempt is not possible.

Magic is divided into 10 power grades. Each grade requires a basic proficiency in order to cast the spell. If a Character's spell casting ability is below the required proficiency, a 10-point penalty per grade is imposed on checks to cast the spell.

Grade	Skill Rating
I	1 - 10
II	11 - 20
III	21 - 30
IV	31 - 40
V	41 - 50
VI	51 - 60
VII	61 - 70
VIII	71 - 80
IX	81 - 90
X	91+

For example, a PC has 45 in Enchantment and tries to cast a grade VII spell, the PC would have -20 to his check. This means he would need to roll a 25 or below for success.

Spell Casting in Combat

The casting process is completed during the caster's turn. This means that whatever effect the spell has, will occur on the caster's turn. This is commonly referred to as the 'spells goes off' or the 'spell is discharged.' If the spell says instant, then the spell's effect happens immediately upon casting. If it says one round, then the next round, when it is the caster's turn, the spell will discharge. If it says two rounds, then after two rounds, when it is the caster's turn, the spell discharges. The caster cannot take any additional actions in the rounds the spell takes to cast, or the round in which the spell discharges.

Magic and Machine

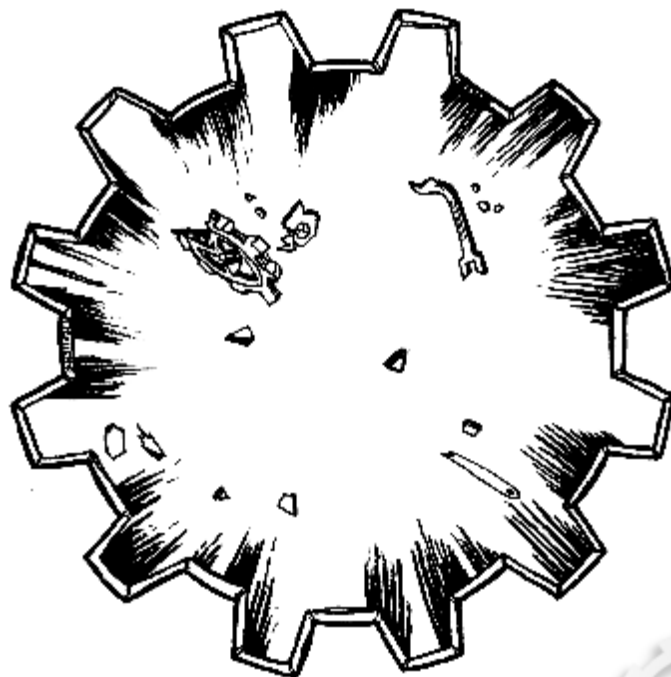
Technomancy refers to any attempt to mix magic with machine. This is extremely difficult and banned in all civilized areas due to the extreme danger involved. Only those individuals who have spent years of study under an experience Technomage have any chance of mixing magic and machine successfully. In other words, characters cannot mix magic with technology.

Casting magic on technology is tricky and depends on the spell and the machine. In general, spells that are temporary, do not try to modify an existing ability, and are not beneficial to the item can be cast. For example, a character could cast a damage spell on a mechanical creature, teleport a typewriter, or use magic to set coal on fire. Casting a levitate spell on a simply glider

would cause the glider to levitate, but the glider would cease to function as a glider for the duration of the spell. If the caster can make a wall talk, then he could make a horseless carriage talk, it just cannot be a permanent effect and there is no intelligence behind the voice. A pair of 'magical hands' could be used on a typewriter to type, but magic could not be used to make the typewriter respond to voice commands. Magic can grow a replacement limb, but it cannot enchant a clockwork limb to have perpetual power or some magical effect. As a general rule, magic can affect items, but they cannot *improve* items.

What if a caster tries to break the laws of nature to create an abomination by mixing magic and machine? In general, the spell simply fizzles and Mana is lost. However, the GM may decide on some random event provided that the caster/player is intentionally trying to break the natural laws. In such a case, the GM may roll a 1d10 and consult the following chart:

- 1-5 Spell has no effect.
- 6 Spell has the opposite effect on the item from what was intended.
- 7 Spell affects the caster instead of the item.
- 8 The item explodes and all of those near the item take at least 1d20 damage.
- 9 The item disintegrates.
- 10 The caster suffers intense mental pain and all spells suffer a 20-point penalty to casting until the caster has a chance to relearn all of his spells.



Elementalism

The Elementalism ability allows for the casting of Elemental spells. Elementalism falls into the realm of arcane magic. Elementalism is divided into four spheres – Air, Earth, Fire, and Water. Ancient texts write of a mysterious fifth element. Much debate has been given to the subject. Some suggest that it refers to divine magic, other suggest it refers to the Void that Enchanters have access to. Yet others search for this unnamed element.

An individual is only able to cast one sphere for every 20 points in Elementalism. 1-20 gives access to one sphere, 21-40, gives access to two spheres, 41-60 three spheres, and 61+ all spheres. The character selects one sphere for every 20 points. If the character attempts to cast a spell from a sphere he has not yet mastered, it is done at a 50% penalty. Some spells require knowledge of more than one sphere. In order to cast those spells, one must have knowledge of both spheres. If not, then the spell cannot be cast.

Casting an Elementalism spell requires the Elementalism skill, a spell book with the required spell, and enough Mana to cast the spell. Further details of spell casting are covered in the Game Play section of the manual.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

Spell List

Air

Air Bubble	III
Ball of Air	I
Fly	IX
Feather Fall	III
Freeze	II
Gust of Wind	III
Silence	V
Vacuum	IX
Windstorm	IV

Earth

Dig	III
Earthquake	X
Earthen Wall	IV
Hail of Rocks	I
Refine	X
Rock Golem	X
Stoneskin	IV
Walk Through Earth	IX
Wall of Stone	X

Fire

Burning Hands	I
Extinguish	VI
Fireball	IV
Flame Strike	III
Ignite	II
Smoke	IV
Walk through Fire	V

Water

Breathe Water	III
Create Water	I
Find Water	I
Great Wave	IX
Poison Water	IX
Purify Water	V
Water Lasso	II
Water Whip	I

Air-Earth

Dust Storm	VIII
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Air-Fire

Ball Lightning	III
Chain Lightning	VII
Poison Gas	IX

Air-Water

Create Fog	IV
Create Rainstorm	III
Hail	II
Ice Bolt	IV
Icestorm	X

Earth-Fire

Brimstone	V
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Earth-Water

Mud	III
Quicksand	IV

Fire-Water

Boiling Water	VI
Steam	IV

Air-Earth-Water

Tornado	X
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Air-Fire-Water

Acid Rain	IX
Lightning Storm	X

General

Combine Energy	X
Create Passage	V
Detect Magic	I
Enchant Object	VII
Focus	V
Mineral Analysis	V
Protection from Elements	I
Reverse Petrification	X

Spøll Døscriptions

Air

Air Bubble **III**

This spell creates a 5-foot radius bubble around the caster. The bubble contains a breathable air supply that anyone within the bubble can breathe. The bubble moves with the caster. The effect lasts for 1 hour.

Ball of Air **I**

This spell creates a ball of dense air in the hand of the caster. The ball then flies to its designated target. Upon impact, it causes 2 points of damage that ignores any non-magical armor protection. Each additional point of Mana adds an additional 2 points for a maximum of 20 points of damage.

Fly **IX**

This spell allows the caster, or anyone he touches, to be able to fly. The spell lasts for 5 minutes (50 rounds). The subject is able to fly at twice his speed rating. Each additional 3 points of Mana invested at the time of casting, increase the duration by one minute.

Feather Fall **III**

This spell allows the caster, or anyone he touches, to fall without taking damage. The subject will fall at the normal rate, but will land as softly as a feather. The duration of the spell is 10 rounds.

Freeze **II**

This spell allows the caster to freeze any non-magical liquid. The area of effect is one cubic foot. Each additional point of Mana increases the area of effect by 1 cubic foot. Once frozen, the object will stay frozen for five rounds. After which time, it will begin to melt at a normal rate for the item, e.g. ice will melt very fast in hot conditions.

Gust of Wind **III**

This spell allows the caster to create a gust of wind. The wind moves from the casters hand at a rate of 60 miles per hour. The area of effect has a width of a 10-foot diameter circle. The burst of air lasts for one round. Any object that would move under those conditions will be blown about causing damage to any target they hit (1d6/object). All targets who are hit by the wind must save versus Speed to remain standing.

Silence **V**

This spell allows the caster to prevent air from vibrating. The result is that no sound is carried by air. The area of effect is a 15-foot diameter around the target. The duration of the spell is one minute (10 rounds). If cast on a living target, it receives a save versus Will at 50%. Living targets within an area of effect are not permitted saves.

Vacuum

IX

This spell allows the caster to remove all air from an area. The area of effect is a bubble with a 10-foot diameter. Each round removes 10% of the air. After 10 rounds, there is no air left extinguishing all fires and life. Those within the area of effect will begin to grow weak after three rounds. Subjects of the spell are unable to leave the area. The 'bubble' can be attacked by magical weapons or spells. It has 30 points of Hit Points. If the bubble is broken, then an implosion happens. Any subject inside the bubble will suffer 20 points of damage that ignores all forms of protection.

Windstorm

IV

This spell creates a three-mile windstorm. The entire sky will suddenly darken with thick black clouds. Those within 10 feet of the caster will be in the eye of the storm and immune to its effects. Those who are subject to the effects of the wind will be pushed away from the caster. It will be impossible for any person not subject to magical protection against wind to move towards the caster. Vision will be limited to 100 feet. Debris will fly and anyone in the storm will be subject to its effects. The debris will cause 2 points of damage for every round. Poorly constructed objects and buildings will be destroyed. Crops will be severely damaged. Medium sized animals will be severely injured or killed unless they were able to find protection. The duration of the spell is 5 minutes (50 rounds). The clouds will dissipate after an additional five minutes.

Earth

Dig

III

This spell allows the caster to magically dig earth, soil, sand, rock, etc. The spell removes one cubic feet of material per round. The spell is active for one round, plus one round for every additional 2 points of Mana invested at the time of casting.

Earthen Wall

IV

This spell allows the caster to raise the dirt, soil, rocks, etc. that are in the ground near him to form a temporary wall. The height is designated by the caster and can be as high as 10 feet. The length of the wall is 3 feet. For every additional point of Mana invested at the time of casting, the wall can be extended an additional 3 feet. The wall will take on whatever shape the caster wills. When

created, the wall must be within 10 feet of the caster. The wall lasts for five rounds and then will crumble to the ground.

Earthquake

X

This spell allows the caster to create an earthquake. The area affected is 100 feet per 10 points in Elementalism, e.g. 63 in Elementalism means 600 feet is the area affected. The area affected will be circular with the quake radiating out from where the caster is standing. It is a minor quake, but it should collapse poorly created structures. In addition, tunnels and caves might collapse, stone walls may crack, rocks may tumble from cliffs, etc. Individuals that cannot hold on to a stable object will likely fall. They must save versus Speed to remain standing. The quake only lasts one round.

Hail of Rocks

I

This spell allows the caster to hit a target with multiple small rocks. When the spell is cast, a number of small rocks will form in the caster's hand. These rocks will then fly towards its designated target. Each rock causes 1d4 points of damage. For every 2 points of Mana added at the time of casting, one additional rock will be summoned. For example, 10 Mana will produce 5 rocks (Spell creates one rock for 2 MP, and then 8 MP give 4 additional rocks). This will cause 5d4 points of damage.

Refine

X

This spell allows the caster to separate and purify metals and minerals. The spell affects 1 pound of material, plus one pound for every 5 points of Mana invested at the time of casting. For example, the caster has one pound of electrum ore (a mixture of gold and silver). This spell allows him to separate and purify the gold and silver that is in the ore. This spell is necessary when creating magical items as a method of purifying the item to be enchanted.

Rock Golem

X

This spell allows the caster to create a golem out of rock and earth. The spell requires 144 square feet of material. The Golem will obey up to three successive commands, such as 'attack anyone that comes into sight.' Once prepared with commands, the Golem will remain active until destroyed. The Golem has the following stats:

Hit Points: 45 Agility: 40 Speed: 30 Remaining
Attributes: 20
Armor: 10 points
Attack: Per current Agility

Cutting and piercing damage do only 50% damage. Shock weapons do double damage. The Golem is immune to acid, cold, and fire based damage – even magical.

The Golem attacks ounce per round. Each attack does 1d20+8 points of damage. Any target weighing less than 500 pounds that is hit for 16 or more points of damage is knocked back and stunned for one round.

Stoneskin IV

This spell causes the caster's skin, or a willing subject that is touched, to have skin as hard as stone, but with the flexibility of flesh. It gives 8 points of armor protection. Magical armor will interfere with the effect of this spell. The spell lasts for 1 hour or 25 hits, whichever comes first.

Walk Through Earth IX

This spell allows the caster, and up to 5 other individuals, to be able to walk through earth. They can walk through soil, sand, rock, etc. The movement rate is 2 miles per hour. They can travel up to a half a mile before the spell expires.

Wall of Stone IX

This spell allows the caster to create a wall of stone (granite). The wall is $\frac{1}{4}$ of an inch thick and has an area of 20 square feet. For every additional 5 MP at the time of activation, the wall has its thickness increased by another $\frac{1}{4}$ inch or adds an additional 20 square feet to its area. There must be rock or stone that the wall connects to in order for the spell to work. The wall is permanent unless it is either destroyed by Dispel Magic or destroyed by normal means.

Fire

Burning Hands I

This spell causes the caster's hands to be surrounded with flames. The flames cause four points of damage to anyone touched by the hands. Any easily flammable object will catch on fire when touched. The spell lasts for one round, plus one round for every additional point of Mana added at casting.

Extinguish VI

This spell instantaneously extinguishes all natural fires in a ten-foot radius around the caster.

Fireball IV

This spell creates a devastating ball of fire around a target. The ball of fire is 5 feet in diameter and does 3d6+2 points of damage. Any combustible material in the affected area will combust. A conscious and mobile target may make a check against Speed for half damage.

Flame Strike III

This spell causes a column of fire to spring from the caster's hand. It has a one-foot diameter and shoots out for a length of 5 feet. Any objects in the area that are flammable will catch fire (such as normal cloth). Any individual in the area will suffer 1d10+4 points of damage. If the individual is struck and catches on fire, he suffers an additional 1d4+6 points of damage. Anything on fire will burn for at least 6 minutes as long as fuel is available and it is not put out by other means.

Ignite II

This spell allows the caster to set any flammable object (parchment, wood, etc.) on fire.

Smoke IV

This spell allows the caster to create a cloud of dark smoke. The smoke limits vision to less than 5 feet. It takes one round for the smoke to be summoned. It lasts for five rounds and then dissipates. The area affected is 20x20x20 feet.

Walk through Fire V

This spell allows the caster and up to five other targets designated by the caster to be impervious to non-magical fire and smoke effects. They can walk directly through even the hottest flame and suffer no damage. The spell lasts for 10 rounds. For every additional four points of Mana, the duration is extended by 10 additional rounds.

Water

Breathe Water III

This spell allows the caster, or anyone he touches, to be able to breathe water as though it was normal air. The spell lasts for one hour.

Create Water

I

This spell allows the caster to create 1 gallon of pure drinkable water.

Find Water

I

This spell allows the caster to find any source of water that is within 1 mile of the caster. This includes rivers, lakes, and underground sources. It will not detect water that is removed from its source such as water in barrels.

Great Wave

IX

This spell allows the caster to create a huge wave in a large body of water. The wave will be 20 feet in height and half a mile long. The wave will begin 1000 feet from the shore. It takes one round for the wave to form and the wave will head towards the nearest shore.

Poison Water

IX

This spell allows the caster to cause water to become poisonous. The amount of poison is fixed, so the greater the amount of water, the less damage is done with ingestion. Note that this spell can be used to poison any water-based liquid, e.g. alcohol.

Volume of Liquid in Cubic Feet *Damage*

1- 1000	50
2001-2000	25
2001-4000	13
4001-8,000	7
8,001-16,000	3
16,001+	none

The liquid remains toxic for two hours.

Purify Water

V

This spell allows the caster to purify up to 100 gallons of water. The spell will remove all poisons and toxins. It also separates out dirt and other sediments from the water. What is left is pure drinkable water.

Water Lasso

II

This spell allows the caster to create a lasso out of water. There must be some open water available for the spell to work, e.g. a puddle or canteen filled with water. The whip extends from that water to the target. The lasso has a distance

of 20 feet. When it hits its target, it does 2 points of damage regardless of armor protection except for protection against magical water. The spell holds the target immobile for two rounds. Targets with Athletics greater than 60 or large targets with a weight greater than 500 are immune. Targets are entitled to a save against Speed to avoid the being immobile.

Water Whip

I

This spell allows the caster to create a whip made out of water. The whip extends up to 24 feet to hit its designated target. The target suffers 4 points of damage that ignores all protection except for protection against magical water. Each additional point of Mana invested at the time of casting adds 2 points of damage. There must be some open water available for the spell to work, e.g. a canteen filled with water. The whip extends from that water to the target.

Air-Earth

Dust Storm

VIII

This spell allows to caster to create a dust storm. The storm is summoned up to 500 feet from the caster. The storm has a 1000-foot diameter. The storm reduces visibility and hearing to 40 feet. The caster can direct the storm to move in a particular direction or to a specific location. It will move at a rate of 40 miles per hour. The storm lasts for 30 minutes.

Air-Fire

Ball Lightning

III

This spell allows the caster to create a ball of electricity at any location within 60 feet of the caster. The ball will be 6 feet in diameter. It does 1d10+10 points of damage to all targets within the area. Those wearing metal armor suffer double damage.

Chain Lightning

VII

This spell allows the caster to create lightning from his fingertips. There will be 10 small lightning bolts that will spring from his fingertips to hit the designated targets. The caster specifies how many bolts will hit each target. Each bolt does 1d8 points of damage. Every additional point of Mana added at casting increases the damage by 1 point. This damage ignores all armor protection except protection from electricity.

Poison Gas

IX

This spell allows the caster to summon a noxious cloud of sulfuric gas (mustard gas) that covers an area up to 20x20x20 feet. The cloud is yellow-brown in color and has the smell of garlic. The cloud must be within 120 feet of the caster. Those exposed will suffer painful boils and burns on their skin. All of those in the cloud suffer 1d6+8 points of damage. If they inhale the gas, each target suffers an additional 1d4+20 points of damage. This damage is regardless of any armor protection including magical unless it protects against poison. One can make a check of Speed to hold their breath to avoid that damage. Each additional round a check is made against Speed. Once a check has failed, no additional checks are permitted and the target will breathe every round.

Those who remain in the area for more than two rounds will need to make a save every round against 50% of Fortitude to stay conscious. The cloud lasts for 30 seconds (5 rounds). A strong magical wind can dissipate the cloud.

Air-Water

Create Fog

IV

This spell allows the caster to create fog. The fog will start to build up around the caster and then extend outwards to a distance of 360 feet. The fog moves out from the caster at a rate of 36 feet per round. The cloud of fog moves with the caster if he so chooses. The fog limits vision to less than 5 feet. Objects will begin to get damp and suffer effects after two rounds of exposure, e.g. bow-strings will be wet, and this creates a 50% penalty to distance and chance to hit. Torches will eventually be put out from the dampness. The fog is immune to natural or magical wind. The fog lasts for 30 minutes. Each additional 5 MP added at the time of casting adds an additional 5 minutes.



Create Rainstorm

III

This spell creates a three-mile storm. The entire sky will suddenly darken with thick black clouds. Those within 10 feet of the caster will be in the eye of the storm and immune to its effects. Vision will be limited to 50 feet. Everything will receive a heavy downpour of rain with ½ an inch of rain falling every minute. Roads will be soaked, mud formed, etc. If the temperature is 35°F or less, then snow will form. It will fall at an inch per minute. The snow will stick and will not begin to melt until after the storm has passed. The duration of the spell is 5 minutes (50 rounds). The clouds will dissipate after an additional five minutes.

Hail

II

This spell allows the caster to shoot large hail from his hands. The hail will travel a distance of 12 feet and has a four-foot diameter. Any target in the area will suffer 1d8 points of damage. The ground will then be slippery until the hail melts.

Ice Bolt

IV

This spell creates a 6-inch long bolt of ice. The bolt will travel up to 20 feet to hit the target designated by the caster. The bolt does 1d20+10 points of damage.

Icestorm

X

This spell summons a blizzard like storm of ice. The blizzard affects a cube-sized area with each side being 60 feet. The area where the spell is summoned must be within 240 feet of the caster at the time of casting. Each subject in the cube suffers 5 points of damage from the cold unless they have magical protection against the cold. In addition, each target suffers 8 points of damage from tiny pieces of ice being blown around by the wind. Each round a target is exposed to the cold reduces the target's Speed by ten points. If the target reaches zero in speed, then the target is paralyzed. When returned to normal temperatures, Speed is recovered at the same rate it was lost. Fire or heat based targets suffer double damage. Due to the strong winds and blinding ice, no communication is possible while in the blizzard. The spell lasts for one minute (10 rounds). Once over, the temperature returns to normal, but everything will be covered in ice. Since the ground is covered in ice, attacks will be made at 50% for the next four rounds.

Earth-Fire

Brimstone

V

This spell allows the caster to cause brimstone to fall from the sky. The caster must designate a 10x10 foot area that is within 30 feet of him. Those within that area will be hit with molten hot rocks that smell like sulfur. Those within the area will suffer 1d8+12 points of damage. This ignores any non-magical armor protection.

Earth-Water

Mud

III

This spell allows the caster to turn the ground into mud. The area of effect is 30x30 feet. The mud is approximately one inch deep. Anyone attempting to walk on the mud will begin to slip and slide. A target must make a save versus Speed every round to not fall. Once a target has fallen, he must make a save versus Speed x 2 to get up. The mud lasts for one minute (10 rounds). After which time, the mud will begin to dry at a normal rate depending on conditions.

Quicksand

IV

This spell allows the caster to turn the ground into quicksand. The ground will appear normal to anyone looking at it – that is until someone falls into it. The area of effect is 400 square feet. People will sink at a rate of one foot per round up to a distance of 5 feet. Unless pulled out, those who fall in will be stuck. The quicksand lasts for one minute (10 rounds). Any targets in the quicksand after the duration of the spell will be stuck in the dirt. It will take one round per foot that the target is stuck to dig himself out.

Fire-Water

Boiling Water

VI

The caster can cause the surface of a body of water to boil. The area affected is up to 180 square feet. Any living target will suffer 8 points of damage every round it is in the water. The effect lasts for one minute (10 rounds).

Steam

IV

This spell allows the caster to create a cloud of extremely hot steam. The area affected is 20x20x20 feet. The location must be within 30 feet of the caster. Any creature inside will suffer

6 points of damage per round exposed. Visibility is reduced to 5 feet while in the steam. The spell lasts for one minute (10 rounds).

Air-Earth-Water

Tornado

X

This spell allows the caster to create a tornado. The tornado will appear in the sky and touchdown in one round. The tornado will head a direction designated by the caster. The tornado cannot be controlled beyond this. The tornado is 100 feet across and travels at 20 miles per hour. It will travel for 400 feet after touching down before dissipating. Dirt underneath the tornado will give way and become part of the tornado. Any object less than 5000 pounds that is hit by the tornado will be picked up and dropped somewhere near the end of the tornado's path. Any living target hit by the tornado will suffer 5d10+20 points of damage. This damage ignores all non-magical armor.

Air-Fire-Water

Acid Rain

IX

This spell creates a three-mile storm of acidic rain. The entire sky will suddenly darken with thick black clouds. Those within 10 feet of the caster will be in the eye of the storm and immune to its effects. Vision will be limited to 100 feet. Everything will receive a heavy downpour of rain with ½ an inch of rain falling every minute. Roads will be soaked, mud formed, etc. Those caught in the storm will suffer 4 points of damage every round. The damage ignores all armor protection unless it protect against acid. If the target is able to protect himself from being hit with the acid rain (such as an umbrella), then no damage occurs. Plants, and other living material, are likely to be destroyed. Leather and cloth armor will lose one point of protection for every two rounds they are exposed. The duration of the spell is 5 minutes (50 rounds). The clouds will dissipate after an additional five minutes.

Lightning Storm

X

This spell creates a half-mile storm around the caster. It takes three rounds for the storm to develop. Those within 10 feet of the caster will be in the eye of the storm and immune to its effects. Vision will be limited to 150 feet. The storm moves with the caster or to a designated location. It moves at a rate of 40 miles per hour.

Everything will receive a heavy downpour of rain with ½ an inch of rain falling every minute. Roads will be soaked, mud formed, etc. Every three rounds the caster can direct a lightning bolt to any object within sight. The lightning has a 75% chance of hitting its designated target. The target will suffer 2d10+20 points of damage. Anyone within 10 feet on the lightning strike will suffer 1d8+12 points of damage. The duration of the spell is 2 minutes (20 rounds). The clouds will dissipate after an additional minute.

General

Combine Energy X

When creating a magical item that has more than one type of component, this spell must be used to fuse their magical properties together. In addition to the check made when casting the spell, a second check is made at the completion of the item. The grade of the item to be created times five subtracted from the caster's enchantment rating is used to determine the item has been successfully created.

Create Passage V

This spell allows the caster to create a safe tunnel of 3 feet in width and 7 feet in height. The opening to the tunnel must be within 20 feet of the caster. The tunnel will be straight. It lasts for one minute (10 rounds). The distance of the tunnel depends on material the tunnel is being created in. One can continue to cast additional spells once in the tunnel to increase its length or adjust the direction of the tunnel. The spell can be canceled at any time by the caster.

Material	Length
earth (soil, sand, etc).	55 feet
clay, gravel, wood	44 feet
soft stone	33 feet
hard stone	22 feet
soft metal	1 foot
hard metal	6 inches

Detect Magic I

This spell allows the caster to detect magic on any person or object. The caster must specify the object he is checking. If it is magical, the caster will notice a glow on the object. The stronger the magic, the brighter the object glows.

Focus V

This spell allows the caster to attune himself to one of the four elements. The caster selects which element and he will gain a 10% bonus to casting spells from that element. Those from the other elements will suffer a 10% penalty. In cases of a spell being governed by two elements, and one element is the focus, then there is no penalty or bonus. For example, the caster has 68 in Elementalism and decides to focus on Fire. When casting Fire based spells, he casts at 74. When casting any other element, he casts at 62. The duration of the spell is 16 hours. The spell can only be cast once in a 24-hour period.

Mineral Analysis V

This spell allows the caster to analyze up to 27 cubic feet of material. The caster will know all of the mineral components and the amount of each component in the material.

Protection from Elements I

This spell grants the subject immunity to the effects of natural elements. For every additional point of Mana, another individual can be protected. The spell lasts for one hour.

Reverse Petrification

This spell reverses the petrification. The power of the spell and its casting time depends on the size of the object that is to have its stone turned back into flesh. The following chart provides guidelines. Subjects will have no memory of their experiences while stone and they will be restored to whatever condition they were just prior to be petrified.

Cubic Feet	Power Level	Size Examples
1	I	cat, rat
4	II	large raccoon
9	III	large dog
14	IV	human
27	V	bear, tiger
54	VI	horse, buffalo, ogre
81	VII	hippo
135	VIII	rhinoceros, giant
243	IX	elephant
480	X	whale

Enchantment

The Enchantment ability allows for the casting of enchantment spells. Enchantment is a form of arcane magic that draws its power from the primordial beginnings of the universe. Those who practice Enchantment have the ability to wield great destructive power and manipulate the fabric of reality to serve their will.

Casting an Enchantment spell requires the Enchantment skill, a spell book with the required spell, and enough Mana to cast the spell. Enchantment spells are verbal in nature. It requires the caster to mentally concentrate and speak the words of the spell. If the caster cannot speak, then the spell fails. Other requirements, such as touch or sight, might be required and will be listed in the details of the spell. Further details of spell casting are covered in the Game Play section of the manual.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

Spell List

I

Accelerate Healing
Create Noise
Detect Magic
Dispel Magic
Flatness
Float
Lock
Minor Void Bolts

II

Ball of Light
Bubble
Hide in Shadows
Illusionary Background
Jump
Know Language
Levitate Object
Ventriloquism

III

Bladeturn
Glimpse
Root
Slow Light
Spider Climb
Void Bolt
Void Strike

IV

Armor
Ball of Acid
Blink
Dimension Door
Illusionary Scene
Null Tempest
Sleep
Two-Dimensional

V

Alter Self
Bridge of Shadows
Illusionary Beast
Lost Sense of Time
Static Discharge
Target

VI

Converse with Shadows
Recall
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VII

Enchant Object
Glamour
Identify
Lift
Phase Shift

Protection from Spell
Secret Chest
Store Mana

VIII

Analyze Power
Dismiss Bonds
Increase Mana
Summon Mist

IX

Locate Object
Siege
Tin Man
Walk through Solid

X

Bolt of Uncreation
Cloudkill
Combine Energy
Demi-Shadow Monster
Shrink

Spell Descriptions

I

Mana Cost: 2 Casting Time: Instant

Accelerate Healing

This spell allows the target to heal at double the normal rate. In addition, any magical heals will heal 50% more Hit Points. This effect is only for the first heal spell. The duration of the spell is 24 hours.

Create Noise

This spell allows the caster to create a noise up to 100 feet away from him. The specific noise is up to the caster, but the noise will be nondescript.



Such noises can be footsteps, objects falling, whispers, screams, etc. The caster can make the noise appear to be getting closer or traveling away. The spell lasts for 5 rounds.

Detect Magic

This spell allows the caster to detect magic on any person or object. The caster must specify the object he is checking. If it is magical, the caster will notice a glow on the object. The stronger the magic, the brighter it glows.

Dispel Magic

This spell allows the caster to remove magic from any person or object. In order to remove the magic, the caster must use at least as many points of Mana that it cost to cast the initial spell. For example, if the object is affected by a spell that cost 10 points of Mana, then 10 points of Mana must be invested at the time of casting in addition to the base 2 points of Mana for casting Dispel Magic. If an object has more than one spell affecting it, then the Dispel Magic will only remove one spell per cast and it will remove the weakest affect first.

The chance of success depends on the power of the spell being removed. Each grade of the spell decreases the chance of success by 10 points. For example, grade I, has a 100% chance, while grade 5 only has a 50% chance. Each additional point on Mana, beyond the minimum required to remove the spell, invested at the time of casting gives a +1 to the chance of removing the spell up to a maximum of 50 points.

Flatness

This spell causes the caster, or any willing subject, to become as thin as a sheet of paper. Viewed from the side, the subject will be virtually invisible especially in low light conditions. The subject will be able to fit underneath doors or any other place paper is thin enough slide between. Note that the subject still has the same height as he once did.

While under the spell, the subject has only 10% of his normal Hit Points, although his armor protection stays the same. The subject is unable to attack while in this form. The spell lasts for 1 minute (10 rounds).

Float

This spell causes the caster, or any subjects touched by the caster, to become lighter than air and begin to float. The subject will rise one foot per second to a maximum of 60 feet. The subject will then begin to descend at the same rate. Once the subject is back on the ground, the spell has worn off.

Lock

This spell allows the caster to turn lock any door or device that contains a lock. The item must possess a functioning lock for this to work.

Minor Void Bolts

This spell allows the caster to summon void energy. The void bolts shoot from the caster's fingertips hitting one designated target that is within 10 feet. The bolt does 1d4 points of damage. The spell creates one bolt. Each additional point of Mana invested at the time of casting creates an additional bolt that does 2 points of damage. The maximum number of bolts is how many fingers the caster has – typically 10.

II

Mana Cost: 3 Casting Time: Instant

Ball of Light

This spell creates a ball of light that hovers above and in front of the caster. It provides illumination to a 30-foot range. The spell lasts one hour.

Bubble

This spell erects an invisible barrier around the caster or a willing participant that is touched. The barrier will prevent any missile, including magical ones, from harming the subject. The subject suffers a -6 to his current Speed rating. The spell lasts for 2 rounds.

Hide in Shadows

This spell allows the caster to blend into shadows and be unnoticed. The caster can move and remain unseen if he stays in the shadows. The shadows must be heavy for the spell to work. If someone is looking at the area the caster is in, there is at most a 10% chance of noticing the caster. The spell does not work if the character is observed while casting the spell.

Illusionary Background

This spell allows the caster or any willing participant touched to be hidden by an illusion. The illusion is on a physical object in one's surroundings. The illusion must be something physical like a tree, sand, rock, statue, etc. The subject can move slowly and stealthily and avoid breaking the illusion. Any attack, spell, or anything that creates significant movement will break the illusion. The illusion lasts for 30 minutes.

Jump

This spell allows the caster or any willing individual touched to be able to jump extremely high. Jumping straight up, the subject can jump 20 feet. If jumping forward, the subject will travel twice his normal jumping distance. Further, the subject will travel in an arch. For every one foot forward, the subject will rise 4 feet in the air. Landing is not harmful to the subject. The spell lasts for 1d10.

Know Language

This spell allows the caster to learn a new language that he is hearing. The caster learns the language at a rate of one year's worth per minute he is listening. The caster is then able to speak and understand the language until the caster sleeps.

Levitate Object

This spell allows the caster to levitate an object weighing less than 500 pounds. The object will levitate up to a height of 4 feet. The object will be levitated for 1 minute (10 rounds) before gently returning to the ground.

Ventriloquism

This spell allows the caster to make a sound as if his voice is issuing from somewhere else, such as from behind a door, down the hall, from a statue, etc. The voice of the caster can be manipulated in any manner that the character normally would be able to make. A keen observer may be able to detect slight movement of the caster's lips provided a successful check against a relevant ability is made.

III

Mana Cost: 4 Casting Time: Instant

Bladeturn

This spell creates an invisible bubble around the caster. It will absorb any physical damage regardless of the amount of damage. Once any amount of damage from physical harm is done, the bubble is broken. However, breaking the bubble will not interrupt the caster while he is casting.

Glimpse

This spell allows the caster to see and hear what happened in his visual area up to 2 minutes in the past. In addition, this can be used to see what is likely to happen one minute into the future.

Root

This spell allows the caster to bind a target's legs so as to prevent movement. Heavy shackles materialize around the subjects legs restricting movement. The subject of the spell can only move at 50% of his normal rate. The subject's agility and weapons skills are reduced by 50% while under the power of this spell. Each round the subject is under the influence of this spell inflicts 1 point of damage. The spell lasts for 10 rounds.

Slow Light

This spell alters the speed of light around a target. The target's movements are seen slightly after they actually happen. This results in a benefit of 1 to initiative for the target and all attacks made against the target are at-10 to hit.

Spider Climb

This spell permits the caster to climb vertical surfaces or hang upside down in the same manner as a spider. The character moves at half his speed rating while climbing. The spell lasts effect lasts for 1 minute (10 rounds).



Void Bolt

This spell summons a bolt of negative energy around a foot in diameter. It then shoots forth like a black comet towards the target. The spell does 1d10+13 points of damage. The spell ignores

all normal armor protection. However, if a large shield is possessed, the subject can make a Speed check and if successful, the subject only suffers 50% of the total damage.

Void Strike

This spell causes a column of negative energy to spring from the caster's hand. It has a one-foot diameter and shoots out for a length of 5 feet. Any individual in the area will suffer 1d12+4 points of damage. If wearing metal armor, the target will take an additional 50% damage. If a large shield is possessed, the subject can make a Speed check and if successful, the subject only suffers 50% of the total damage.

IV

Mana Cost: 5 Casting Time: 1 round

Armor

This spell summons an energy field around the caster that provides protection against all types of harm. It gives 7 points of armor protection. No other armor protection or spell can be active with the exception of cloth armor. If any other sort of protection is active, the spell will not work. Cloth armor, even magical, will provide its protection and function while this spell is active. The spell lasts for 5 rounds.

Ball of Acid

This spell summons a globe of acid that shoots forth from the caster's hand to its designated target. The target must be within 20 feet of the caster. On contact, the globe will break causing acid to splash on the subject. The acid does 1d4+16 points of damage. It will continue to do 1d4 points for the next 2 rounds. Given that this is a liquid, unless the subject's armor can prevent the acid from entering, he will suffer the full damage of the acid. Any armor worn, unless treated against acid or magical, will suffer damage.

Blink

This spell allows the caster, or any willing subject he touches, to disappear and appear at random intervals. This is just a perception, not reality, so the subject can act normally. Attacks made against the target suffer a 50% penalty including any spells directed specifically towards the subject. The duration of the spell is 1d4+1 rounds.

Dimension Door

This spell allows the caster a short-distance teleportation via dimensional matrix. It appears as a door opening and allows the caster to travel a short distance. The distance that is traveled is up to 10 feet, plus 5 feet for every 2 point of Mana added at the time of activation.

Illusory Scene

This spell creates a background illusion. It affects an area up to 4000 square feet and a height of 40 feet. It can contain as many objects, moving or still, that the caster wants and that would fit in the given area. The illusion has no sound or smell connected with it. The spell lasts one hour after being activated. The illusion is activated either at the time of the casting, or by a designated trigger established by the caster. Such triggers can be a specific time or sound. Although an illusion, it will appear 'real' to all who see it and they will be able to touch the objects as though they were real. All movement is governed by a loop. That is to say, once the objects have done their movements, they will repeat whatever movement they were programmed to do. The spell lasts for one hour. Each additional point of Mana expended at the time of casting increases the duration by one hour. If 25 additional point of Mana are extended, the spell is permanent unless dispelled.

Null Tempest

This spell creates an explosion of negative energy. The caster designates a center of the explosion in any area within 80 feet of the caster. The negative energy then explodes in that area. The area affected is a circle with a diameter of 20 feet (10 feet in every direction from the center designated by the caster). All objects weighing less than 20 pounds are blown out of the area. Fragile objects such as glass will crack or explode. Any targets within the area will suffer 1d6+14 points of damage from the negative energy. Armor is effective against the effects of the spell.

Sleep

This spell enables the caster to force any living target that is within 40 feet that can be seen to fall asleep if it fails a save versus 50% of the target's Will. The caster will chant under his breath while casting this spell. The target then falls asleep in one round. The target will stay asleep for 10 rounds unless disturbed by some

loud noise. If the target is already sleepy, then he will fall into a near catatonic slumber for 2 hours.

Two-Dimensional

This spell allows the caster to become two-dimensional. Length and height are preserved, but width is lost. The caster can slide between any cracks or any size. The caster can be seen from the front and the back, but not from the side. The duration of the spell is one minute.

V

Mana Cost: 6

Casting Time: 1 round

Alter Self

This spell creates an illusion that alters the way the caster or any willing target appears. Height and weight may be changed up to 25%. Racial features, hair color, eye color, etc. may all be changed. The spell will not create an illusion that alters any objects worn by the target. The duration of the spell is 10 minutes plus 5 minutes per 3 points Mana added at the time of casting.

Bridge of Shadows

This spell allows the caster to create a bridge out of strong shadows. The bridge will be 2 feet in width and up to 50 feet in length. The bridge can hold up to 1000 pounds of weight at a time. More than that will cause the bridge to collapse. Every 2 additional points of Mana added at the time of casting add an additional foot to the length of the bridge and 10 points of weight capacity. This bridge lasts for 5 minutes (50 rounds).

Illusory Beast

This spell allows the caster to create an illusory beast that includes sights and smells. The illusion will be up to 1000 square feet and 20 feet in height. The illusion causes no damage, but will appear to be real. No harm can be done to the illusion, although it can be dispelled. The spell lasts for 30 minutes. Each 3 additional points of Mana added at the time of activation increases the duration by another 30 minutes. 30 extra points will make the illusion permanent until dispelled.

Lost Sense of Time

This spell allows the caster to cause a target to lose track of time. The subject will forget what he needs to do, where he needs to be, and will simply be lost in the moment. The subject will be oblivious to all comings and goings and will not remember much, if anything, or what happened during the duration of the spell. The duration of the spell is 10 minutes. Each additional three points of Mana added at the time of activation affects one additional subject. The caster must be able to see the targets as he is casting. The targets are given a save versus 50% of Will. If they succeed, the duration of the spell is 1d4 rounds.

Static Discharge

This spell creates a powerful static discharge in an area designated by the caster that is within 100 feet of him. The area affected is 20x60 feet. Upon activation, the air becomes charged with energy. All targets inside the area are hit by a random number of bolts with each bolt causing damage. Each target will be hit by 2d6 bolts. Each bolt does 3 points of damage ignoring all non-magical armor protection.

Target

This spell allows the caster to designate any single subject within 240 feet as a target. The result is that if any missiles (arrows, bolts, etc.), including magical ones, that are shot within 60 feet of the subject, to hit the subject of the spell. The subject only takes half damage from the missiles. The spell takes affect at the beginning of the next round. The duration of the spell is one round. For every 2 additional points of Mana added at the time of casting, the duration of the spell is increased by one round for a maximum of 4 rounds.

VI

Mana Cost: 8 Casting Time: 2 rounds

Converse with Shadows

This spell enables the caster to ask a shadow a single yes or no question. The shadow will only be able to answer a question about events that happened in that 10-foot area. Further, it can only answer questions dealing with events that happened in the past 24 hours. Each additional three points of Mana invested at the time of

casting allows the asking of one additional yes/no question. However, the maximum length of time is 1 minutes (10 rounds). After which time, no additional questions may be asked even if the spell is recast.

Recall

This spell allows the caster and all designated individuals within five feet of him to return to a previously visited place that is within a half a mile of the caster. In order for the spell to work, the caster must have drawn a magic symbol at the location the caster wishes to return to. The spell lasts for 4 hours after the symbol is drawn. In order to recall, the caster simply needs to say the name of the symbol and they will be instantly teleported to that location.

Seeing Eye

This spell creates an eyeball that is 6-inches in diameter. The eye will hover around 6 feet above the ground. The eye enables the caster to see through it as though it were his own eyes. However, he is able to see everything as though it is in dim light, regardless of if the area is brightly lit or completely dark. The eye moves at a rate of 10-feet per round. It obeys the will of the caster. It lasts for 5 minutes (50 rounds).

Shadow Key

This spell uses the shadows around a key hole to become a functioning key. The shadow key will then unlock the door or item. To successfully unlock the door, the second check against the caster's Enchantment rating is required. Complex locks will incur a penalty as determined by the GM.

Shadow Web

This spell enables the caster to weave naturally occurring shadows into a sticky web. Any creature caught in the web becomes instantly stuck for one round. After such time, a successful check against the creature's speed will free the creature. Each round adds a bonus of 10 to strength tests. Fire from naturally occurring sources will burn destroy the shadow web. The shadows must be within 20 feet of the caster at the time of casting. The web lasts for 1 hour.



VII

Mana Cost: 10 Casting Time: 2 rounds

Enchant Object

This spell is necessary when creating magical items and certain potions. The spell prepares the object to accept and hold additional magical powers that will be added to the item. The enchantment only lasts one day unless additional magical powers have been added.

Glamour

This spell allows the caster or any willing target to have his appearance changed. Height can be altered by 25%, eye and hair color can be changed to any color, skin tone can be changed, wrinkles and scars can be added or removed, and even the race of the character can be changed. This spell can be cast on inanimate objects to give it the appearance of a humanoid, or part of a humanoid, e.g. head. The duration of the spell is one day plus one day for every 5 points of Mana added at the time of casting.

Identify

This spell allows the caster to identify the properties of magical energy that reside in an object. While the caster will know if the object requires a command word, he will not know what the word is. Further, cursed objects have a chance to give false information to the caster.

Lift

This spell allows the caster to magically lift an object weighing as much as 400 pounds. The object that is to be lifted must be within 120 feet of the caster. The object will be raised up to 60 feet as determined by the caster's will. Each additional point of Mana invested at the time of activation increases the weight allowance by 50 pounds. The spell lasts for 2 rounds, after which time the object falls to the ground and incurs falling damage.

Phase Shift

This spell shifts the body of the caster, or any willing subject, out of phase. The target cannot interact with the world, and consequently the world cannot act on the caster. The target can see and hear things, walk through walls, and is immune to normal weapons. Magical weapons

and spells that affect entities in other dimensions will be able to hit the target. The duration of the spell is 5 minutes, or until dismissed by the caster.

Protection From Spell

This spell prevents any one harmful spell from affecting the caster regardless of the power of the spell. The spell lasts for one hour, or until it has negated a harmful spell.

Secret Chest

This spell requires a fine crafted chest. The caster can then alter the properties of this chest. The inside of the chest will be 5 times the size of the actual chest, e.g. a 1 ft chest will have 5 ft. of inside space. The chest then becomes an extra-dimensional storage space that only the caster has access to. The chest will shrink to a 6 inch cube regards off its initial size and its weight is only 1 pound regardless of how much the chest holds. The duration of the spell is one month unless made permanent by some other magical means.

Store Mana

This spell is necessary when creating magical items and certain potions that will need to have a reservoir of energy. For each grade of power that the item will be, 10 points of additional Mana must be added at the time of casting. To see if the power is permanently stored, a check against enchantment is made. Each grade of power times 5 is the penalty incurred for the enchantment check. For example, if the caster's enchantment score is 60 and the grade is 3, then this is a 15-point penalty. The caster will need to roll a 45 or less to be successful.

VIII

Mana Cost: 12 Casting Time: 3 rounds

Analyze Power

This spell is similar to Identify except that it allows the caster to analyze any person, place, or object. In regards to persons, the caster will know what magical abilities the person has and at what value. He will also know how many points of Mana the subject has. He will also know all the exact magical effects that are affecting the subject whether it is his armor, or a spell cast on him.

Dismiss Bonds

This spell allows the caster to instantly remove any magical force that is keeping a target paralyzed, unconscious, charmed, or similar effect upon the touch of the caster.

Increase Mana

This spell allows the caster, or a designated subject, to experience a temporary increase the size of his Mana Pool above his maximum, but no more than 24 points above his normal value. The subject has their Mana increased by 2 points. For every four points added at the time of casting, an additional 2 points is added. During this time, Mana is restored at a double rate. For example, the caster has 55 for his Mana Pool and is at full Mana. The spell costs 12 points of Mana. This lowers his current Mana to 43, but his Mana Pool is now 57. The duration of the spell is 4 hours once the subject reaches the new Mana cap, i.e. 57 in the above example.

Summon Mist

This spell allows the caster to summon a damp mist. The mist will cover a circle with 1000-foot diameter. The mist will immediately put out any natural flame. Magical flames and light will be reduced in their effectiveness by 50%. Anything affected by severe dampness will be affected. For example, the strings on bows will be wet thus reducing their power by 50%.

IX

Mana Cost: 14 Casting Time: 3 rounds

Locate Object

This spell allows the caster to locate any object he wants to locate. The distance between the caster and the object determines how specific the information the caster receives. If the object is within 2000 feet, he will know exactly where they object is. If it is in hundreds of miles, he might know the town it is in. If the object is in another dimension, he will only know what dimension it is in. This spell can only be used twice for the same object by the same caster in any given year.

Pocket

This spell creates a "pocket" in the dimension. The pocket is a new temporary dimension that the caster controls access to. It is undetectable

except by magical means. No entity that the caster does not allow inside can enter the dimension. The dimension can hold up to 10 individuals with full gear comfortably. The dimension remains for 10 hours and then dissipates.

Siege

This spell allows the caster to summon any type of siege weapon, e.g. catapult, trebuchet, ram. The siege weapon will be able to destroy an area up to 20 feet wide and 10 feet thick. Each 10 points of Mana added at the time of casting adds another 20 feet width and 10 foot thickness worth of devastation. If destroying a magical barrier, the caster must invest an additional 28 points of Mana, to completely destroy the barrier. The siege weapon lasts for one hour, or until the barrier is destroyed, whichever is first.

Tin Man

This spell allows the caster to turn armor into an animated creature. The amount of armor needs to be the equivalent of two complete suits. The Tin Man will obey up to three successive commands, such as 'attack anyone that comes into sight.' Once prepared with commands, the Tin Man will remain active until destroyed. It has the following stats:

Hit Points: 5 times the armor's AF up to a maximum of 50

Agility: 55 minus the armor's speed penalty

Speed: 50 minus the armor's speed penalty

Other attributes: 30

Armor: The AF is per armor type.

Attack: At the Tin Man's Agility rating

The Tin Man attacks twice per round. For each additional 10 points of Mana added at the time of activation, one more attack is granted. The maximum number of attacks is 4. Each attack does 1d12+8 points of damage. Any target weighing less than 400 pounds that is hit for 16 or more points of damage is knocked back and stunned the next round.

Walk through Solid

This spell allows the caster, and up to 5 other individuals, to be able to walk through any non-magical solid material. The movement rate is 2 miles per hour. They can travel up to 2000 feet before the spell expires.

X

Mana Cost: 16 Casting Time: 4 rounds

Bolt of Uncreation

This spell creates a ball of negative energy directly in front of the palm of the caster. The ball will streak like a comet nearly instantaneous in the direction pointed by the caster. The ball will travel up to 300 feet depending on how far the caster wants the ball to travel. All targets in the direction of the ball is traveling will suffer 1d4+20 points of damage as all of the bonds of nature seem to be separating. The damage ignores all form of armor protection, including magical armor. Each additional point of Mana invested at the time of casting increases the damage by one point. If a target dies as a result of this spell, there will be no body part left and any object on his body, unless magical, will also cease to exist.

Cloudkill

This spell allows the caster to summon a noxious cloud that covers an area up to 40x40 feet and 40 feet in height. The cloud must be within 120 feet of the caster. All of those in the cloud suffer 1d4+8 points of damage. If they inhale the gas, each target suffers an additional 1d4+20 points of damage. This damage is regardless of any armor protection including magical unless it protects against poison. One can make a check of Speed to hold their breath to avoid that damage. Each additional round is a save against Speed must be made. Once a check has failed, no additional checks are permitted and the target will breathe every round.

All of those who remain in the area for more than 2 rounds will need to make a save against their Fortitude to stay conscious. That will need to be rolled every round until they are free of the cloud. The cloud lasts for one minute (10 rounds). A strong magical wind can dissipate the cloud.

Combine Energy

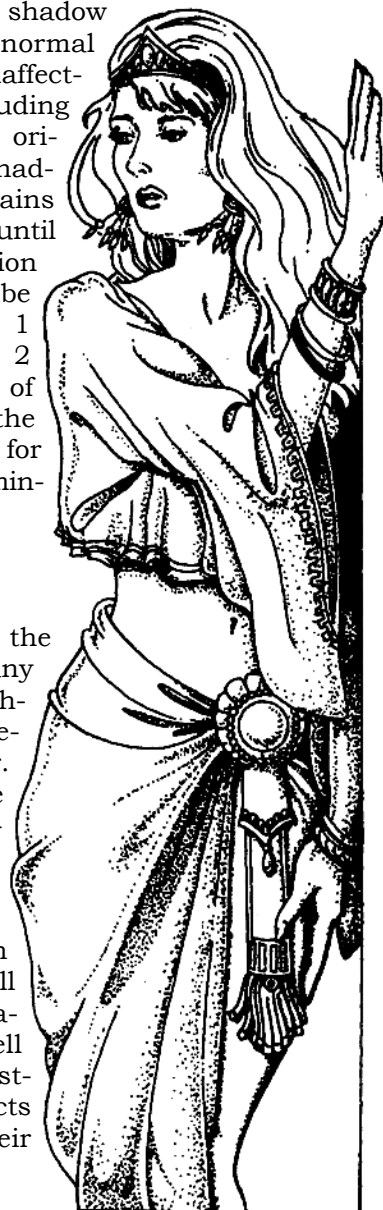
When creating a magical item that has more than one type of component, this spell must be used to fuse their magical properties together. In addition to the check made when casting the spell, a second check is made at the completion of the item. The grade of the item to be created times 5 subtracted from the caster's enchantment rating is used to determine the item has been successfully created.

Demi-Shadow Monster

This spell allows the caster to take shadows and create a semi-real monster. The monster will attack any target the caster wills for the duration of the spell. The shadow will have 60% of the casters Hit Points and agility and 150% the caster's speed. The shadow monster does damage according to the type of monster created, but it can only mimic physical attacks, not magical or toxic effects. For example, if the shadow monster created is a ghoul, it will cause 1d12 points of damage with its bite. However, it will not be able to mimic the toxin of a ghoul's bite. Since it is not a real ghoul, it is immune to the effects of holy water and oil. The shadow monster will have the same armor absorption as the caster up to a maximum of 10 points of absorption. The shadow is immune to normal weapons. It is unaffected by light, including those of magical origin. The demi-shadow monster remains for 20 rounds, or until killed. The duration of the spell can be extended by 1 round for every 2 additional points of Mana added at the time of activation for a maximum of 5 minutes (50 rounds).

Shrink

This spell allows the caster to shrink any willing person within a 25-foot diameter of the caster. The size that the subjects are reduced to range from 1/2 to 1/50 of their normal size depending on the will of the spell caster. The duration of the spell lasts until the caster wills the subjects to return to their normal size.



Necromancy

Necromancy refers to the type of magic governing the dead. Necromancy is a form of arcane magic that draws its power from netherworld between the mortal and spiritual planes. It should be noted that Necromancy does not need to be viewed as “dark” or “evil” magic. Certainly, some spells are malign in nature, but most are not. It is a cultural point of view as to how the dead should be treated. With that said, most civilized cultures ban or at least look down upon the use of Necromancy. In the Badlands, Necromancy is viewed as necessary, but undesirable. Meanwhile, Necromancy is embraced by certain cults in the Khemetic Empire. Many in the Priesthood practice Necromancy.

Casting a Necromancy spell requires the Necromancy skill, a spell book with the required spell, and enough Mana to cast the spell. Casting involves both movement and speaking. Further, any spells that animate the dead will require material components. The components will usually be herbs, gem powders, bones and other humanoid/undead parts and are worth around 5 and are typically used up in the creation of undead, but not with simply animation. Further details of spell casting are covered in the Game Play section of the manual.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

Spell List

Add Power	X
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Age	X
Animate Limbs	III
Bone Army	X
Boneskin	V
Call Undead	III
Cheat Death	X
Command Spirits	VI
Command Undead	V
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Create Intelligent Undead	VIII
Darkness	IX
Death Fog	X
Death Pains	I
Decay	IX
Dismiss Bonds	VIII
Feign Death	V
Ghoul Form	X
Hide in Shadows	II
Humanoid Spirit Form	IX
Infest	I
Immaterial	VI
Lie	I
Life Tap	VII
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Speak with Corpse	IX
Speak with Spirit	X
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Spirit Scythe	IV
Stench of Death	V
Summon Corpse	X
Summon Spirit	VII
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Worm Form	X
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Spell Descriptions

I

Mana Cost: 2

Casting Time: Instant

Death Pains

This spell allows the caster to drain the life energy of a body to make it feel the pain of death. The target must be within 10 feet. The spell does 1d4 points of damage. Each additional point of Mana

invested at the time of casting adds 2 points of damage. The maximum damage is $1d4+20$.

Infest

This spell allows the caster to summon insects. The insects will eat and destroy foodstuffs. They will crawl into people's hair. They will bite them. The insects stay in the area until the caster dismisses them, or they are destroyed.

Lie

This spell enables to caster to tell a lie and be believed by one subject. For each additional point of Mana, an additional listener will believe. The only time the caster will not be believed is if the target has direct evidence to the contrary and succeeds in a saving throw at 50% Will.

Skull Light

This spell allows the caster to use a skull as a light source. The eyes of the skull will glow with such intensity as to provide light that is twice as effective as a torch. The spell lasts for one hour, plus one hour for every additional point of Mana invested at the time of casting.

II

Mana Cost: 3

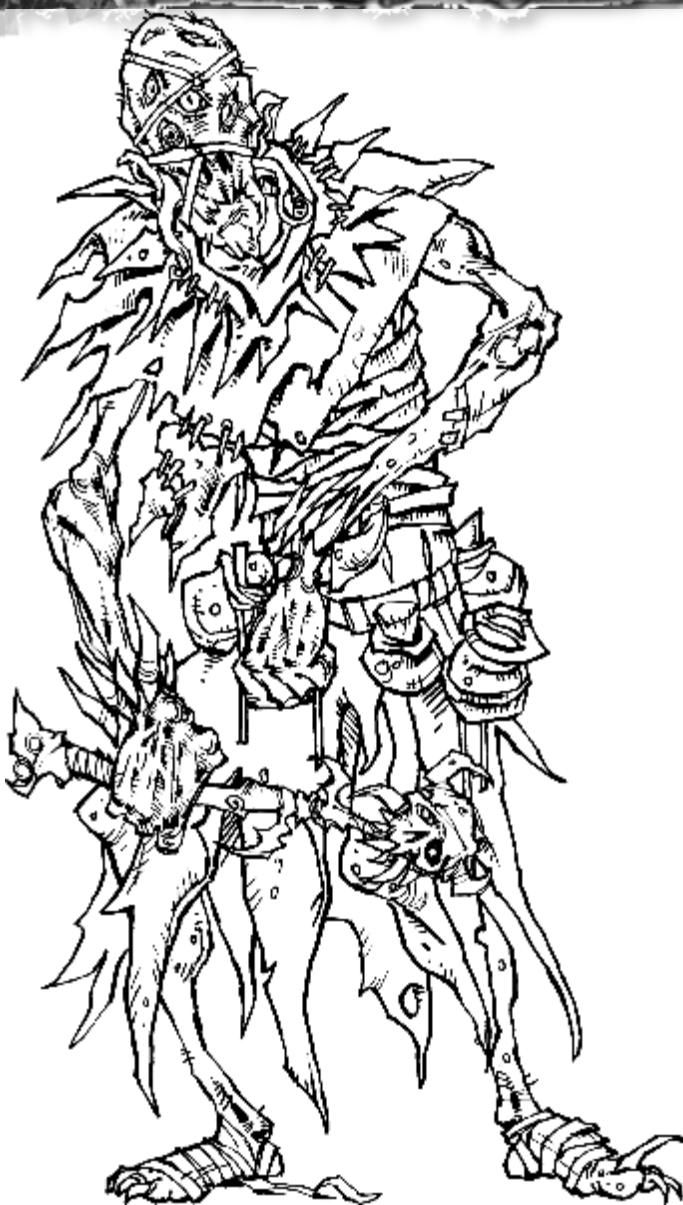
Casting Time: Instant

Hide in Shadows

This spell allows the caster to blend into shadows and be unnoticed. The caster can move and remain unseen if he stays in the shadows. The shadows must be heavy for the spell to work. If someone is looking at the area the caster is in, there is at most a 10% chance of noticing the caster. The spell does not work if the character is observed while casting the spell.

Rat Horde

This spell allows the caster to summon a horde of diseased rodents from the immediate vicinity. There will be $3d10+10$ rodents summoned. They will attack any living creature that is within 20 feet of the caster. The caster can designate up to 7 additional creatures not to be attacked. The rats will remain and attack for 4 rounds after which time they will run off.



Sense the dead

This spell will allow the caster the ability to determine if there is undead within a certain distance. Wood has no effect on the ability to sense the dead; however, earth, stone or metal with a thickness greater than 6 inches will prevent the dead from being sensed. For every additional point of Mana invested at the time of casting, it will allow the caster to add one inch to the thickness that he can sense. For example, 5 Mana spent it would allow the caster to sense the dead though 8 inches of earth, stone or metal. For every point of ability the caster has in necromancy, the caster can detect the dead within 10 feet.

III

Mana Cost: 4

Casting Time: Instant

Animate Limbs

By use of this spell, the caster is able to animate a dead limb. The limb can be connected to a dead corpse or can be separated from the corpse. For every point of Mana invested at the time of activation, the limb will obey on simple specific command. For example, the caster can instruct a skeleton hand to walk across the floor (using its fingers), pick up the keys, and walk back to the caster. This would be 3 separate commands and thus would cost the caster the initial 4 points of Mana, plus an additional 2 points for the remaining commands for a grand total of 6 points.

Call Undead

This spell summons undead to the location of the caster. It only works on skeletons, zombies, ghouls, ghosts, and other undead that have flesh and are of similar power. It summons undead from 1000-foot area around the caster if outdoors and a 500-foot area if underground. It will take up to 3 minutes for the undead to appear. No more than six undead will be summoned per spell. The spell can be cast again to double its effect.

The caster should have created a circle of protection prior to casting of the spell (1 minute prep time). Those not in the circle will immediately be attacked by the undead. The undead will leave after 3 minutes of being called. The caster can choose to create a command circle (1 minute prep time) and cast the Command Undead spell. If that spell is successful, then the undead are now under the control of the caster.

Shard

This spell allows the caster to shoot bone shards at a target. The target must be within 30 feet of the caster. Each shard does 1d6 points of damage. 3 Shards are summoned for a total of 3d6 points of damage. For every additional 2 points of Mana invested at the time of casting, one additional shard is summoned.

Spirit Sight

This spell allows the caster to see in total darkness as though it were torchlight. Light sources do not interfere with this spell. The duration of the spell is one hour.

IV

Mana Cost: 5

Casting Time: 1 round

Control Dead

This spell allows the caster to temporally animate a corpse or skeleton. The corpse must be within 30 feet of the caster. The corpse will come to life and attack any target designated by the caster. The corpse has 30 Hit Points, 50 Agility, and 35 Speed. The corpse will attack with whatever weapon is at hand. If not weapon is available, it attacks for 1d10 points of damage using its hands. The corpse has 4 points of armor protection plus whatever armor it is wearing. The spell lasts for 12 rounds plus one round for every 3 points additional points of Mana invested at casting. If the corpse is destroyed before the duration of the spell, the extra Mana is not restored to the caster.

Mark for Undead

This spell allows the caster to designate one target within 30 feet for undead attraction. Undead that are within eyesight or 100 feet will be drawn to the target. When in attack range, the undead will attack the victim. The spell lasts for 4 minutes.

Mask Undead

This spell allows the caster to put an illusion on a zombie making the zombie look like a living humanoid. If the caster is within 10 feet, he is also able to cause the zombie to speak so as to preserve the illusion that the zombie is a living normal humanoid.

Phantom Limb

This spell allows the caster to create a limb out of spiritual energy. The limb is typically a hand and arm. The limb hovers in the air has a speed of 30. The caster can cause the limb to hover just above the ground or go a height of 6 feet. The strength of the limb is equal to the strength of the caster. The limb obeys the will of the caster. It is used to grab items. If the limb grabs a weapon, it will attack at the caster's weapons score. Only one limb can be created at a time. The spell lasts for 8 rounds, but requires the concentration of the caster. If the concentration is lost, then the limb will dissipate the next round.

Shadow Door

If light conditions are sufficient to cover a wall in shadows, then this spell will allow the caster to create a shadow door in which he can walk through to the other side as though it was an open door. The thickness of the wall can only be of up to 6 inches. For every MP invested at the time of activation the thickness of the wall the door can be created in will be increased one inch. So 12 MP will allow a door to be created though a 1-ft thick wall. Only one person can go through the shadow door at a time. The material of the wall does not matter as long as it is not magical. The door does not have to be placed on a wall. It can be used on the floor, ceiling, anywhere where shadows are sufficient. It is impossible to detect the shadow door except by touch or if a person is observed going through the door. The spell will last for 40 rounds (2 minutes) or until the activator cancels it by a simple gesture.

Spirit Scythe

This spell allows the caster to summon spiritual energy that will take the form of a Scythe. It has two attacks per round. The Scythe will stay within 10 feet of the caster. Each hit does 1d20+4 points of damage. The Scythe attacks at 50% of the caster's agility or weapons score, whichever is highest. The caster must concentrate on using the Scythe in order for it to work. The spell lasts for 4 rounds.

V

Mana Cost: 6 Casting Time: 1 round

Boneskin

This spell allows the caster to harden his or another person's skin and clothing as though it was made of strong solid bone. The spell conveys protection of 10 points and will absorb 15 hits before dissipating. No buckler, shield, or any magical item of protection or spell can be used by a subject in conjunction with this power. However, non-metallic body armor, ordinary or magical that is worn is also effective.

Command Undead

This spell allows the caster to control undead that he has not created. The caster can only control one type of undead per casting of this spell. Each casting of this spell requires a separate command circle. The type of undead controlled is selected

by the caster. He can only control up to 6 of any given type of undead that he has not created. If the undead he is attempting to control are summoned by the caster, then those undead not selected for control will leave immediately.

Those under the influence of this spell will obey up to 8 commands. The duration of the spell for intelligent undead is 12 hours and for non-intelligent it is 24 hours – or until the commands are fulfilled, whichever comes first. The commands must be simple such as “guard this area, hide, go to a location, find a specific person or object, attack/kill a single individual or anyone that comes into the area, etc.”

Unless attacked by the caster, the undead under the control of this spell will not be able to harm the caster for 12 hours after the spell has worn off.

The undead under control of this spell will be unable to harm their creator, although they will ignore commands from their creator unless the command undead spell has worn off.

Feign death

This spell allows the caster to appear dead in every way to anyone looking or examining the body including the living dead. The caster will appear as nothing more than a corpse. The necromancer will be aware of his surrounding but be unable to act. The spell will last for one hour or until the caster decides to exit the state. If the caster chooses to exit his feign death state, it will take 1 minute to regain control of his body. The spell can be cast on another creature. The target must be touched. If unwilling, a saving throw against 50% of the targets Will is made. If the target fails his check then he will appear to everyone to be dead. He will have no use of his body for one hour or until the necromancer releases him from the state whichever is first. However, it will still take 1 minute to regain control of his body.

Stench of Death

This power causes the target to smell the stench of rotting and decaying bodies. The target will suffer 1d4+8 points of damage. In addition, the target will be paralyzed for one round with vomiting. Unless the target makes a successful saving throw against Fortitude, he will continue to be paralyzed with vomiting for an additional

round. The check is repeated every round for up to 4 rounds in which time the target recovers from the sickness.

VI

Mana Cost: 8 Casting Time: 2 rounds

Animate Bones

This spell allows the caster to create a Bonewalker from the bones of a humanoid creature. It has no intelligence of will of its own and obeys all of the commands of the caster. The bones must all be from the same creature. The bones are then placed in the circle of command prior to the casting of this spell (1 minute prep time). The spell can only be cast once per day. The caster is limited to creating one undead, regardless of type, for every ten points the caster has in necromancy. Once the caster has reached the maximum number of undead under his control and one is destroyed, the caster must wait at minimum one week to replace the undead servant.

Bonewalker

Str: 25 Fort: 25 A: 30 Pres: N/A
Perc: 20 Know: N/AWill: 20 S: 35
Hit Points: 35 AF: 12/6

Abilities:

Melee Weapons 30
Martial Arts 30
Ranged Weapons 25

Attack: by weapon type or 1d10+2
Defense: AF 12 against bladed weapons, AF 6 against crushing. Only destroyed if Hit Points reach -10. If not, then one minute after reaching 0 Hit Points, it will begin to replenish one hit point per round. After 35 rounds, it will reanimate.

Command Spirits

This spell allows the caster to control spirits he has not created. The caster can only control one type of spirit per casting of this spell. The type of spirit controlled is selected by the caster and all of that type of spirit in the area will obey the caster. If the spirits are summoned by the caster, then those spirits not selected for control will leave immediately.

Those under the influence of this spell will obey up to 8 commands. The duration of the spell is

16 hours – or until the commands are fulfilled, whichever comes first. The commands can be complicated, but should be ones that the spirit could reasonably fulfill.

Unless attacked by the caster, the spirits under the control of this spell will not be able to harm the caster for 8 hours after the spell has worn off. The spirits under control of this spell will be unable to harm their creator, although they will ignore commands from their creator unless the command undead spell has worn off.

Immaterial

This spell allows the caster to become immaterial. The caster is immune to all forms of attack except for divine magic. The caster is able to move through solid objects. The duration of the spell is 6 rounds.

Undead Eye

By means of this spell, the caster can enchant a detached eye so that the caster can see through it as though it was his own. The eye will move at a rate of 10 feet per round. The caster can will the eye to move in any direction including up and down. The caster will see through the eye as though it was his eye. The eye permits seeing in complete darkness, but at 50% of normal. The field of vision for the eye will be cone-shaped, about three feet in diameter immediately in front of the eye, and spreading to a 33-foot diameter area at 30 feet distance. The spell will last for 80 rounds (4 minutes) before it dissipates.

VII

Mana Cost: 10 Casting Time: 2 rounds

Animate Corpse

This spell allows the caster to create a Fleshwalker from a humanoid corpse. It has no intelligence of will of its own and obeys all of the commands of the caster. The corpse must be placed in the circle of command prior to the casting of this spell (1 minute prep time). The spell can only be cast once per week. The caster is limited to creating one undead, regardless of type, for every ten points the caster has in necromancy. Once the caster has reached the maximum number of undead under his control and one is destroyed, the caster must wait at minimum one week to replace the undead servant.

Str: 35 Fort: 30 A: 40 Pres: N/A
Perc: 20 Know: N/A Will: 25 S: 20
Hit Points: 40 AF: 6

Abilities:

Martial Arts 40

Melee Weapons 30

Ranged Weapons 20

Attack: by weapon type or 2d10

Defense: The only way to permanently destroy a Fleshwalker is to burn the corpse once it has reached 0 or less Hit Points. A charred corpse, if not currently active, cannot be animated. Failure to do so, will cause the corpse to reanimate. If not, then two minutes after reaching 0 Hit Points, it will begin to replenish one hit point per round. After 40 rounds, it will reanimate.

Life Tap

This supernatural power creates an attachment to one subject up to a distance of 120 feet. The link causes the subject to lose 1d6 Hit Points every round from the time of attachment onwards. The loss of Hit Points is gained by the caster. The target will feel a weakening, but will not know that he is losing Hit Points. The link can only be broken by the target moving outside the range of the caster, the subject's death, the death of the caster, or that the caster dispels it. If the Hit Points of the caster goes above the normal capacity it generates a false Hit Points that will remain for one hour or until harm reduces the Hit Points to the normal maximum. For every 5 additional MP invested at the time of activation it adds an additional point of Hit Points drained per round.

Locate Corpse

By activation of this spell, the caster will be drawn to the nearest corpse within a one-mile radius. The caster can also locate a specific corpse if he possesses an item that belonged to the corpse. If the caster lacks an item, he can expend double the Mana to locate the corpse if the caster had met the person prior to his death.

Rigor

This spell allows the caster to cause one humanoid within 30 feet of him to suffer from rigor mortis. The target is unable to move for 7 rounds. The target will appear dead to anyone looking at the target. The target is entitled to a saving throw at 50% of his current Fortitude to avoid its affects.

Summon Spirit

This spell summons spirits and the like to the location of the caster. It only works on animal spirits, ghosts, shadows, and spirits that are of similar power. It summons them from 1000-foot area around the caster if outdoors and a 500-foot area if underground. It will take up to 3 minutes for the undead to appear. No more than six spirits will be summoned per spell. The spell can be cast again to double the effect.

The caster should have created a circle of protection prior to casting of the spell (one minute prep time). Those not in the circle will immediately be attacked by the undead. The spirits will leave after 3 minutes of being called.

The caster can choose to create a command circle and cast the Command Spirits spell. If that spell is successful, then the spirits are now under the control of the caster.

VIII

Mana Cost: 12 Casting Time: 3 rounds

Create Intelligent Undead

This spell allows the caster to create a ghoul or a ghastr. It requires a humanoid creature that is still alive and has at least 80% of its full Hit Points. The body needs to be placed in a command circle. Over the course of 24 hours, the soul of the target is twisted and corrupted by malign energy leaving it a cunning and blood-thirsty being. The body "dies" during the process and is reborn as an undead being – either a ghoul or a ghastr depending on the will of the caster. A ghoul requires an additional 30 points of Mana and a ghastr requires 40.

The spell can only be cast once per month. The caster is limited to creating one undead, regardless of type, for every ten points the caster has in necromancy. Once the caster has reached the maximum number of undead under his control and one is destroyed, the caster must wait at minimum one week to replace the undead servant. The creature has an intense hatred of the caster. If the caster is reduced to zero Mana, and is sensed by the creature, it has a 50% chance to break free from the caster and act on its malevolent urges.

Dismiss Bonds

This spell allows the caster to instantly remove any magical force that is keeping a target paralyzed, unconscious, charmed, or similar effect upon the touch of the caster.

IX

Mana Cost: 14 Casting Time: 3 rounds

Darkness

This spell allows the caster to create a 30x30x30 foot cube of darkness. Light sources, even magical ones, will not provide any light. Those inside the cube of darkness will be unable to see anything while in the darkness. The caster is immune from the effects of this spell as well as any undead/spirits the caster has created. The spell can be rigged to trigger at a certain time or when a certain event happens in the area. The duration of the spell is 13 hours.

Decay

This spell causes an object or person to decay. The target will suffer 18 points of damage immediately. The decay continues at a rate of 6 points per round. The target will have hair out or flesh fall off. Inanimate objects will start to splinter, weaken, and crack. For inanimate objects, the spell lasts until the object is destroyed. Magical objects are immune to the spell. Humanoids will be affected for 6 rounds. If the victim survives, he will only be able to be healed for up to half of the damage he took. The remaining Hit Points will need to be restored by divine magic.

Humanoid Spirit Form

This spell allows the caster to assume the form and powers of a ghost or shadow.

Speak with Corpse

This spell allows the caster to speak to a dead body of skeleton as long as it has a head and jaw. The body cannot have been previously undead. If so, then the spell will not work. The caster is permitted to ask 2 questions for every 10 points the caster has in necromancy. The corpse will only have as much knowledge as the person had in life.

Zombie Form

This spell allows the caster to assume the form and powers of a zombie. The caster retains all of his skills and attributes while in zombie form. The caster is not an actual zombie and is not subject to magic that specifically affects undead. The spell lasts for one hour plus one hour for every 2 points of Mana invested at the time of activation.

X

Mana Cost: 16 Casting Time: 4 rounds

Add Power

This spell allows the caster to add additional magical benefits to undead that is under the caster's control. Only one power can be added per undead. The spell can only be used once per day. The available powers that can be added are:

Increased Hit Points: Add 10 points to the undead's Hit Points

Bleeding: Attacks by the undead cause 1d4 additional points of damage per round for 1d4 rounds on the target.

Drain Life: In addition to normal damage, 1d4 points of life are drained and are used to heal the caster.

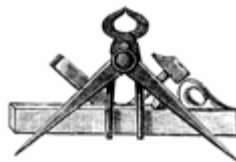
Drain Mana: Each attack drains 1d6 points of damage from the victims Mana Pool.

Death Pain: Gives the undead the ability to cast the Death Pain spell. The Mana used comes from the caster.

Age

This spell causes the target to age one year per day (or its equivalent for non-human races). For every year the target ages, the caster reverses his age by one month. For example, if the target ages 12 years over 12 days, the caster will reverse his age by one year. The spell lasts until the caster dispels it, or the victim dies. If the target does die, the body can be used to create a zombie.

The target must be touched in order for the spell to take effect. The target is allowed a saving throw against 50% of its Will score. Failure means the spell is effective and 24 hours from the touch, the target will age one year and so on.



Since this is a curse, divine magic may be of use in breaking the curse and partially restoring the vitality of the victim. If the caster is killed within the number of days for which he has been draining his victim's life, then the victim's age is restored to normal.

Bone Army

This spell allows the caster to create a temporary army of the dead using a pile of bones. The number of undead created is 6, but for each additional 4 points of Mana invested at the time of casting, one additional undead can be created. There must be sufficient bones available for the spell to work. The Army remains incorporeal and unseen undetected until summoned by the caster. Once summoned, the army appears and instantly surrounds the caster forming a barrier between any enemies as the caster.

Each skeleton in the army is immune to any attack that is not crushing or of magical origin. Each skeleton can only take one hit; however, after two rounds that skeleton will reform. Each skeleton can take 13 hits before being destroyed. Each skeleton is permitted one attack per round. The damage each does is 1d8 that ignores all armor that does not magically protect against undead.

Once summoned, the army remains for five minutes or until destroyed.

Cheat Death

This spell allows the caster to create a receptacle for his soul. The caster can only have one receptacle at a time. If the caster dies, the caster's corpse will turn to dust. Meanwhile, dust located in the receptacle will create a new body. The body will have all of the looks and physical attributes that the caster had at the time he cast the Cheat Death spell. The caster's Will rating, memories, and skills will be left at the current normal values the caster had at the moment of his death.

In addition to the Mana cast of the spell, the caster needs to invest as much Mana as 50% of the caster's Hit Points. This generates the new body's Hit Points. The more Mana invested, the more Hit Points the new body will have. If a caster has 40 Hit Points then least 20 additional point of Mana must be used. The caster uses 30 points of Mana. Upon the caster's death, the new body will have 30 points of Hit Points. The body will heal at a normal rate until it reaches 40. If

the caster had raised his HP to 50 between the casting of this spell and his death, those 10 points are permanently lost.

Death Fog

This spell creates what is perceived as an ordinary fog. It will fill an area of 120 square feet and rise to a height of 30 feet. It will reduce visibility to near zero. Even those creatures that can see in total darkness will not be able to penetrate the fog. Despite its ordinary appearance, the fog eats away the life force of those who enter it except the caster. After one full round in the fog, it will cause everyone that enters the fog to suffer 1d6+14 points of damage regardless of any and all protection except divine magic. The subjects will continue to suffer an additional 6 points of damage for every round they are in the fog. The fog will remain for 1d6+10 rounds. For every 3 points of Mana invested at the time of activation will allow the caster to extend the distance by one foot, or the duration by one round.

Ghoul Form

This spell allows the caster to assume the form and powers of a ghoul. The caster retains all of his skills and attributes while in ghoul form. The caster is not an actual ghoul and is not subject to magic that specifically affects undead. The spell lasts for one hour plus one hour for every 3 additional points of Mana invested at the time of casting.

Speak with Spirit

This spell allows the caster to speak to a spirit. The caster is permitted to ask 2 questions for every 10 points the caster has in necromancy. The spirit will answer the questions truthfully, although it will only give as much of an answer as it necessary to answer the question. Malign spirits will not be able to attack the caster for 1 minute per question asked.

Summon Corpse

This spell allows the caster to summon a corpse within a 200-yard radius of the caster per every 10 points of necromancy ability possessed. Therefore, a skill of 80 in necromancy would allow a corpse to be summoned from 1600 yards away. The spell will summon the closest humanoid corpse, unless the caster has a specific one in mind. In this case, the caster will need to know the specific corpse in question or have an item

that belonged to the corpse. If the body is on hallowed ground then the chance of success is half the caster's ability score in necromancy. If rated at 50 then the player needs to roll 25 or less. For every 10 MP invested at the time of activation there is an additional 5% effect chance of the spell working. If the corpse was buried with rites, then there is no chance of summoning the corpse as long as the ground it is buried in is sanctified. If the corpse is not on hallowed ground then the corpse will automatically be summoned to the caster within one round.

Unhallow Ground

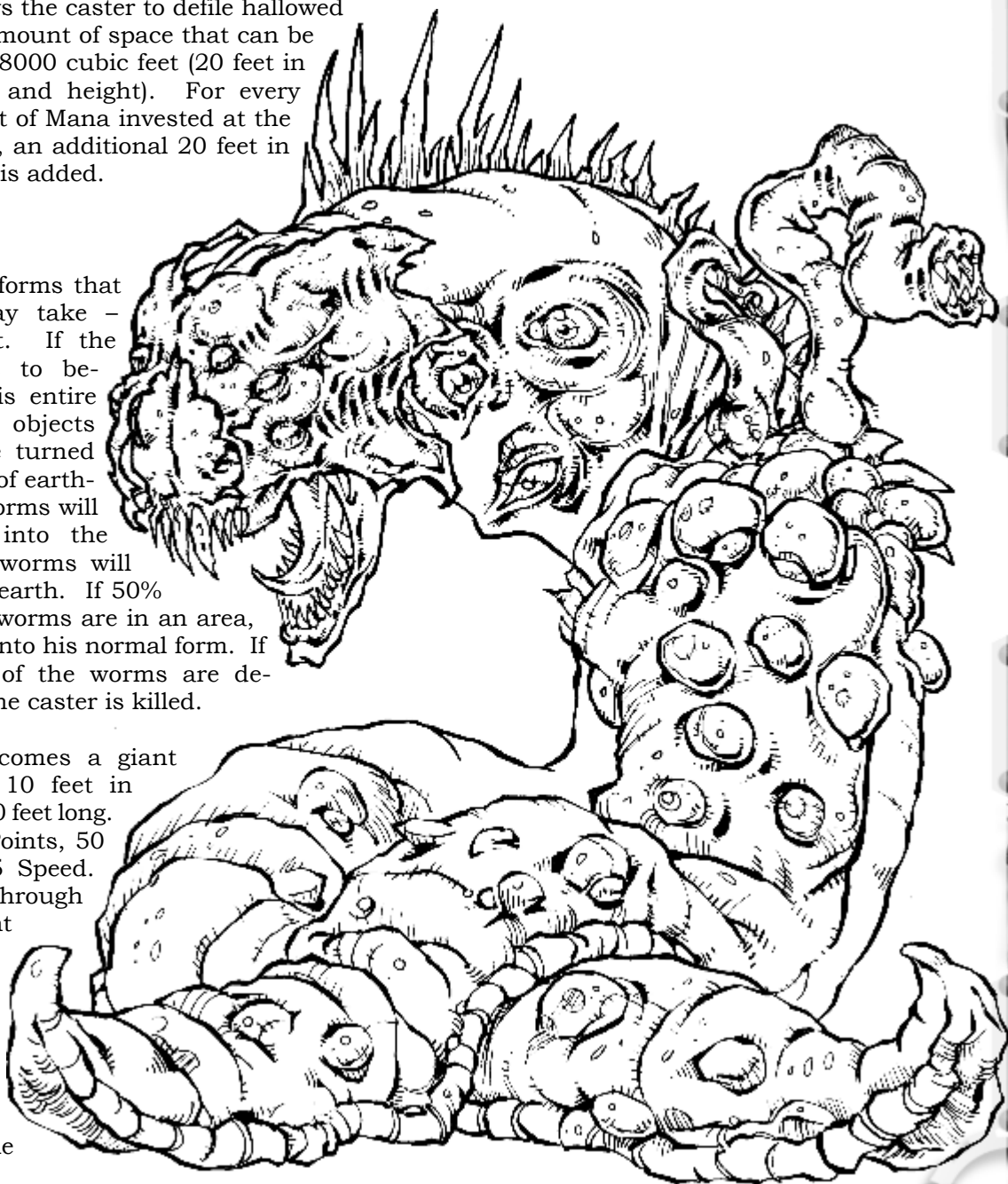
This spell allows the caster to defile hallowed ground. The amount of space that can be consecrated is 8000 cubic feet (20 feet in length, width, and height). For every additional point of Mana invested at the time of casting, an additional 20 feet in every direction is added.

Worm Form

There are two forms that the caster may take – small or giant. If the caster decides to become small, his entire body and all objects carried will be turned into hundreds of earthworms. The worms will then burrow into the ground. The worms will crawl through earth. If 50% or more of the worms are in an area, he can reform into his normal form. If 50% or more of the worms are destroyed, then the caster is killed.

The caster becomes a giant worm that is 10 feet in diameter and 30 feet long. It has 80 Hit Points, 50 Agility, and 55 Speed. When moving through earth, the Giant worms Speed is 80. His other attributes stay the same. He cannot cast any spells while in Worm Form, nor can he

take actions that worms cannot do, e.g. use a sword. The giant worm has 10 points of armor protection. If cut in half, there will be two giant worms. The worm has giant teeth which it uses to attack. Each bite does 1d20+10 points of damage. It can attack with its tail for 1d10 points of damage.



Shamanism

Shamanism is used to cast 'shamanistic' magic. It is a form of divine magic, but has a separate origin than Theurgy. Theurgy relies on its powers from gods and spirits that reside in alternative dimensions. Shamanism relies on powers from nature gods and spirits. These gods and spirits inhabit the normal plane of existence. This spiritual energy ties all living things together. While having power over nature and its spirits, it should not be confused with Elementalism. Elementalism draws its power from the elemental planes.

The magic of Shamanism is the oldest known magic. It is impossible for an individual to possess both Shamanism and Theurgy. Followers of the Avalonian religion that do not belong to the Church of Avalon primarily practice Shamanism. The magic is divided into spheres. The Path of Regrowth governs magic over plants, the Path of Nature governs magic over animals, and the Path of Unseen Forces governs magic over spirits. The path or paths that one follows will be determined by the motivation of the character, his career path, and deities/spirits primarily worshiped. In game terms, the character possessing Shamanism will likely belong to some religious order and that order, and determines what path the character follows. In general, it is impossible to follow more than one pathway at a time. If a character switches to a different order, then he loses access to the previous pathways spells.

Shamanism is largely an oral tradition. Knowledge provided by the ability is passed down by word of mouth. As a consequence of this, knowledge is often lost between generations. In more developed areas where writing has been developed, archaic writing is used to record knowledge and secrets. These are usually referred to as "runes." Runes cannot be read like a normal language. Instead, one must be under the influence of magic in order to be able to read and understand the runes. This is often the first spell taught to the young Shaman in more civilized societies.

Casting a Shamanism spell requires the Shamanism skill, a spell book with the required spell, and enough Mana to cast the spell. Most spells involving chanting and other verbal components. In the case of dealing with shape changing or spirits, a holy object is required.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

Spell List

Path of Regrowth

Accelerate Growth	IX
Barkskin	II
Briarburst	VI
Control Vines	IV
Flame Resistance	III
Health of the Redwood	I
Identify Fungus	I
Live Oak	X
Plant Form	III
Ripen	I
Solar Regen	VII
Speak with Plants	IV
Spursprout	III
Strength of the Oak	III
Tangler	V
Thorned Weapon	I
Thorn Spray	II
Tree House	VIII
Wicker Arm	I
Wither	I

Path of Nature

Agility of the Rabbit	II
Animal Armor	I
Animal Familiar	X
Animal Form	IX
Animal Guardian	IV
Animal Noise	I
Ant Haul	II
Bird Form	IX
Cat's eyes	II
Charm Animal	V
Decompose	III

Fish Form	IX
Pheromones	IV
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Prot. Against Venomous Creatures	VII
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Speak Through Avian	VIII
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Summon Animal	IV

Path of Unseen Forces

Banishment	IX
Banishment: Oni	IX
Banishment: Spirit	VIII
Capture Animal Spirit	VIII
Capture Humanoid Spirit	IX
Coat with Silver	II
Create Holy Water	I
Daylight	II
Garlic	I
Invisibility to Spirits	IV
Protection Against Spirits	I
Sense Evil	III
Spirit Form	VI
Spirit of Anger	III
Spirit Shield	III
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Spirit Smite	I
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Track Malign Spirit	VII
Vision	IX

General

Call Lightning	III
Calm Winds	IX
Comprehend Runes	I
Confusion	II
Cure Blindness	I
Cure Disease	V
Cure Light Wounds	II
Create Pit	VI
Create Snare	VI
Create Water	II
Double Heal	I
Dryplace	I
Hallow Ground	IX
Increase Nature Ability	V
Nearsight	III
Neutralize Poison	IV
Pass without Trace	I
Protection Against Disease	I
Protection Against Were-creatures	I
Protection from Insects	IV
Purify Water	V
Raise Dead	X

Regeneration	IX
Reincarnation	X
Rejuvenation	IV
Remove Inebriation	I
Revitalize Land	IX
Summon Rain	III
Tabula Rasa	V
Tattoo	X
Zephyr	I

Spell Descriptions

Path of Regrowth

Accelerate Growth IX

This spell allows the caster to accelerate the growth of all plant life in a one square mile area. The plants will have their growth accelerated by one month. For every additional 4 points of Mana added at the time of casting, the plants accelerate the growth by one month. This accelerated growth not only means larger plants, by flowering, fruit development, etc.

Barkskin II

This spell allows the caster to harden his skin. The skin will have a bark-like skin. The spell grants an additional 2 points of armor. The spell lasts for one hour.

Briarburst VI

This spell allows the caster to create thorny vines that surround his body. The thorns will then shoot out and hit any target that is within 10 feet of the caster. The thorns do 2d8 points of damage to each target.

Control Vines IV

This spell allows the caster to control any vine or vine-like plant that is within 100 feet of the caster. The vine or vines will obey the will of the caster. It moves at a rate of 15 feet per round. It can constrict or tangle a target. If constricting, it does 2 points of damage per round – more if choking a vital area. It can hold up to 500 pounds of weight. The vine can take 30 points of damage before breaking. Once broken, the caster loses control of the vine. The spell lasts for 1 minute (10 rounds).

Flame Resistance

III

This spell makes all plants within 100 feet of the caster immune to fire. The duration is 10 minutes.

Health of the Redwood

I

This spell allows the caster or any willing subject to temporally boost his Hit Points. The caster must have his full Hit Points for the spell to work. It adds an additional 10 points of Hit Points. The duration of the spell is one hour.

Identify Fungus

I

This spell allows the caster to identify any fungus and know its properties. The spell lasts for one minute.

Plant Form

III

This spell allows the caster or any willing subject he touches to assume the form of a plant. He must either have a piece of the plant or see the plant he wishes to transform into. The plant must be within 10-200% of his size. The spell lasts for three hours or until the caster wills the end of the spell. Unless magical means are used, there is no way of detecting that this is not a normal plant. While in plant form, the caster will be able to sense all that is going on just like he had his normal senses.

Ripen

I

This spell allows the caster to instantly ripen any fruit, vegetable, root, or similar plant object. The object to be ripened must be touched. The spell lasts for one minute and all objects touched will ripen.

Solar Regen

VII

This spell allows the caster to regenerate his Hit Points using the sun. When cast, the subject's skin will have a slight green color to it. When the subject takes any damage, he will begin regenerating two points of Hit Points per round. The duration of the spell lasts for one minute (10 rounds). The duration of the spell does not begin until damage is taken. Prior to that, the spell is in hibernation mode for up to 12 hours. The spell only works during the day and if the subject is outside. Unless clouds reduce the light to near nighttime levels, the spell will still work.

Speak with Plants

IV

This spell allows the caster to communicate with plants. The plant can only answer yes or no questions. The duration of the spell is one minute, plus 1 minute for every additional 2 points of Mana added at the time of casting. The maximum duration is 5 minutes. The plants answers will only be heard in the mind of the caster.

Spursprout

III

This spell causes the caster's or another willing subject's body and armor to become thorn-like. Any melee attack against the caster will cause 2 points of damage to the attacker. The damage ignores all non-magical armor protection. The spell lasts for one hour plus one additional hour for every additional point of Mana added at the time of casting.

Strength of the Oak

III

This spell increases the strength of the caster or any willing target. The spell gives the caster the equivalent Athletics of at least 20 or adds 20 to Athletics if already possessed.

Tangler

V

This spell allows the caster to summon a giant fungus within 20 feet of the caster. It will be around the height of 1 and a half feet. The tangler has vine-like appendages at its base that have burrowed through the ground in a 10-foot diameter around it. Vines can shoot out of the ground in this area at any time. Any hostile target that is within this area has a chance to be tripped on ensnared by the vines. Any hostile subject must make a save versus Speed to prevent being tripped. If tripped, the target must save versus Speed to avoid being ensnared. If tripped, it takes one round to recover. If ensnared, the target is trapped and unable to move until either he is cut free or the Tangler dies. The Tangler is active for one minute (10 rounds). It can be attacked. It has 30 Hit Points, but no armor protection. If destroyed, the ill effects stop.

Thorned Weapon

I

This spell enchants any weapon to give a bonus of 5 to hit and damage. Thorns will grow on the weapon. The duration of the spell is one hour.

Thorn Spray

II

This spell allows the caster to summon and shoot thorns at any target within 20 feet of him. The thorns do 2d8 points of damage. For every additional two points of Mana added at the time of activation, another point of damage occurs. This spell ignores all non-magical armor protection.

Tree House

VIII

This spell allows the caster to create an extra-dimensional space inside of a tree. The tree must be large enough for the caster to fit inside. If so, then a door is created on the outside of the tree. The caster and up to 7 additional people can enter in the tree. Once inside, the door will disappear and the tree will appear normal from the outside. No one will be able to enter the tree, but if the tree is destroyed, all those inside are ejected. Inside they will find an area that looks like the tree had been hallowed out. The area will be adequate in size for all involved to comfortably rest. The spell lasts for 24 hours after which time the space collapses and all still inside are ejected.

Wicker Arm

I

This spell allows the caster to summon vines to grow out of his arm. The vines will form a mesh and harden into a shield. The shield is activated by a command word. The shield offers two points of protection. Once activated, the shield lasts for 10 minutes.

Wither

I

This spell allows the caster to cause a touched plant to instantly wither and die. The plant can be no larger than twice the caster to be affected.

Path of Nature

Agility of the Rabbit

II

This spell increases the caster, or anyone willing subject he touches, agility. The agility is increased by 10 points. The duration of the spell is one hour.

Animal Armor

I

This spell allows the caster to create magical protection for any animal he touches. The animal will have an additional 5 points of armor protection. The magical protection can absorb 20 hits before dissipating.

Animal Familiar

X

This spell allows the caster to summon an animal companion that will serve the caster. Typically, the animal summoned will be a bear or great cat, occasionally a large bird. It will be an animal from the local area where the spell is cast. The animal will willingly serve the caster in any capacity possible. The familiar will be a friend and link between the caster and the natural world. The familiar, while giving advice, does not speak for the nature spirits or its deities. The animal called can have a maximum of 150% of the caster's Hit Points. The summoned animal serves until its death. The animal cannot be dismissed. However, ill treatment will cause the animal to discontinue service. However, in such cases, an additional familiar cannot be summoned. The caster may only have one familiar at a time. If the familiar dies, the caster can summon a new familiar as long as there is no guilt on the caster's soul regarding the death of his previous familiar.

Animal Form

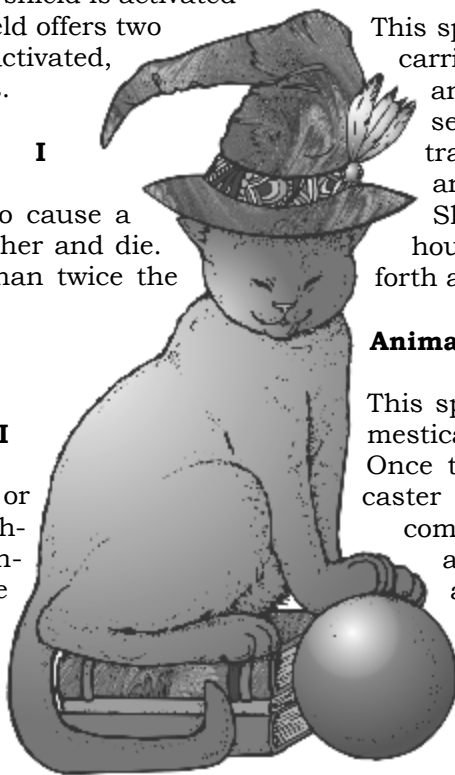
IX

This spell allows the caster, and all items carried and worn, to assume the form of any mammal. The caster must possess hair of the animal he wishes to transform into. He is limited to one animal form for every 10 points in Shamanism. The spell lasts for 6 hours. The caster can change back and forth at will for a maximum of 6 times.

Animal Guardian

IV

This spell allows the caster turn any domesticated animal into a warning system. Once touched, the animal will warn the caster of any enemies or strangers that come within 100 feet of the animal. The animal will make noise to draw the attention of the caster. The duration of the spell is one month.



Animal Noise

I

This spell allows the caster to create the sounds of animals in the distance. He can make the noise appear to be moving in a particular direction. The duration of the effect is 5 minutes.

Ant Haul

II

This spell allows the caster or any willing target that is touched to be able to carry and lift 3 times what he normally could. This does not increase the strength attribute or give a bonus to damage. The duration is 1 hour. The spell can only be cast on the same target twice in a 24-hour period.

Bird Form

IX

This spell allows the caster, and all items carried and worn, to assume the form of any bird. The caster must possess a feather of the bird he wishes to transform into. He is limited to one bird form for every 10 points in Shamanism. The spell lasts for 6 hours. The caster can change back and forth at will for a maximum of 6 times.

Cat's Eyes

II

This spell allows the caster to see as well in the dark as a cat. The duration of the spell is 12 hours.

Charm Animal

V

This spell allows the caster to charm any animal whose Hit Points are equal to or less than the caster's Hit Points. The animal must be within 20 feet of the caster. The animal will obey any commands it can be made to understand if those commands are not suicidal. The animal will not obey any suicidal commands. If commanded to take an action that is likely to lead to its death, the charm is broken. The duration of the spell is 24 hours. Each additional 2 points of Mana adds one day of service up to a maximum of 30 days. The animal must stay within 100 feet of the caster unless performing a service for the caster. If the service requires the animal to go more than a half a mile away from the caster, the spell is broken

Decompose

III

This spell allows the caster to decompose any corpse that is touched, whether it is animal, reptile, humanoid, etc. The corpse will wither away to dust within 5 minutes of casting.

Fish Form

IX

This spell allows the caster, and all items carried and worn, to assume the form of any fish or crustacean (but not aquatic mammal). The caster must possess scales, shell, or skin of the creature he wishes to transform into. He is limited to one form for every 10 points in Shamanism. The spell lasts for 6 hours. The caster can change back and forth at will for a maximum of 6 times.

Pheromones

IV

This spell allows the caster to mimic the chemical scents and hormones of any animal or insect. The caster can only produce one scent per casting of the spell. While moving the scent will travel with the caster. When animals or insects encounter the chemical, they will believe it is real and will act appropriately, i.e. a wolf will think there is a male wolf in heat or ants will think there is a path to food. The duration of the spell is

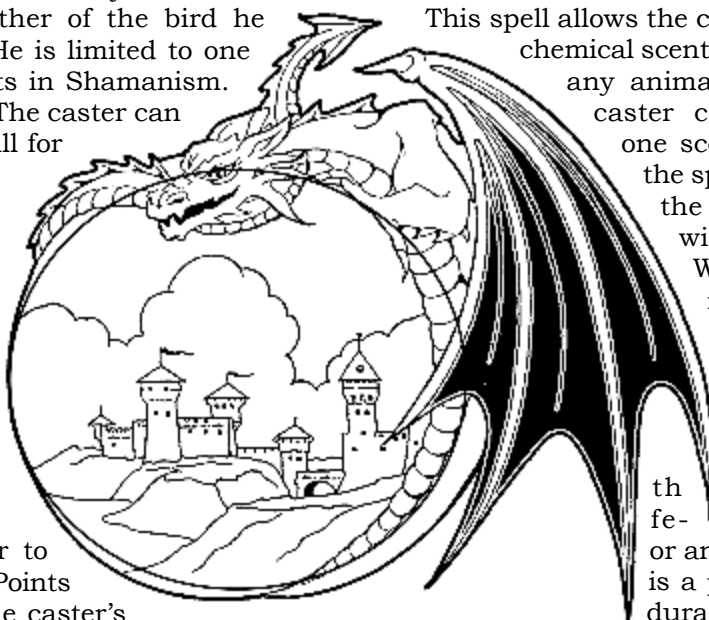
10 minutes.

Protection Against Dragons VII

This spell allows the caster to protect an area from dragons or similar creatures like drakes. The spell only protects against one type of creature that is named by the caster at the time of casting. No dragon is able to enter or attack anything within the area for one hour.

Protection Against Venomous Creatures VII

This spell allows the caster to protect an area from all venomous creatures for up to 24 hours. The area of affect is a 100-foot diameter circle around the caster at the time of casting. This spell bars



all natural and unnatural venomous creatures from entering the area or attacking anyone inside of it. In addition, the barrier will be uncomfortable to be around so venomous creatures are unlikely to be waiting on the outsider perimeter.

Shape Wood

II

This spell allows the caster to shape any piece of wood that has not been processed and is not still connected to a tree. The caster can shape the wood in any manner he wants. The spell will only affect an amount of wood equal to or less than 160 cubic feet (10x5 ft log).

Speak with Animals

V

This spell allows the caster to speak with an animal. If more than one animal of the same time is present, the caster

Speak with Animals

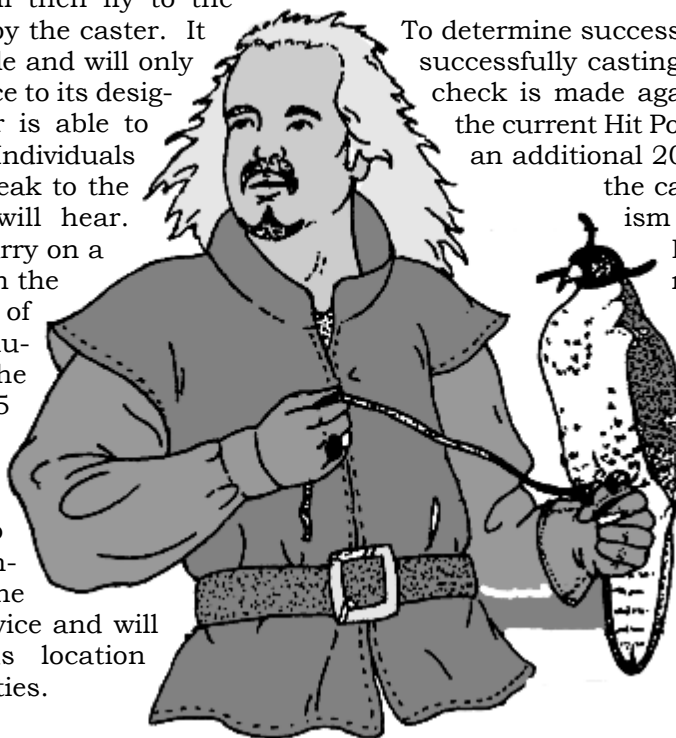
V

This spell allows the caster to speak with an animal. If more than one animal of the same time is present, the caster may speak with all of them. The animals can answer simple and direct questions. Only the caster is able to understand the animal. The duration of the spell is 5 minutes.

Speak Through Avian

VIII

This spell allows the caster to use any bird as a means of communication. The caster must touch the bird. The bird will then fly to the destination designated by the caster. It will fly as fast as possible and will only stop for necessities. Once to its designated target, the caster is able to speak through the bird. Individuals at the other end can speak to the bird, and the caster will hear. Thus, it is possible to carry on a direct conversation when the caster is thousands of miles away. Once communication has begun, the duration of the spell is 15 minutes. For every 4 points of Mana added at the time of casting, 15 more minutes is added to the time. Once the conversation has ended, the bird is free from its service and will return to its previous location and/or its normal activities.



Speed of the Cheetah

III

This spell increases the caster, or any willing subject he touches, speed by 15 points. In addition, the subject is able to attack twice per round with no penalty. The duration of the spell is 5 minutes. The spell can only be cast on the same target once per hour.

Summon Animal

IV

This spell allows the caster to summon a specific type of animal to his location. The type of animal summoned depends on the will of the caster. The animal must be within 1 miles of the caster. If none are available, the spell fails. Once called, the animal is friendly towards the caster unless they are harmed. The animal will hang around for 15 minutes before leaving the area.

Path of Unseen Forces

Banishment

IX

This spell can only be used by a caster that has 80 or above in Shamanism.

This power allows the caster to banish or destroy any demon, devil, fiend, or imp that is in the same area as the caster – including if the Demon is possessing a body. If the spell is used against a demon in the demons home realm, it is destroyed. If it is used in any other dimension, then it is simply banished.

To determine success of the banishment after successfully casting the spell, an additional check is made against Shamanism minus the current Hit Points of the demon, minus an additional 20 points. For example, if the caster has 80 in Shamanism and the demon has 40 Hit Points, leaves 40 then minus another 20 points, leaves the caster needing to roll 20 or below. The demon is banished for one year. For every three points invested at the time of casting, the chance of success is increased by one point.

Banishment: Oni**IX**

This power allows the caster to destroy any Oni that is in the same area as the caster – including if the Oni is possessing a body. To determine success of the banishment after successfully casting the spell, an additional check is made against Shamanism minus the current Hit Points of the Oni. For example, if the caster has 60 in Shamanism and the Oni has 40 Hit Points, then the caster needs to roll 20 or below. For every three points invested at the time of casting, the chance of success is increased by one point. If the spell is used against an Oni in another dimension, then the Oni is sent back to the material realm for one year instead of being destroyed.

Banishment: Spirit**VIII**

Same as Oni, but for Spirits.

Capture Animal Spirit**VIII**

This spell allows the caster to trap an animal spirit. The caster must prepare a circle using holy material for the spell the work. Once cast, the spell will attract the closest animal spirit that is within 100 feet of the circle. One in the circle, the spirit is trapped. The animal spirit can attempt a save at 50% of its Fortitude to avoid being trapped. If the animal fails its save, then it is trapped in the circle. The caster can attempt to destroy an evil animal spirit. To determine if the Shaman can destroy the spirit, a check is made against Shamanism minus the current Hit Points of the spirit. For example, if the caster has 80 in Shamanism and the spirit has 50 Hit Points, then there is the caster needs to roll 30 or below to destroy the spirit. If the caster fails, or does not attempt its destruction, then the animal is trapped for one hour. Once freed, it will flee the area for 15 minutes before being able to control itself. Friendly animal spirits, if caught, are only held for five minutes or until the Shaman releases the spirit. It will not flee.

Capture Humanoid Spirit**IX**

This spell is similar to the Capture Animal Spirit spell, but for Humanoid Spirits.

Coat with Silver**II**

This spell allows the caster to coat any non-magical weapon with a thin coat of silver. The silver remains for one hour.

Create Holy Water**I**

This spell turns clean water into Holy Water. It creates one ounce of Holy Water. For every additional point expended at the time of casting, one additional ounce may be made. Each ounce of Holy Water will cause 1d8 points of damage to creatures affected by Holy Water.

Daylight**II**

This spell allows the caster to cause daylight to emanate from an object. The object must be less than 1 cubic feet in volume. The duration of the spell is 1 hour.

Garlic**I**

This spell causes any willing target to have an intense garlic smell. The odor lasts for one hour.

Invisibility to Spirits**IV**

This spell allows the caster and other willing subjects that are touched to become invisible to all but the most powerful spirits. The spell lasts for thirty-minutes, or until the subject attacks.

Protection Against Spirits**I**

This spell grants the recipient 5 points of divine protection against spirits. It further makes the recipient immune to any draining effects by spirits. This spell lasts 2 minutes (20 rounds).

Sense Evil**III**

This spell allows the caster to sense the direction and relative distance of any source of evil that does not inhabit a humanoid body. The spell is effective for up to 300 feet and lasts one hour.

Spirit Form**VI**

This spell allows the caster and all the he is carrying to assume the form of an invisible immaterial humanoid spirit. While in spirit form, he cannot be seen by normal vision. He can pass through solid objects. He is still able to see the physical world. In addition, he can see any other spirit. While in spirit form, the caster is able to attack spirits. The duration of the spell is one hour plus one hour for each additional two points of Mana added at the time of casting. He can resume physical form at any time and go back into spirit form. Each additional transformation reduces the duration of the spell by 30 minutes.

Spirit of Anger

III

This spell allows the caster to summon a nature spirit. The spirit will become quasi-material in nature. It will head towards one target designated by the caster. It moves at a rate of 15 feet per second. The target must be within eyesight when cast. The spirit will fly towards the target and hit it. Upon impact, the target suffers 2d8 points of damage that ignores all armor protection, except magical armor that protects against spirits.



Spirit Shield

III

This spell creates an invisible bubble around the caster. It will absorb any physical damage regardless of the amount of damage. Once any amount of physical damage is done, the bubble is broken. However, breaking the bubble will not interrupt the caster while he is casting.

Spirit Sight

III

This spell allows the caster to see all spirits even if they are immaterial and invisible. The duration of the spell is one minute.

Spirit Smite

I

This spell causes damage to one spirit target within 120 feet of the caster and that is within sight. The spell causes 2 points of damage. For each additional point of Mana added at the time of casting, 2 additional points of damage are done. If the spirit reaches zero Hit Points, then it is destroyed.

Spiritual Weapon

III

This spell enchants any single weapon touched with the capacity to his spirits, devils, onis, and similar creatures. It grants +10 to hit and +10 damage that ignores armor protection. The duration of the spell is 2 minutes (20 rounds).

Track Malign Spirit

VII

This spell allows the caster to track a single malign spirit that has caused harm to others of the same faith as the Shaman. The spell allows the caster to know in what direction the spirit is located and approximately the distance. The spell works for 24 hours.

Vision

IX

This spell allows the caster to enter into a trance to commune with nature spirits. While in the trance, he is able to receive guidance from the spirits. The vision received will be just that – a vision. It is subject to interpretation. The content of the vision is determined by what the caster was concentrating on. For example, if the caster is concentrating on what happened to his son, may see images of his son being taken by a masked man, and then a castle overlooking a lake. The specific details are left up to the GM.

General

Call Lightning

III

This spell allows the caster to cause a lightning bolt to strike any target that the caster is able to see. In order for the spell to work, clouds must be present. Each bolt does 1d8+8 points of damage.

Calm Winds

IX

This spell allows the caster to reduce the wind in an area of up to one square mile. The caster can reduce the wind by 1 MPH per point in Shamanism. The speed will reduce by 10 MPH per round.

Comprehend Runes I

This spell allows the caster to read Shamanistic 'runes.' The duration of the spell is one hour. Each additional point of Mana added at the time of casting adds one additional hour.

Confusion II

This spell allows the caster to confuse any single target that he can see. The target will forget what he is doing and will not know why he is there or even where he is at. The duration of the spell is 1d4 rounds. If in a combat situation, the duration of the spell is one round. During that round, the target will be unable to take any action.

Cure Blindness I

This spell allows the caster to cure blindness on a single target. If the cause of blindness is the product of natural causes, then a second check against Shamanism is required with a 50% penalty.

Cure Disease V

This spell cures any disease, illness, infection, etc. The subject must rest for an equal amount of time, as the subject has been sick. Travel is possible, but can only move for 30 minutes before requiring one hour of rest. The subject can only move for 4 hours a day.

Cure Light Wounds II

This spell heals any touched target 5 points of damage. The spell can only affect the same target once per hour.

Create Pit VI

This spell allows the caster to magically hollow out an area. The area will then be covered with appropriate ground clutter. The pit is unable to be discovered by normal means. If a victim walks over the area, he will fall into the pit. The pit is 15 feet deep and 10 feet wide. The victim will suffer 1d10 points of damage. The pit can be avoided with a successful check against Speed.

Create Snare VI

This spell allows the caster to create a magical snare in a wooded area. The caster designates a tree no more than 25 feet in height for the victim to be dangled from. The caster designates a 25

square foot area for the trap that is no more than 25 feet from the tree. Any single target that comes within the area will be caught in the snare unless it saves versus Speed. If caught, the target suffers 1d10 points of damage and anything held will be dropped. The caster can designate if the trap is to be sensitive to animal or humanoid targets.

Create Water II

This spell allows the caster to create 5 gallons of pure drinkable water.

Double Heal I

This spell allows the target to heal at double the normal rate. In addition, any magical heals will heal 50% more Hit Points. This effect is only for the first heal spell. The duration of the spell is 24 hours.

Dryplace I

This spell allows the caster to completely dry a place. Puddles will dry and mud will become like dry dirt. The area of effect is 100 square feet around the caster.

Hallow Ground IX

This spell consecrates any wooded area that is not defiled or inhabited by malevolent forces. The area must be cleansed of all malevolent forces prior to casting for it to succeed. The amount of space that can be consecrated is 10 square feet per point in Shamanism. For every additional point of Mana invested at the time of casting, an additional 20 feet in every direction is added. Consecration makes the area an unfavorable place for malevolent spirits and netherbeings. They will avoid entering the space and some creatures may be completely incapable of doing so. Malign activities will decrease in the area. The exact effects on malevolent creatures are left up to the GM to decide on a case-by-case basis. The area is also suitable for conducting rituals, sacrifices, and religious meetings. The duration of the hallowing is one day per point of Shamanism.

Increase Nature Ability V

This spell allows the caster to increase another subject's single nature skill by ten points. Each additional two points of Mana increases the subject's skill by one additional point. The subject must possess the skill. The caster must

specify what skill he is attempting to increase. Nature skills are Ranging, Archery, Survivalist, Elementalism, Shamanism, and Alchemy. The duration of the spell is one minute (10 rounds).

Nearsight

III

This spell allows the caster to cause any single target that is within eyesight to become nearsighted. The target will suffer a 50% penalty when attempting to use ranged attacks. Spells that require the target to see more than 10 feet in front of him are impossible. The duration of the spell is 1d4 rounds.

Neutralize Poison

IV

This spell nullifies any poison within the subject's system. In addition, it heals 1d10 points of damage suffered from the poison. If a subject has died of poison, this spell must be cast before any attempt to raise him from the dead. If not, then the poison will once again kill the subject.

Pass without Trace

I

This spell allows the caster to walk without leaving any trace or trail to follow. For an additional 3 points of Mana, one additional target can be affected. The spell lasts for 10 minutes.

Protection Against Disease

V

This spell makes the caster, or any touched target immune to all diseases – even magical ones, for one week. If a disease is already present, then the spell will not sure that disease and it will progress normally.

Protection Against Lycanthropes

I

This spell allows the caster, or another willing subject, to be immune to Lycanthropy. In addition, any lycanthrope that attacks the target will incur a 10-point penalty. The duration of the spell is four hours.

Protection from Insects

III

This spell allows the caster to clear an area of 100 square feet around him at the time of casting of all harmful insects. The duration of the spell is one day, plus one day for every additional point of Mana added at the time of casting.

Purify Water

V

This spell allows the caster to purify up to 100 gallons of water. The spell will remove all poisons and toxins. It also separates out dirt and other sediments from the water. What is left is pure drinkable water.

Raise Dead

X

This spell enables the caster to bring a subject back to life by recalling the spirit to the body. The spell must be cast within one hour of death. The spell will restore to the subject to 10% of its base Hit Points. The subject will be unconscious or otherwise incapable of moving. The subject must be removed to a safe location to rest within one hour. After 24 hours of rest, the subject will be conscious again. It will require a total of ten days to fully heal. The subject must rest for the full ten days. Failure to do so will result in shock to the system and the spirit will leave the body resulting in irreversible death for the subject. The subject must not worship any religion that is opposed to that of the caster's religion.

Regeneration

IX

This spell enables the caster to regenerate any part of the body. There is a 30-point penalty to the chance of success. If a regeneration fails, then the missing body part will never be able to be regenerated. Each additional 10 points of Mana invested at the time of casting will allow the regeneration of one additional part on the subject. The person who has had a regeneration must rest for one week plus 1 day for each additional body part restored.

Reincarnation

X

This spell allows the caster to reincarnate any animal or humanoid corpse that is touched. The reincarnated body will appear within 10 feet of the original body. The corpse can be no more than one day old. The soul will inhabit the new body and possess all of its memories. The new body will be that of a fully-grown adult. If an animal is reincarnated, and it was a benign creature, there is a 5% chance of it being reincarnated as a humanoid. If it is a humanoid that is being reincarnated, it has a 25% chance of being reincarnated as a humanoid. This does not mean it will be of the same race as the humanoid originally was. The exact race or species will be determined by the GM.

Rejuvenation

IV

This spell allows the caster to heal any touched target over time. The target will heal 1d6 points of damage every 10 minutes for a total of one hour. Each additional 2 points of Mana added at the time of activation increase the duration of the spell by one hour. The target may only be affected by this spell once per 24-hour period.

Remove Inebriation

I

This spell allows any target touched by the caster to sober up. The target will have all alcohol removed from his system within 10 minutes at which time he will be completely sober.

Revitalize Land

IX

This spell allows the caster to bless the land of up to 10 square miles. Flora and Fauna will thrive in the area. Storms, draughts, floods, disease, etc are lessened. Fertility and growth are encouraged. The spell can only be cast in any given area once every three months.

Summon Rain

III

This spell creates a one-mile storm around the caster. The entire sky will suddenly darken with dark clouds. Everything will receive a gentle downpour of rain with 1 inch of rain falling an hour (1/2 an inch in dry climates). If the temperature is 35°F or less, then snow will form. It will fall at 3 inches an hour. The snow will stick and will not begin to melt until after the storm has passed. The duration of the spell is 15 minutes. Each additional two points of Mana added at the time of casting increasing the duration of the spell by 15 minutes. The clouds will dissipate after the spell. The maximum duration of the spell is two hours.

Tabula Rasa

V

This spell allows the caster to remove all memories a target has over a one-hour period. The target must be within eyesight of the caster. The target will forget everything he said or did during that time. The target is allowed a check against his Will rating to resist the effects.

Tattoo

X

This spell allows the caster to store spells the caster currently knows as tattoos on his skin. In addition to the Mana cost of this spell, the appropriate amount of Mana for each spell being stored must also be expended at the time of casting the Tattoo spell. The caster can create one tattoo for every ten points he has in Shamanism. It takes one hour of time for each tattoo. The stored spells will last for one year before their power fades.

In order to cast one of the spells that is embodied by a tattoo, a simple command word is spoken. The spell will be cast instantly as this point regardless of the spells actual cast time. The tattoo will disappear and it will be painful. It causes 5 points of damage per tattoo disappears from being used.

The GM should make the skill check when casting the tattoo spell. Each tattoo done requires one check against Shamanism. If the check fails, the GM should note what spells will not work. The caster will not know this. Upon activation of these failed tattoos, failure occurs. The failure results in the loss of the tattoo, but the effect of the spell will be different. A low power spell will simply not work, but a more powerful spell may have some random effect. The exact effect is up to the GM.

Zephyr

I

This spell allows the caster to summon a gentle breeze with the blessings of air spirits. The wind will be 50 feet in width and height. The wind moves at a rate of 10 MPH for one minute. It will clean the air as it passes removing smoke, fog, and similar items. The spell is not generally strong enough to remove smoke, poisons, fog, etc. that are magically created.



Sorcery

The Sorcery ability governs the use of Sorcery spells. Sorcery draws its power from Hell Dimensions. In part, it is the magic used by demons, devils, and fiends. However, it has additional uses. Much of the power of the Hell Dimension is blocked from this dimension, so the potency and availability of spells are limited. Sorcerers are usually malign, but it is not required. They specialize in summoning netherbeings to do their biddings. In addition, they can call forth magical powers from Hell Dimensions to assist them. The most powerful sorcerers belong to demonic cults and routinely offer service to the most powerful demons and devils in exchange for money and power. Most sorcerers, however, prefer to avoid demonic pacts and instead use their own powers to force demons to do their biddings.

Casting a Sorcery spell requires the Sorcery skill, a spell book with the required spell, and enough Mana to cast the spell. Casting requires both verbal and somatic components. In the case of summonings, summoning materials and offerings of a value of \square 5 are required. These will be exhausted during the summoning process. Further details of spell casting are covered in the Game Play section of the manual.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

Spell List

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Banishment: Deital Minion	X
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Desecrate	X

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Hell Portal	X
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Improve Agility	VII
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Insanity	VII
Lethargy	I
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Possession	X
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Quarrel	II
Shield of Flames	III
Smell	I
Summon Imp	VIII
Summon Devil	X
Summon Demon	X
Summon Fiend	X
Tempt	IX
Trap Oni	X
Unhallow Ground	X
Vice	II

Spell Descriptions

Baldness

I

This spell allows the caster to channel malign energy from the netherworld to cause any single target within 13 feet to become completely bald. Their hair will fall out in large clumps. The duration of the spell is 13 hours. After this time, the hair will instantly grow back to the length and style it was before. If the spell is cast on someone that is bald, long hair will grow. The hair will remain for 13 minutes. After this time, the hair will fall out in clumps.

Banishment: Deital Minion

X

This power allows the caster to banish or destroy any summoned deital minion that has been summoned by a Theurgist. This spell requires the blood of any type of demonic being. The spell cannot be used in any Divine Dimension.

To determine success of the banishment after successfully casting the spell, an additional check is made against Sorcery minus the current Hit

Points of the Minion. For example, if the caster has 60 in Theurgy and the Minion has 40 Hit Points, then the caster needs to roll 20 or below. The Minion is banished for 13 days. Each ounce of demonic blood used grants a +1 to success for each ounce used up to a maximum of 20 ounces.

Beguile

VI

This spell allows the caster to befriend, bewitch, and charm any single humanoid target. The caster must meet the gaze of the target and the target must be within 13 feet of the caster. If the target does not make a save versus Will, then demonic energy from a hell dimension charms the target. The target will befriend the caster and believe anything he says. If possible, the target will defend the caster both verbally and physically. Targets who are the opposite sex of the caster will believe they have fallen in love with the caster and will seek to pleasure/seduce the caster. The target will generally do whatever the caster asks. If the caster asks for something that goes against the target's ethos, the target is entitled to a new save. The duration of the spell is one day, plus one day for every additional four points of Mana added at the time of casting. If the spell is allowed to wear off, then the victim has no ill will towards the caster. If the target breaks the bond by a successful save, then the target may seek vengeance if he knows that the caster beguiled him. Without proper reason to suspect the caster, then the target will not know what came over him, and will leave and seek to avoid the caster in the future.

Cannibalize

III

This spell allows the caster to sacrifice his own health to regain Mana. Every second the spell is active, the caster's Hit Points will decrease by 5 points and his Mana will increase by 3 points. The spell must be active a minimum of one round and a maximum of 20 rounds. Heal spells can restore lost Hit Points.

Desecrate

X

This spell allows the caster to remove consecration and any divine protection from a building. The amount of space that can be consecrated is 8000 cubic feet (20 feet in length, width, and height). For every additional four points of Mana invested at the time of casting, an additional 8000 cubic feet is added.

Detonation

III

This spell causes the lingering flames of the Hell Fires to explode and hit all targets within 6 feet of the target. The damage caused to each target is the same as Hell Fires. For example, if the target has been hit by his third Hell Fires spell, he will suffer 3d8 points of damage. Detonation will cause all subjects within 6 feet on him, including the subject of the Hell Fires spell, to suffer 3d8 points of damage. Detonation will extinguish the flames.

Fire Snake

V

This spell allows the caster to turn any source of fire into a stream of fire that is under the command of the caster. The source of fire will immediately take the form of a 10-foot large thick snake. The Fire Snake can exist without a source of fuel, but not oxygen. Any easily combustible object that is exposed to the Fire Snake will catch on fire. If the Fire Snake attacks a target, it burns the target for 1d12 points of damage. The Fire Snake will remain for one minute (10 rounds). It cannot be harmed, but can be destroyed by dispel magic, a strong magical wind, or magical water.

Hands of the Netherworld

VI

This spell allows the caster to create a 13-foot diameter opening on the ground to a hell dimension. It is only a partial opening and no one can be fully pulled through. However, hands, claws, and demonic appendages will reach from hell and grab any target within the area. A save versus Speed will prevent from being grabbed. If grabbed, the target cannot take an action for one round and suffers 13 points of damage. All those in the area suffer a 50% penalty to any ability use while they remaining in the area of effect. A save must be made every round while in the area of effect. The duration of the spell is four rounds.

Hell Fires

II

This spell allows the caster to summon fires from a hell dimension. The fires will hit a single target that is within 20 feet of the caster that the caster can see. The fires cause 1d8 points of damage that ignores all non-magical armor protection. The flames do not consume anything. The flames linger for one round and if hit by an additional Hell Fires spell, will cause double damage. That is the second spell will cause 2d8 points of damage. A third spell will be 3d8, a fourth 4d8 and a fifth 5d8 points of damage. The maximum

number of effects is 5. However, if there is a round that passes with the target not being hit, the flames fade away. The target is then immune from the spell for the number of rounds he was affected by the spell.

Hell Portal

X

This spell allows the caster to open a portal to a hell dimension. The portal is active for one minute. All those passing through the portal will have the ability to survive in the dimension. That is they will be able to breathe the air, endure the heat, flames, etc. The duration of the spell is 13 hours. After which time, all subjects are recalled to the dimension they came from. If anyone dies while in the hell dimension, his spirit is permanently trapped there.

Hellfire Stream

IV

This spell allows the caster to turn his body into a conduit for the flames of a hell dimension. A 3 foot wide, 13-foot long stream of flame will shoot from the caster. All targets within the area will suffer 1d6+14 points of damage. The flames ignore all armor protection, except magic. The duration of the spell is one round, plus one round for every additional 3 points of Mana. If the caster is hit, the flames are interrupted and the spell is canceled.

Gate of Hell

X

This spell creates a gate to a hell dimension. Any demonic creature that is within 13 feet of the portal will be sucked back to its home dimension unless it makes a save versus speed. The creature must stay in its home dimension for a minimum of 13 hours.

Imp Form

VII

This spell allows the caster to assume the form and powers of an Imp. In addition, the Hit Points and Agility of the Imp is added to the caster's. The caster retains all of his abilities while in imp form. The duration of the spell is one hour.

Improve Agility

VII

This spell allows the caster to increase the Agility of any creature from a hell dimension. Agility is increased by 5 points. For every additional 3 points of Mana added at the time of casting, an additional two points of Agility can be added. A maximum of 13 points can be added and the

duration of the spell is 13 hours or until the creature returns to its home dimension.

Improve Health

VI

This spell allows the caster to increase the Hit Points of any creature from a hell dimension. Hit Points are increased by 6 points. For every additional 4 points of Mana added at the time of casting, an additional two Hit Points can be added. The duration of the spell is 13 hours or until the creature returns to its home dimension.

Insanity

VII

This spell causes up to 13 designated targets that are within 30 feet of the caster to go temporarily insane. Those affected will suffer from visual and auditory hallucinations. There is a 25% chance that the target will be paralyzed by fear, a 25% chance of attacking a random target, a 25% chance of attacking an imaginary target, and a 25% chance of running away. What the target does is determined randomly each round the target is under the effect of the spells. After the first round, each target is entitled to a save versus Will. If successful, the spell is broken. If not, then the target is allowed a save each round. The duration of the spell is 4 rounds.

Lethargy

I

This spell allows the caster to cause any target within 30 feet of him to become tired and incapable of taking any action. The duration of the spell is two rounds. Each additional point of Mana added at the time of casting extends the duration by one round up to a maximum of ten rounds. For every two additional points of Mana added at the time of casting, one additional subject can be affected up to 6 targets. The spell does not work in combat situations and if attacked, the spell is broken. After two rounds, the targets are permitted a save versus Will. Success means the spell is broken; failure means they are lethargic for another two rounds. Every two rounds, an additional check is made.

Lock

III

This spell allows the caster to lock any single door or object. Demonic energy from the netherworld will hold the object shut for a period of up to 13 minutes. The only way to open the object is to destroy the object, e.g. cut through the door. The caster can dismiss the lock at any time.

Misfortune

VII

The target is cursed and all of his actions suffer a 10% penalty for 24 hours. If the curse is not lifted within one day, the minor misfortunes will haunt the target for 13 days. Misfortunes would be forgetting one's sword, stubbing one's toe, hitting one's thumb while hammering, etc.

Offerings

VI

This spell allows the caster to double a summoned creature's time of service in exchange for a living victim. The victim needs to meet the preferences of the summoned creature. This is typically, as victim that is benign, innocent, pure, etc.

Pentacle of Protection

VII

This spell allows the caster to create an area that prevents creatures from other dimensions from entering. The diameter of the pentacle is 30 feet. Any of those creature types that seek to harm the caster or its allies, is barred from entering the area. The duration of the spell is 3 hours. Each additional 5 points of Mana added at the time of casting extends its duration by one hour for a maximum of 13 hours.

Possession

X

This spell allows the caster to possess a living humanoid's body. Once cast, the caster's body will become incorporeal. The caster must then touch the target's body. If he is successful, he will possess the humanoid's body. The caster will then be able to use that body and all of its non-magical abilities. Further, the caster will have access to all of his non-magical abilities.

To determine if possession is successful, a second chance is made against Sorcery minus the target's current Hit Points. If the caster has 60 in Sorcery and the target has 20 Hit Points, then the chance of success is 40. Each additional point of Mana invested at the time of casting adds 1 point to the chance of success. If possession is unsuccessful, the caster becomes corporeal and suffers harm equal to 50% of its target's current Hit Points.

The duration of the possession is 13 minutes. Each minute spent beyond those 13 minutes causes a loss of 10 Hit Points. While in the possessed body, the caster will not suffer any loss of Hit Points or other attributes unless the damage is self-inflicted. For example, suicide would kill the host's body and the caster. If the

body were damaged while in combat, then only the possessed body would suffer damage. The spell can only be cast once every 7 days. The humanoid possessed will not have any memories of the events done while possessed as long as the caster leaves the body within 13 minutes.

Protection from Holy

X

This spell allows the caster and all those within 13 feet of him at the time of casting, to be immune from any Theurgy spell or summoned devil minion. The duration of the spell is 13 minutes, or until dismissed by the caster. (Note this will make it impossible for Theurgy to be used to heal anyone under this spell.)

Quarrel

II

This spell allows the caster to take a mere disagreement and turn it into a fight. The spell will affect up to 5 people that are involved. Tempers will flare and a fight may break out. The chances of a fight are increased if alcohol is involved. The increased tension lasts for 30 seconds.

Shield of Flames

III

This spell creates a magical set of flames that surround the caster. They cannot be seen until the caster is attacked. The spells cause 1d6 points of damage to any target that hits the caster with a melee weapon or body part. The flames do not burn any object outside of flesh. The duration of the spell is 13 hours. The spell may be cast only once per 24 hours.

Smell

I

This spell allows the caster to cause any living or organic target within 13 feet of him to begin to smell. The smell will begin like a bad fart, but quickly turn to a combination of spoiled food with a strong sulfur smell (rotting eggs). The smell will drive people away from the target. Some with weaker stomachs might get sick. The smell will last for 13 minutes.

Summon Imp

VIII

This spell allows the caster to summon an Imp. The caster must have constructed a command circle in order for the spell to work (one-minute prep). The Imp will serve the demands of the caster. It will obey up to 8 separate commands that is within its power to do for a maximum

period of 13 days. If it is not within the power of the Imp to do, then that demand is wasted. After service, it will return to its home dimension. Any attack on the summoned creature by the caster or under the direction of the caster will break the spell. The creature is free to attack or instantly return to its home dimension.

Summon Demon

X

This spell allows the caster to summon a demon from a hell dimension. The caster must have constructed a command circle in order for the spell to work (one-minute prep). The caster must know the type of demon to be summoned and the name if a specific demon is sought. Once summoned, the demon will perform one demand of the caster if it is within its power. However, the service demanded must not take longer than one day to complete. If so, or if it is not within the power of the demon, it will immediately return to its home dimension. Any attack on the summoned creature by the caster or under the direction of the caster will break the spell. The creature is free to attack or instantly return to its home dimension.

Summon Devil

X

Same as Summon Demon, but for Devils.

Summon Fiend

X

Same as Summon Demon, but for Fiends.

Tempt

IX

This spell allows the caster to make any target want to commit an action he would not normally do, e.g. murder, adultery, etc. The victim will be overcome with a desire to perform the action. This spell requires the caster to talk the target into performing the action. The target is entitled to a save to avoid the effect. The save is the target's Will. Each minute spent speaking to the caster decreases the save by 5 points. If the target fails his save, he will attempt to perform the action within the next 13 hours. The target will have no recollection of the caster talking him into performing the action.

Trap Oni

X

This spell allows the caster to create a magical trap to capture an Oni. The Oni cannot see the magic force, but if he comes within 13 feet of the

spot designated by the caster, then it becomes trapped by its magic. It will agree to perform up to three demands made by the caster so long as it does not take longer than three days. The caster has 13 minutes to make the demands. If he does not, the trap is broken and the Oni is free. The Oni cannot harm the caster for 13 days unless the caster attempts to harm the Oni.

Unhallow Ground

X

This spell is the same as Desecrate, except it affects the soil and natural areas. The area of effect is the same.

Vice

II

This spell allows the caster to tempt a target to indulge in a vice. The vice must be one that the target already suffers from, e.g. gambling, gluttony, drinking, adultery, etc. The target will begin to perform the activity as long as the means are available. He will continue to perform or attempt to perform the vice for 13 hours unless a save versus Will is successful once per hour.



Theurgy

The Theurgy ability is the ability that is used to cast divine magic. Theurgy requires the caster to be dedicated to some deity or pantheon. The character must remain faithful to the tenants of that deity or pantheon. The spells have been broken into four categories. General spells are available to all who possess Theurgy. The remaining categories are: Purification, which are spells used against undead, spirits, and netherworldly beings; Rejuvenation, which has spells dedicated to healing; and Righteousness, which is dedicated to justice and combat. The sect one selects ties the character to one of the religious orders within a faith. Unless permission is granted, a character is limited to only one sphere and attempts to learn spells in other sects will fail. Only priests of the Church of Avalon and Khemetic faiths are able to use Theurgy. However, former members are rumored to still be able to cast spells.

Casting a Theurgy spell requires the Shamanism skill, a spell book with the required spell, and enough Mana to cast the spell. Casting involves verbal chanting and the possession of a holy object. Further details of spell casting are covered in the Game Play section of the manual.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

Spell List

Sect of Purification

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Ball of Light	I
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Spell Descriptions

Sect of Purification

Assault the Undead I

This spell causes damage to one undead target within 60 feet of the caster and that is within sight. The spell causes 2 points of damage. For each additional point of Mana added at the time of casting, 2 additional points of damage are done. If the undead target reaches zero Hit Points, then it is destroyed. It will never be able to be animated again. If there is any soul trapped within the undead body when it is destroyed, then it is released and will go on to the afterlife.

Ball of Light I

This spell creates a ball of light that is equal to full sunlight. It generates a significant amount of heat that causes 5 points of damage per round to anyone exposed to the ball of light. Only divine armor provides protection. The ball of light appears in the palm of the caster and then travels to a spot designated by the caster up to 70 feet away. The size of the ball is a one-foot diameter. For every point of additional Mana added at the time of casting, an additional foot is added to the ball. The ball of light lasts one round per foot. Therefore, a 10-foot ball would last 10 rounds and would cause 5 points of damage each of those 10 rounds.

Banishment

IX

This power allows the caster to banish or destroy any demon, devil, or fiend that is in the same area as the caster – including if the Demon is possessing a body. This spell requires Holy Oil. If the spell is used against a demon in the demon's home realm, it is destroyed. If it is used in any other dimension, then it is simply banished.

The creature is entitled to a save against its current Hit Points. Each additional ounce of oil used reduces the creature's save by one point for each ounce used up to a maximum of 10 ounces. If the save is not successful, then it is banished. For every five points invested at the time of casting, an additional year is added to the banishment.

Banishment: Oni IX

The home dimension of Oni's in the material world that the characters inhabit. It does not come from heavenly, hell, or elemental dimensions. As such, if the Oni is in one of the other dimensions, it can be banished back to its home dimension. This is done the same way it is done for the other banishments.

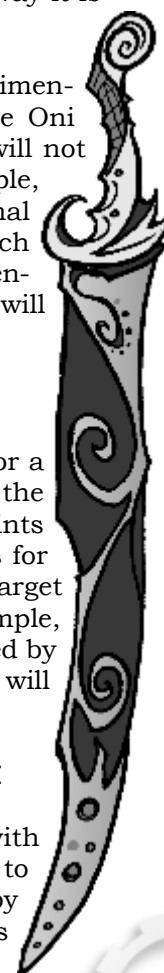
However, if the Oni is in its home dimension, the spell can only remove the Oni from the possession of a body. It will not harm him or banish him. For example, if the Oni is encountered in its normal form in its home dimension (which should be the same as the home dimension for the characters) the spell will have no effect.

Bless V

This spell blesses either the caster or a target touched by the caster. It has the effect of granting an additional 3 points of armor protection. The spell lasts for one hour. In addition, it frees any target from being magically held. For example, if a character is charmed or paralyzed by a magical creature or spell, this spell will break the effects of that spell.

Bless Weapon VII

This spell enchants a weapon with divine energy allowing the weapon to hit creatures that can only be hit by divine objects. In addition, it grants



+10 damage to the weapon when used against those creatures. For each additional 4 points of Mana invested at the time of casting, one additional weapon can be enchanted. The effect lasts 5 minutes (50 Rounds).

Consecrate Object X

This spell allows the caster to consecrate any object whose size is 100 cubic feet or less for one year. Any malign creature will be unable to touch the object. If touched, the object will cause 7 points of damage per round that it is held. The effect can last less than a year if it is defiled by evil in some way so as to drain it of its energy.

Create Holy Oil I

This spell allows the caster to enchant oil. He can make one ounce of Holy oil for every one point of Mana invested at casting. The oil has two effects. The first is that it burns for twice as long as the oil would burn normally. Second, the oil will cause damage to undead and spirits. If oil comes into contact with those creatures, it will cause 1d10 points of damage per ounce.

Create Holy Water I

This spell turns clean water into Holy Water. It creates one ounce of Holy Water. For every additional point expended at the time of casting, one additional ounce may be made. Each ounce of Holy Water will cause 1d10 points of damage to malign undead, spirits, and other malign creatures affected by Holy Water.

Destroy Spirit X

This spell destroys any spirit regardless of power. It requires 10 ounces of Holy oil to be sprinkled around the caster prior to casting. The creature is entitled to a save against its current Hit Points to avoid being destroyed. Each additional point of Mana invested at the time of activation reduces the spirits save by one point. If the spell fails, or the spirit is successful in its save, the caster suffers 10 points of damage plus one point for every additional point of Mana added at the time of activation.

Fear IX

This spell causes fear in any single foe selected by the caster within 100 feet. The fear causes all

abilities, attributes, and any special powers by 50% of their normal capacity. The effect lasts 5 rounds.

Hail of Arrows VI

This spell creates a hail of arrows filled with divine energy to fall within any observed area within 100 feet of the caster. The spell effect has a radius of 30 feet from a designated location by the caster. Each target within the area is hit by 1d4 arrows. Targets that are half the size of a normal human will be hit by only half as many arrows. Targets twice the size of a normal human, or greater, will be hit by 2d4 arrows. Each arrow causes 1d6 points of damage. For an additional 4 points of Mana at the time of casting, the damage is doubled to 2d6 points of damage per arrow.

Invisibility to Undead IV

This spell allows the caster and other willing subjects that are touched to become invisible to all but the most powerful undead and spirits. The spell lasts for one hour, or until the subject attacks.

Obliterate Imp X

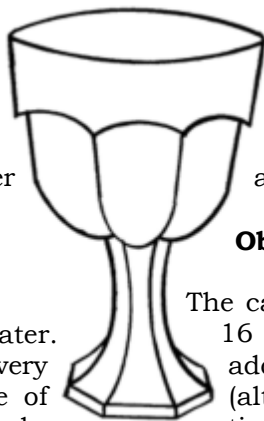
The caster can destroy any single imp within 16 feet of him. To determine success, an additional role against Theurgy is required (although there is no additional casting time). If successful, then the imp is destroyed. If not, then the imp is stunned for 1 round.

Protection from Draining VI

This spell prevents any attribute or ability from being drained by undead or spirits. Physical attacks still affect the recipient. If attacked by a draining power, the attacker will suffer twice the draining affects, as he would have caused to the subject if he were not protected. For example, a draining of 2 to Speed would cause the spirit to be drained of 4 points of Speed. The duration of the spell is one hour.

Protection from Undead I

This spell grants the recipient 5 points of divine protection against undead or spirits. This spell only works on those of the same faith as the caster. This spell lasts 2 minutes (20 rounds).



Spiritual Weapon

I

This spell summons a mace filled with divine energy that is only usable by the caster. The mace gives the caster +25 to hit while using the mace. The damage is 1d12+8 with an additional +10 versus undead and spirits. The spell lasts for 2 rounds plus one round for every additional point of Mana invested at the time of activation. Depending on the specific god worshiped, another weapon type may be substituted at the GM's discretion.

Turn Spirit

I

This spell causes the instant dematerialization of any animal or humanoid spirit selected by the caster that is within 100 feet of the caster. The spirit will rematerialize at some location at least 300 feet from the caster. For each additional point of Mana invested at the time of casting, one additional spirit can be affected or for two additional points of Mana added, 5 points of damage is done to the spirit. If the spirit reaches zero Hit Points, its connection to this world is broken and it permanently destroyed.

Sect of Rejuvenation

Aura of Reflection

IV

This spell creates a damage shield around the caster. Any time a non-magical attack hits the caster, the same amount and type of damage done to the caster will also happen to the attacker. This shield lasts for 8 rounds. The maximum amount of damage done to the attacker is 8 points per blow.

Cure Serious Wounds

VI

This spell heals the recipient of damage. It heals 1d12+8 points of damage. The spell can only be cast on the same target once per 12 hours.

Cure Wounds

IV

This spell heals the recipient of damage. It heals 1d6+4 points of damage. The spell can only be cast on the same target once per 6 hours.

Detect Evil

I

This spell allows the caster to detect the strongest evil or malign force in an area. The area affected is within 70 feet of the caster if in an enclosed space. The area affected jumps to 700 if outside.

The spells lasts 4 rounds. Every additional 2 Mana Points invested at the time of casting adds an additional 4 rounds to the time.

Dispel Malign

X

This spell causes any malign creature within sight to flee the area. If successful, the target will flee up to 700 feet if underground, or 7000 feet if above ground. After one round, an additional check against Theurgy is made. If it fails, the targets stop fleeing. If successful, they continue to flee to the maximum distance. Any attack will break the effect of the spell.

Divine Armor

I

This spell grants 2 points of extra armor protection to the caster or anyone touched. The duration of the spell is 10 rounds. It also prevents any draining from undead or spirits.

Divine Help

VI

This spell gives a bonus to the caster or any person selected of the same faith +7 to hit and +7 bonus to their armor. The spell lasts 7 rounds.

Enchant Holy Object

VII

This spell enables to caster to enchant a Holy symbol of his faith with divine energy. For everyone one point of Mana invested, it will store that one point for later use up to a maximum of 20 points. This spell can only be cast once per month and the caster may only wear one Holy object at a time.

Fast Healing

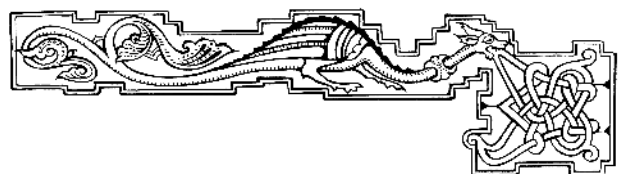
VI

This spell triples the normal healing rate of one subject. The spell effect lasts for 7 days.

Group Heal

VII

This spell heals friendly targets that are within 10 feet of the caster. It heals each target 1d6+4 points of damage. It affects 2 targets. For each additional 3 points of Mana added at the time of casting, the caster can heal one additional friendly target within the area of effect.



Immunity

I

This spell allows those of a different faith than the caster (but not opposed) to be treated as though he were of the same faith as the caster in terms of spell effects.

Neutralize Poison

IV

This spell nullifies any poison within the subject's system. In addition, it heals 1d10 points of damage suffered from the poison. If a subject has died of poison, this spell must be cast before any attempt to raise him from the dead. If not, then the poison will once again kill the subject.

Raise Dead

X

This spell enables the caster to bring a subject back to life by recalling the spirit to the body. The spell must be cast within one hour of death. The spell will restore to the subject to 10% of its base Hit Points. The subject will be unconscious and otherwise incapable of moving for one hour. After an hour of rest, the subject will be conscious again. The subject must not worship any religion that is opposed to that of the caster's religion.

Redemption

X

This spell restores any permanently lost points in a core attribute. In addition to the Mana cost for casting, it costs 10 Mana points per core attribute point restored. If the spell fails, then the spell can never be used again to restore those lost points. A person can only have the spell affect him once per month.

Regeneration

VIII

This spell enables the caster to regenerate any part of the body. There is a 20-point penalty to the chance of success. If the regeneration fails, then the missing body part will never be able to be regenerated. Each additional 10 points of Mana invested at the time of casting will allow the regeneration of one additional part on the subject. The person who has had a regeneration must rest for one week plus 1 day for each additional body part restored.

Resurrection

X

This ritual allows the caster to bring back to life anyone who has died of any unnatural cause. Further, the body, or what is left of it, must be with the caster. This spell will heal the corpse to

50% of its base Hit Points and restore the spirit to the body. There is a 50-point penalty for the chance of success. There is only one attempt possible. If that attempt fails, then it is impossible to come back from the dead. If it is successful, the person who has been raised must rest for 1 full week plus 1 day for every day the corpse was without a soul. The maximum required rest time is 30 days.

Reverse Damage

IV

This spell reverses all physical damage received by the target in the past 3 rounds for a maximum of 20 points. The target must be alive and be touched by the caster

Safe Haven

I

This spell creates a dimensional pocket that the caster can crawl into. The dimensional pocket prevents detection by normal means. No energy can flow in or out of the pocket. Spells can be cast within the pocket as long as the spell only affects those within the pocket. The pocket lasts for 24 hours. Each additional two points of Mana invested at the time of casting allows one additional person or animal to be brought into the pocket.

Speed

V

This spell increases the speed of the recipient by 9 points. It doubles the amount of melee attacks per round. It lasts 1d4 rounds. The recipient must be of the same faith and within 10 feet of the caster at the time of casting.

Spiritual Hammer

II

This spell summons a magical hammer that flies from the caster to hit any single target that is within ten feet of the caster. The hammer does 1d20 points of damage.

True Seeing

I

This spell allows the caster to see things as they truly are. This spell allows the caster to see any object that is invisible, disguised, or hidden by magical means that is within 24 feet of the caster. The spell lasts for one round, but each additional point of Mana invested at the time of activation extends the time by one round.

Aid III

This spell allows the caster to bring a target that has between -1 and -9 Hit Points to 1 Hit Point. The character will be conscious but incapable of any action but moving until healed further.

Bad Luck V

This spell allows the caster to cause any single target within 20 feet to have bad luck. The result is that any checks will be done at a 5-point penalty. The duration of the effect is 10 rounds.

Blade Barrier VIII

This spell summons a series of whirling magical blades. The blades take up a space of up to 20 square feet. Any object passing through it will suffer 4d10+10 points of damage. The duration of the effect is one minute (10 rounds).

Consecrate Weapon X

This spell blesses a weapon. The weapon is treated as magical in nature, but no bonuses are given. The weapon is a repository of Mana. For every one point of Mana added at the time of casting, one point of Mana will be stored in the weapon up to a maximum of 20 points.

Cure Paralysis VI

This spell allows the caster to remove any paralysis caused by non-health related conditions, e.g. magical spell effect.

Divine Flames III

This spell allows the caster to shoot forth divine flames from his hand up to a distance of 10 feet. The flame bolt has a 3-foot diameter. The flames do 1d8+4 points of damage to any target hit. In addition, the flames will continue to burn on the targets for an additional 3 rounds, however, no material will actually be consumed. Each round does 1d4+2 points of damage.

Detect Lie IX

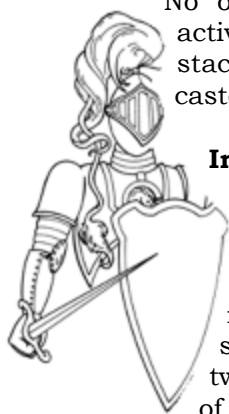
This spell allows the caster to detect if he is being lied to, but he will not know which part is the lie. The spell lasts for one minute.

Flammable Water II

This spell allows the caster to turn water into a flammable liquid. The area of effect is one cubic foot. Each additional point of Mana adds 1 cubic foot up to a maximum of 100 cubic feet. Once on fire, additional water added to the fire will simply cause the fire to spread. The effect lasts for 1 hour after which time the flammable water returns to its non-flammable state.

Holy Armor II

This spell summons an energy field around the caster that provides protection against all types of harm. It gives 4 points of armor protection. No other magical protection can be active for the spell to work. The armor stacks with the armor worn by the caster. The spell lasts for 1 hour.



Improve Weapons III

This spell increases the weapon skill of either himself or any willing subject who is touched. It increases the subject's weapon's skill by five. For every additional two points of Mana added at the time of casting, the weapon's skill is increased by an additional point. The spell effect lasts one hour.

Pass Without Trace VII

This spell allows the caster to walk without leaving any trace or trail to follow. For an additional 3 points of Mana, one additional target can be affected. The spell lasts for 10 minutes.

Ray of Light I

This spell allows the caster to create a stream of light that is as bright as the sun. The light will hit any single target and blind that target for one round.

Remove Fear V

This spell allows the caster to calm any fearful person and remove any affects of magical fear (or similar effect) from the target. The caster must touch the target in order for the spell to work.

Stun

VI

This spell allows the caster to stun a single target for 2 rounds. The target is allowed a save versus Will to avoid the effect.

Temporary Health

I

This spell allows the caster to temporally boost his health. The caster must have his full Hit Points for the spell to work. The spell adds additional 10 Hit Points. The duration of the spell is one hour.

Track Transgressor

VIII

This spell allows the caster to track a single target that has committed a wrong against him, or another. If no injustice was committed, then the spell will not work. What counts as a wrong or unjust act would be determined by the deity worship (essentially the GM has the final say). The spell allows the caster to know in what direction the wrongdoer is located and approximately the distance. The spell works for 24 hours. Any additional 9 points of Mana added at the time of activation, the spell will work an additional day up to 7 days.

General Spells

Binding

X

This spell allows the caster to magically bind his body and soul, and up to seven others, to a specific location. It must be consecrated or hallowed ground. Binding allows a person to be recalled to bound location with a release spell. A person can only be bound to one place and it will be the last place the person was bound to. If the ground becomes unconsecrated at a later time, the binding is removed.

Ceremony

X

This spell allows the caster to perform religious ceremonies such as coming of age, marriage, funerals, births, harvest, etc.

Circle of Protection

VI

This spell creates a magical circle around the caster up to 20 feet in diameter. Each additional point of Mana added at the time of casting extends the diameter by one foot. No malign spirit can enter the circle or send any harmful attack through it. The spell lasts for 8 hours.

Clean

I

This spell cleans any object, liquid, area, body, etc. In doing so, it removes all traces of dirt, oil, contaminants, smells, etc. The area affected is equal to that of a normal human body. Objects twice as large require double the Mana, three times a human's size requires triple, and so forth.

Consecration

X

This spell consecrates any building that is not defiled or inhabited by malevolent forces. The area must be cleansed of all malevolent forces prior to casting of the ritual for it to succeed. The amount of space that can be consecrated is 8000 cubic feet (20 feet in length, width, and height). For every additional point of Mana invested at the time of casting, an additional 20 feet in every direction is added. Consecration makes the area an unfavorable place for evil. Evil will avoid entering the space and some creatures may be completely incapable of doing so. Harm may result to any netherworldly being or creatures such as undead or spirits. The exact effects on malevolent creatures are left up to the GM to decide on a case-by-case basis.

Cure Blindness

II

This spell allows the caster to cure blindness on a single target. If the cause of blindness is the product of natural causes, then a second check against Theurgy is required with a 50% penalty.

Cure Disease

V

This spell cures any disease, illness, infection, etc. The subject must rest for an equal amount of time as the subject has been sick. Travel is possible, but can only move for 30 minutes before requiring one hour of rest. The subject can only move for 4 hours a day.

Dispel Magic

IX

This spell dispels any non-persistent spell or magical effect in an area that the caster wants. The target must be within 140 feet of the caster and in visual range.

Exterminate

III

This spell kills any insects, parasites, or anything similar that is on or inside a body. It does so painlessly and without any harm to the subject.

Heal**V**

This spell heals 1d10 points of damage. Each additional point of Mana invested at the time of casting heals an additional 1 point of damage up to a maximum of 10 extra points. The spell can only be cast on the same recipient once per 24 hours.

Hallowing**X**

This ritual has the same effect as Consecration except that it is for outside area. It blesses the soil. The area affected is the same as consecration.

Improve Ability**I**

This spell temporarily increases the subject's rating in an ability. It increases a skill by one point for every two points of Mana invested at the time of casting up to a maximum of 20 points. Only one skill or attribute can be affected at any given time. The spell lasts for one minute (10 rounds).

Recall**VI**

This spell allows the caster to summon one object back to his hand that the caster has held within one hour regardless of the location of the object. Objects will not be summoned to the caster's hand if it has been destroyed or is somehow thwarted by magical means.

Release**X**

When this spell is cast, the caster and those within 20 feet of him will be sucked through a divine portal and returned to their bound location. This spell only works if the characters have been bound to a location. It costs an additional five points of Mana for every one mile traveled. For example, if the release location is five miles from the bound location, the caster will need to expend an additional 25 points of Mana.

Remove Influence**II**

This spell removes any spell that influences, controls, or holds the subject that is caused by a malign creature. The spell requires the caster to touch the subject and the subject will not be released from control until the start of the next round.

Reverse Polymorph**X**

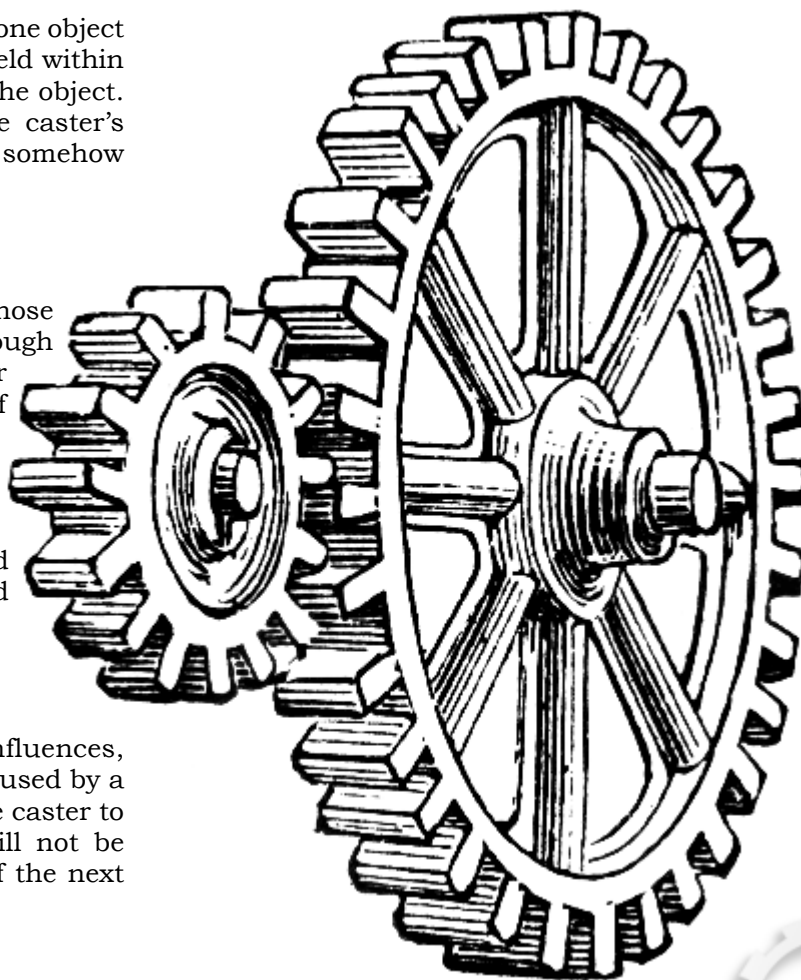
This spell causes any one subject that has shape changed and is within 100 feet of the caster to return to its human (or closest to human) form. The subject is allowed a save against Will to resist the effect. Changing back to human requires one round. The subject will then be incapable of shifting into another form for 6 rounds.

Snare**IV**

This spell allows the caster to slow a target's movement. The target must be within 100 feet of the caster. It reduces the target's movement rate by 50% for 3 rounds.

Spell Immunity**X**

This spell grants the caster immunity to one specific spell that is grade I-IX. Each additional five points of Mana allows one other character to be immune. The duration of the spell is one hour.



Running a Game

Running an RPG can be a daunting task to those with little experience. Even more daunting to those who have never played any RPG before. This section will provide advice on how to handle this all important and necessary task. As you will see, running a game seems harder than it actually is. The following details the basic process. The GM describes what the players see, smell, taste, touch, etc. The GM describes what is going on. The players then inform the GM of what their PCs will do. The GM then decides the results and describes to the players what happens. Dice are often rolled in the process of all of this.

Arbiter and World Creator

The GM is both the arbiter of the rules and the creator of the game world. The first and most important thing the GM should do is familiarize himself with the rules. The GM should begin by making characters. He should start by making archetypes and then make some that are not archetypes. The key is to understand the rules needed to create the characters. This will make it easier to understand the nuts and bolts of the game as well as aid players during character creation.

After familiarizing oneself with the character creation process, the next aspect of the game is combat. The GM should gather a couple of people and run through some sample combat scenarios. The rules are simple. Determine what order PCs and NPCs act. If people attack roll a d100 and compare it to martial arts, melee weapons, or ranged weapons. If hit, then dice are rolled to determine damage. Subtract any armor protection from the damage. During the combat scenario, the GM should decide if he wants to use situational modifiers or not. He also should take the time to practice describing the combat. Simply saying 'hit' or 'miss' is non-descriptive and a bit anti-climatic. These are life and death situations – at least for the PCs. The GM should say things like "Elizabeth takes the pistol from her garter belt holster and fires at James as he is running for cover. The bullet grazes James' arm causing only minor damage."

Other situations are even easier. Want to pick a lock? Roll a d100 and compare it to the thieving rating. If it is equal to or below the rating, then

the lock is picked. Is it a hard lock or easy lock? Is time an issue, or can you spend hours working on it? Take these factors into account and apply modifiers to the roll if you decide you want to take these factors into account. Suggested bonuses and penalties are covered in the game play section of the rules.

That is pretty much it for the mechanics of the game. Now you need to worry about creating the game world. A detailed setting has been provided. Read through the setting material. After you have done that, then decide what type of world you want. The setting, as described, allows the GM and player to decide what direction they will take things. Is the official stories of what is going on the truth, or is what the tabloids say is true? Is science and technology at the forefront, or is it just a backdrop for the setting? How evil and powerful are the corporations? How much impact do they have on the PCs lives?

Additionally, there are various themes, stories, and plots contained throughout the book. If you have not noticed, there are newspaper clips. If you have not done so, read them. It will give you a sense of the world as well as ideas for plots of gaming sessions.

Creating an Adventure

After familiarizing yourself with the setting and rules, you should have an interpretation of the setting, but this is not enough to run a game. You need to have a plot in mind. In this section, we cover the basics of setting up an adventure. There are various "philosophies" of how to properly prepare for and run an adventure. This involves issues of how much of the game is combat, how much is PC/NPC interaction, as well as the role of the GM in establishing a plot. To see what I mean, I will offer a few caricatures.

Storytelling: The role here is simply to sit around a talk. There is little to no action. Often, you will have PC's talking only with PC's. The GM will create an NPC, and they are really just his PC he is calling an NPC. This is a form of amateur improve theater without an audience.

Gamist: The goal here is to roll as many dice as possible as often as possible. The plot is secondary. You are just there to kill things, complete tasks, and take the loot home.

NEW ARCADIA TIMES

Vol. 17

19th Day of the 4th Month, 1880

Evening Edition □.02

Setters Slaughtered!

During a random patrol, marshals discovered the decomposing remains of a group of settlers. The settlers had left New Arcadia a month prior, and were to settle in fertile ranch country north-east of New Arcadia near the foothills of the mountains. The settlers were not the well-to-do types, but they sought freedom and prosperity that only the Commonwealth can provide. It is suspected that Unseelie tribes, probably a mixture of orc and ogre, attacked the settlers for supplies. While the Arcadian Coast has been blessed with few Unseelie groups, the ones that still reside near civilized lands are quit vicious. Marshals suspect this was an especially brutal attack due to the scattered body parts, many of which bear teeth marks. With the civilized world expanding, more will need to be done to combat the dangers posed by those incapable of participating in the modern world.

ADVENTURERS WANTED!

Coal Miner's Union looking for danger seeking types to investigate mysterious disappearances in local coal mine. Apply at Union #112 Office.

Groceries

I have the largest stock of groceries at wholesale prices of anywhere in the city. This is preeminently the Grocery Emporium of the tri-county area. If you stop by, you will find it unnecessary to ever go anywhere else.

Homes Burned, Union Leader is Blamed

William Thorne is being blamed for fires that tore through portions of Northgate. Earlier in the day, Mr. Thorne held a rally where he inflamed the passions of workers. He is quoted as calling business owners "criminals who derive pleasure from keeping the working classes hungry as night." He then told the crowd it was time that they seized the ill-gotten gains of the rich. Soon after, the crowds began to march towards Exchange Square. Police set up barricades and prevented the crowds from passing. Soon after, many began to riot and set fire to a nearby warehouse. The fire soon spread to nearby homes.

This is not Mr. Thorne's first time of being accused of using violence as a tactic. He is often called the public mouth piece of the anarcho-communist group known as Red Flag. Red Flag is known for its advocacy of violence in bring about the end of the state and the rise of a working class that controls the instruments of production directly.

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Furnishing Goods

REWARD!

Gunbarrel Stagecoach INC looking for an individual who can recover lockboxes stolen from coaches last week. 500 sprocks to successful person. See Aida Whitehouse at GS Inc. office for details.

Railroading: The GM creates a story, and everyone else has to go along with it. The PCs become secondary to what is going on. Neither the dice nor the players will get in the way of the "story." The GM takes creating a plot to nothing more than writing a 'cool' story. Running the game, for him, is nothing more the describing to the players what happen. If PCs do things that will mess up his plot, he finds some way of forbidding it. There is no getting off track. Players just sit back and maybe enjoy the ride.

There are other caricatures I could offer as well as reasonable description of how role-playing works. My point with the descriptions is to not only warn potential GM's of follies, but also to shed some light on trying to balance these factors. The fact is a good game session will involve the GM setting up a plot and potentially contorting events at certain spots. It will involve suspense and action. This means there will be dice involved. When dice are involved, you don't know what will happen. Then, the players will need to assume personas. They should interact in character with each other and with NPCs.

Experienced GMs will already have a play style. It may or may not work for them. However, for new GM's you don't have one yet. You won't really have one until you start to run a game. Below is a template for designing and running an adventure. This is simply advice, and since it is just advice, you mileage will vary.

Create Objective Based Plots

The GM should set some goal for the PCs. The goal should be small (we will talk about larger goals later). It should be specific such as steal a prototype, find the backers of a union riot, find a missing person, capture a notorious airship pirate, or retrieve an artifact for a lost tomb.

Get the PCs Together

Adventures, or scenarios, begin with the players being together in a group. It is important for the GM to establish how this happens. Are they all members of a P.I. group hired for a job? Did they all answer an ad in the paper? Did a mysterious envelope arrive inviting them all to a country estate? Were they all on board an airship that is suddenly attacked by airship pirates?

Once you know the objective and how things start, you have the beginning and the end of an adventure. The harder part is in the middle.

Flesh out NPCs

Ahead of time, create NPC's. The level of detail of an NPC depends on how involved it will be in the adventure. You don't need to really detail out a merchant selling equipment to the PCs. On the other hand, if there is a big villain that is involved, especially one that might fight the PCs, you need to have him detailed out. Additionally, you should have backup NPCs. Again, these do not need to be fleshed out, but names, occupations, motivations, are helpful etc. A backup NPC is there in case the players all of a sudden need to interact with someone. You never know when a player might try to romance a store clerk and all of a sudden you need some names and basic facts to use.

This may seem a daunting task because it seems like you have to populate an entire world. The fact is you don't. Just like a TV show, there are only a few main cast members. You have occasional guest stars, but most people are lucky for a cameo. You don't detail them. Just be prepared

for the fact that a PC might stop and ask the paperboy a question. In these cases, you just improvise. If asked for a name, give one. If asked about parents, say he is an orphan. If somehow the paperboy becomes more involved and a fixture of the game, then you add more details. Until then, understand that you really are only creating a handful of NPCs to aid you in plot development and to insert when needed.

It is important to realize that NPCs are not PCs. You do not need to follow the character creation rules. The GM should also not get attached to the NPC as though it was his own character. The NPC may be ignored by the PCs, or killed. Interesting back stories seldom serve a purpose for almost all of your NPCs. You just need their basic motivations and an explanation for why they are doing something. You do not need their life story.

Connect the Dots

You have a beginning, and end, and a cast of characters, both PC and NPC. The GM now needs to flesh out events. So what happens after the setup? If the players were invited to an estate and offered a job rescuing the daughter of a wealthy businessman, what is the next step the players should take? This will give you the second encounter point. Make sure in the first encounter point, e.g. meeting with the wealthy businessman, that you give breadcrumbs to the second encounter point. The PCs now know where to go next. This gives the GM guidance on what to detail next. This should also be detailed out.

Don't connect all of the dots. It is a big mistake to have every encounter detailed out from the start. You have no idea what the players will do. If players start to diverge from the given path, then one of two things happen. At best, you have wasted a lot of your time. At worst, you decide as the GM, to force them to get back on track. This all too often leads to railroad adventures. The players realize it is all contrived and they lack freewill or input to the story. The key thing is to know where things are going and to try to keep one-step ahead of the players.



Create Problem Solving Scenarios

The best way to encourage participation by the characters is to give them a problem to solve. It needs to be something that gets the players to decide what to do. Suppose they need to talk to a clacker. They know his name, but that is it. How do they go about finding her? This gives the players a chance to think and discuss with each other what to do and how to do it. Once a course of action has been decided, the GM decides how reasonable it is. He also then decides on if this something role-played out or if a simple dice role will resolve things.

Overcoming obstacles is what creates challenge and suspense in the game. While you want the beginning of the adventure to be detailed and controlled in a manner to get the PCs headed towards the goal, most of the game will consist of the players deciding what their characters are doing to solve various obstacles presented to them. Combat is one form of obstacle, but it is not the only challenge. Further, just because you intended something to be combat doesn't mean the players won't find a way around it.

Plan for the Unexpected

If there is one thing a GM will soon learn, it is that players will often go in a very different direction than what the GM expects. While you won't be able to predict what they do, you can plan for it. What I mean is that the GM should have the area of the world the PCs are in detailed out. The GM should know if there are docks, where they are at, if there are criminals, if the police are in a part of town, etc. This way, if the PCs go down Market Street instead of Mechanic Street, you know what is there and what is going on.

It is also important that you do not put something in the game you do not want the PCs to use. A GM might intend the players to take a train, but the GM mentions that there is an airship nearby. The GM thought the comment was a way to flesh out the feeling of the world. However, the players decide that the PCs are now going to becoming pirates and steal the airship. To avoid this problem, the GM, should have an idea of the motivations of the PCs and the people playing them. Don't put something that could be a major game changer into the game, even as background, unless you are willing to let your players use them. If the PCs want an airship, and you don't

want them to have one, then don't tempt them by saying there is one 50 feet away!

Of course, one way to control the situation is to "force" the PCs back on track. The airship that they were going to steal turns out to be a Frigate with 300 armed crew. You can make the situation such that the players won't attempt anything or if they do they will get caught. This works occasionally and in situations where the PCs have done something you are totally unprepared for. However, this is suggested as a last resort and one to be used sparingly if at all.

Dice Rolling

Dice rolling is an important part of the game because it decides the outcome in uncertain situations. The GM decides when players need to roll dice to determine the outcome of a situation. The GM will need to establish his own philosophy on this. Is everything up to chance? Chance are this is not the case and the GM will sit his own subjective threshold on what is an automatic success and what requires dice. It is also important to remember to avoid automatic failures. Certainly if a PC is unconscious or tied down, then certain actions will logically be forbidden. However, in most normal situations PCs have a chance, albeit a very small chance, to try to things. The PC may have never driven a train before, but that doesn't mean she doesn't have a chance to figure out how to use the emergency brake.

NPC dice rolling, on the other hand, is a bit different. The only time dice should be used is when the NPC and PC are in some conflict. If there is not a contest between them, then it should just be an automatic success. If the plot is that during the commotion the NPC escapes from another set of NPCs (like the police), there is no reason to have the NPC roll dice for success. On the other hand, if an NPC is trying to knock a PC unconscious so he can escape, then a die roll is required.

Dice can also be used to determine random events. Suppose there is a 25% chance of being attacked by bandits, or a 35% chance to notice a suspicious looking character. The GM then rolls the dice to see what happens. It is important that the GM not tell the players what he is rolling for in these situations. In fact, just randomly roll dice so that players never know when you are making checks for random events.

Campaigns

A campaign refers to a set of interconnected stories usually involving the same PCs. How interconnected they are depends on the GM. TV shows might be a good parallel. There are shows that are episodic. One episode has nothing to do with the next episode. The only connection between two episodes is the same main cast, and the setting. So each week you have the same set of investigators solving crimes. Then there are shows with a season-unifying plot. For example, in *Buffy the Vampire Slayer*, there was an overarching enemy that had to be defeated at the end of the season. In some episodes, that enemy played no role. In other episodes, the plot had nothing to do with the main enemy for the season, but information was uncovered dealing with the main enemy. Then, there are the main plot episodes that directly deal with the enemy that is always killed in the final episode. Then there is the theme-plot model like the *X-Files*. There is an overall theme, namely that there is a vast government conspiracy to hide aliens and other information from the public. Each week involves solving a mystery that most of the time connects to the theme. Over time, more information about the wider conspiracy is uncovered. Of course, there are other styles of TV as well that can serve as models for designing campaigns.

What the GM should do is start to construct an overarching 'arc-plot.' It need not be done in the first or even second adventure, but there needs to be some theme and overall conflict the PCs are participating in. Doing this requires you abandon the episodic formula. It is not enough to have the same cast and the same setting. You need to have some overarching plot that will eventually be revealed to the PCs. The GM can decide how best to do this. Every adventure could have to do with the overarching plot, or there could be filler episodes between the arc-plot adventures. The connection between the adventures could be a mystery theme and that as adventures continue, more is revealed.

To aid in the creation of adventures that could be a set up for a larger campaign, a few examples have been provided.

Technomage Threat

Set Up: The PCs are part of a P.I. company that is hired to investigate a murder. Mrs. Wellesley's daughter, Lenora, was found dead in Harpers

Ferry. The official story is suicide, but she does not believe it. She wants to know who killed her and why.

Getting the PCs together: Well, it needs to be decided before the start of game play how all the PCs came to work together at the agency. This is best done by having the players all create their character's together and the GM should let them know they will be working for a detective agency. You will likely have one Investigator. Infiltrators and Tinkers would be useful and hired. If muscle is required, then having a mercenary would be useful. One PC might be an investigative journalist who starts off as an informant, but then works with the group to solve the murder.

Act One: The PCs meet with the client. Information is provided to the PCs. Two leads are given to the PCs. First, she was on a mission for the Cogwork Guild. Second, a newspaper has been covering the story and claims to have secret information contained in the letter.

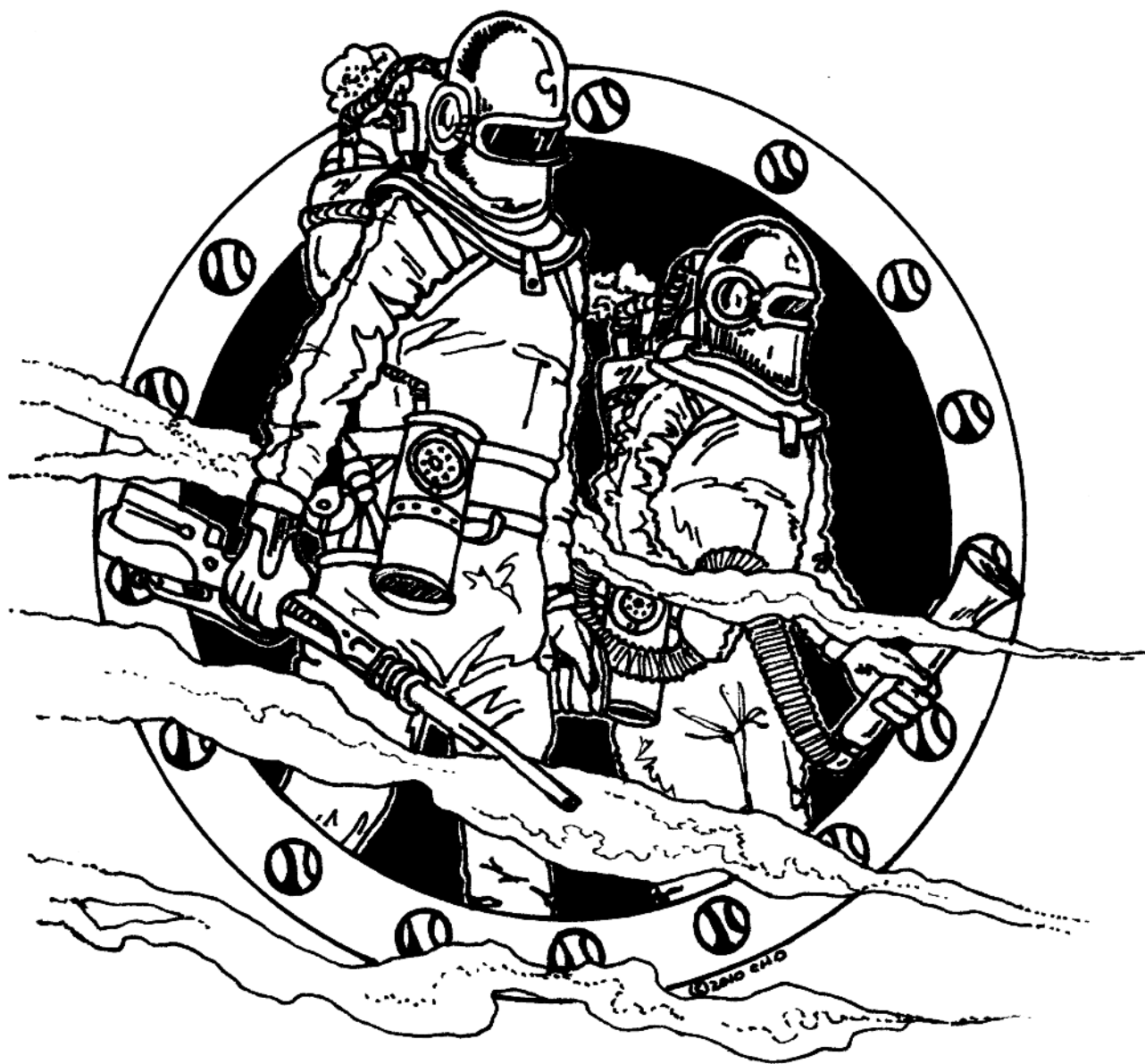
Act Two: The PCs go to the Cogwork Guild. Little information is provided other than where she was at in Harpers Ferry. The PCs track down the reporter. She hands over a letter she says is in code that gives information about a threat to the Cogwork Guild involving the Pilots' Guild. She says a better cipher program might reveal more information.

Act Three: The PCs travel to Harpers Ferry. They follow some leads and find the murderers. They also uncover more of her letters.

Campaign Development: Once decoded, the letters detail the Pilot's Guild working with the technomages. It also points to someone within the Cogwork Guild being an agent for the Pilots' Guild that knew about it. Further, the fact that the PCs know this becomes known to all involved. The PCs are now targets. They could be hired by the Cogwork Guild to find the spy, or maybe now they are having to run for their lives. Additional adventures would involve uncovering more information about technomages and the threat they pose.

Evil Corporations

Set Up: The PCs respond to an ad from the local Coal Miners Guild. There is something mysterious going on in the mines causing death and psychosis to workers. The PCs are hired to solve the mystery.



Getting the PCs together: Well, the PCs all responded to the ad, so they all meet at the Union's office.

Act One: The Union rep gives the PCs information about what is going on in the mines. He talks about mysterious gases, dead bodies, signs of cannibalism, etc. He believes that the corporation that owns the mine is running some experiment on his men, or at the very least don't care what happens to them. The PCs are given mine safety equipment and gas masks. They are given the name of the mine foreman. The PCs are informed by the Union rep that the mines are closed at night for the next two nights. A guard working with the Union will let them in after dark.

Act Two: PCs hunt down information about the company and other mine incidents. They talk with the foreman who starts to give information, but is stopped when he sees men in black suits and black tinted goggles.

Act Three: The PCs enter the mine to explore. They discover gas canisters with the name of a different corporation than what owns the mine. They also fight what appear to be steam powered mechanical spiders that are 2-3 feet in length. The PCs then give all of the evidence to the mine foreman who then has his men go on strike.

Campaign Ideas: Turns out this was all a product of corporate espionage and now the PCs

have been hired to dig up more information and help take a competitor down. Or, the spiders were part of a technomage experiment on an innocent population. Maybe it was all part of a communist plot. They were causing the problems so that the miners would go on strike.

Bounty Hunters

Set Up: Piracy is at an all time high on the Northern Arcadian Coast. The governor has hired the PCs to help take down a notorious airship pirate.

Getting the PCs together: The PCs are sent a covert letter from the governor asking for help. She says the PCs have a reputation, but not such a big one as to draw attention. The PCs should design characters for combat as well as making sure at least one of them can pilot an airship!

Act One: The PCs meet their contact who informs them of the pirate situation. They are told who they need to hunt down. They are also told this cannot be official. Further, to help infiltrate the pirate ranks, they need to steal an airship. An easy target has been provided.

Act Two: The PC's steal the airship and escape. This should be easy to do since it was just staged.

Act Three: The PC's must enlist a crew and hunt down the pirate. The PCs either travel to the Badlands or to Tunis. Once they have a decent sized crew, they can either engage in airship combat or capture the pirate on land.

Act Four: If taken alive, the pirate is handed to authorities. If dead or alive, the PCs are paid. However, after paying the crew, there is little left for the PCs.

Campaign Ideas: The PCs are still wanted criminals for stealing the airship. The governor is going to keep silent. The PCs are now hunted as pirates. Does this turn them into pirates for survival, or do they continue to hunt other pirates and collect bounties? Can they clear their name, or are they destined to be wanted fugitives?

Designing Effective Groups

The character creation section contains rules and archetypes for effective character creation. How-

ever, this is just for one person. Having an adventurer group means the group needs to work well together. This is best done by finding out what types of character the players want to play. Once you have an idea, do they all fit together? Can you design a plot around the group? If so, great. If not, then the GM should inform the players of the "type" of adventure they will be going on. For first time players, it is a good idea to have everyone get together and create characters. This way, people have an idea about what other types of characters are being made.

The GM should not force the players to play any particular character. It is important that the players like the PCs they have created and are playing. At the same time, all people have to realize that certain groups do not work from either a game or role-playing situation. A combat focused game without healers, is a bad idea. Having a Druid with a Cleric of Avalon is going to be problematic. At the very least, the GM needs to be aware of these issues so he can explain why such a desperate group of PCs are adventuring together.

Setting the Mood

One important task of the GM is to set the mood. This is done via descriptions. There are two main ways to do this. First, through NPCs. The GM sets the mood by describing how the NPC looks. Further, he talks in character as the NPC. The GM can denote social class in this manner. By using specific vocabulary he helps convey that this is a different world than the real world. It also helps to encourage players to talk in character.

The second way a GM sets the mood is by the description of the world. For example, saying that it is raining outside does not set the mood. On the other hand, a vivid description of the weather does. The GM could say something like "You hear the sound of thunder and the pelting of rain. As you look outside you notice the skies open up and sheets of rain pound the cobblestone pavement. People run to the nearest shelter from the rain. As you open the door to embark on your adventure, you feel the cold wind blow against you causing shivers down your spine. In the distance you hear thunder roaring." Additionally, the GM should give vivid descriptions of the world, especially at the beginning of the game to help the players visualize the world. This helps the players get a feeling for the game.

Beastuary

It is not just humanoids that pose dangers to characters. In a world filled with pirates, tech-nomages, and corporate goons, there are other dangers the characters may face. Ancient crypts contain necromatic creatures. A demon may be devouring harlots and the characters find themselves having to dispatch him. Unseelie races may attack the characters caravan as it travels in rural areas of the Arcadian Coast. Below you will find descriptions of the most common monsters characters may encounter.

Unseelie Races

Hoblers

Str: 60 Fort: 40 Agil: 45 Pres: 20
Perc: 40 Know: 40 Will: 30 S: 35
HP: 40 AF: By Armor

Abilities:
Stealth 60
Jury-rig 55
Melee Weapons 40

Attack: By weapon

Description: Hoblers are a gremlin-type creature that is blamed for the dysfunction and breakdown of mechanical devices. Their existence is controversial since there have been no reliable specimens caught. The few sightings that have been documented have all be in or around mining locations. The creatures range between 2-3 feet tall and their physical characteristics are similar to Gnomes. When machines breakdown, items go missing, or a dangerous 'lose screw' is found, it is common for people to say 'the Hoblers must 've done it.' For those that believe in Hoblers, the creatures motives are mysterious. They do believe that these creatures cause serious mechanical failure, mine collapses, and parts thefts.

Combat: The only deaths or assaults caused by Hoblers have been through damaged machines. This involves the machines collapse or occasional explosions. Outside of almost never being seeing, there are no known combat traits of Hoblers. It is assumed they would attack using weapons.

Ogres

Str: 65 Fort: 80 Agil: 70 Pres: 30
Perc: 35 Know: 30 Will: 40 S: 40
HP: 110 AF: 10

Abilities:
Melee Weapons 70
Martial Arts 60
Evaluation 20
Waylaying 20

Attack: Weapon +10/2d10

Description: Ogres look like very large humans. They are around 9 feet tall and slouch, giving them the look of a hump on their upper backs. Ogres tend to be slightly stupid and gullible. They are very malevolent creatures. Ogres are a clan-based society. Ogres live in small tribes, but the tribes exist within a clan. There are various Ogre clans that claim jurisdiction over various areas. Ogres are tolerant of Orcs, but tend to view humans and the Seelie races as their natural enemy.

Combat: Ogres can throw small boulders that will do 2d10 points of damage. They also use spears or clubs. In addition to the base damage of those weapons, they do an additional 10 points of damage when using those weapons because of their strength. They wear leather, fur and hide for armor – often in a ragtag fashion. Between that and their hard skin, they have an effective armor factor of 10 points.

Orc

Description: An orc's hair usually is black. They have lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, chartreuse, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller. Orcs are not highly intelligent and are prone to anger and violence quickly. They seldom engage in trade with other races. They prefer to live nomadically and take what they need from others. Each group has a chief in charge. Group size ranges from 35-80.

Combat: Orcs are proficient with all simple weapons, preferring those that cause the most damage in the least amount of time, and do 6 extra points of damage because of their strength. They enjoy

attacking from concealment and setting ambushes, and they obey the rules of war (such as honoring a truce) only as long as it is convenient for them. Orcs often carry a simple wooden shield and wear animal skins for armor. However, while in the service of powerful leader, orcs will gladly use whatever arms and armor are provided to them.

Orc:

Str: 50 Fort: 45 Agil: 45 Pres: 30
Perc: 45 Know: 30 Will: 30 S: 35
HP: 45 AF: 6

Abilities:

Melee Weapons 45
Ranged Weapons 40
Waylaying 40
Martial Arts 30
Evaluation 30
Thieving 20

Orc Chieftain:

Str: 60 Fort: 65 Agil: 65 Pres: 45
Perc: 50 Know: 35 Will: 40 S: 40
HP: 65 AF: 10

Abilities:

Ranged Weapons 65
Melee Weapons 60
Command 50
Martial Arts 50
Evaluation 45
Waylaying 45

Orc Shaman:

Str: 40 Fort: 50 Agil: 40 Pres: 40
Perc: 55 Know: 45 Will: 55 S: 42
HP: 50 AF: 8

Abilities:

Elementalism 55
Shamanism 45
Melee Weapons 40
Evaluation 40
Arcanum 35
Waylaying 25



Trolls

Str: 70 Fort: 60 Agil: 50 Pres: 20
Perc: 30 Know: 25 Will: 40 S: 45
HP: 90 AF: 6

Abilities:

Melee Weapons 70
Martial Arts 60
Evaluation 40
Waylaying 30

Attack: 1d10+12/2d10/weapon +12

Description: Trolls average around 9 feet in height. They have green scaly skin and black oily hair. They have a very strong odor. Trolls are malevolent and carnivorous. Trolls are able to see in the dark at the same range they can in the day – about the same distance as a human. Trolls live in small family units that live near other family units. However, they do not exist in any organized groups like Ogres and Orcs.

Combat: Trolls can throw large rocks, doing 2d10 points of damage. Sometimes they will use large clubs. When using clubs, they will do an extra 12 points of damage because of their strength. Most trolls attack with their hands. When doing so, they have two attacks per round using their hands. Each attack does 1d10+12 points of damage. Trolls have thick hide, providing 6 points of armor protection. Trolls regenerate 6 points of Hit Points per round unless the damage was caused by fire or acid. In order to destroy a Troll, it must be brought to zero HP and then the flesh must be burnt to prevent regeneration.

Technomage Creations

Clockwork Beholder

Str: 60 Fort: 50 A: 60 Pres: 20
Perc: 45 Know: 20 Will: 40 S: 40
HP: 40 (main body) 10 for each stalk AF: 12

Abilities:

Martial Arts 50
Melee Weapons 60
Ranged Weapons 45
Stealth 50
Waylaying 35

Attack: Special

Description: A Clockwork Beholder is a fully mechanical monster. It is 6 feet in diameter and is round. It has the shape of a very large eyeball. In the center of the sphere is a large mechanical eye with gears serving as the iris. It is made of a brass colored metal, and one can easily see the rivets used to bolt together the panels. The Clockwork Beholder hovers above the ground because of a levitation spell cast on it. The creature is silent unless attacking. If needed, it can use its mechanical mouth to talk. Atop the sphere are eight bendable and expandable metal stalks. Each stalk is attached to various devices that cause different effects.

The creature is often in the service as a protector for a mad scientist. If not under someone's control, it is a bloodthirsty and evil creature. It is rumored that brains of psychopaths are used to control the creature.

Combat: Only half of the stalks will be able to attack in any given round. Each stalk has 10 Hit Points and 12 points of protection. Damage to a stalk does not lower the overall Hit Points. Only

when the main Hit Points hit zero is the creature destroyed. If left alive, the creature will repair itself. It takes 2 hours per stalk to be rebuilt. Casting magic on the Beholder is dangerous. If the spell hits, there is a 50% chance nothing will happen. 25% of the time the spell is reversed and 25% of the time the spell works. The large eye at the front of the creature generates a field that distorts projectiles. Projectiles that are aimed at the center eye have a 50% chance of being deflected.

Mallet 1d10

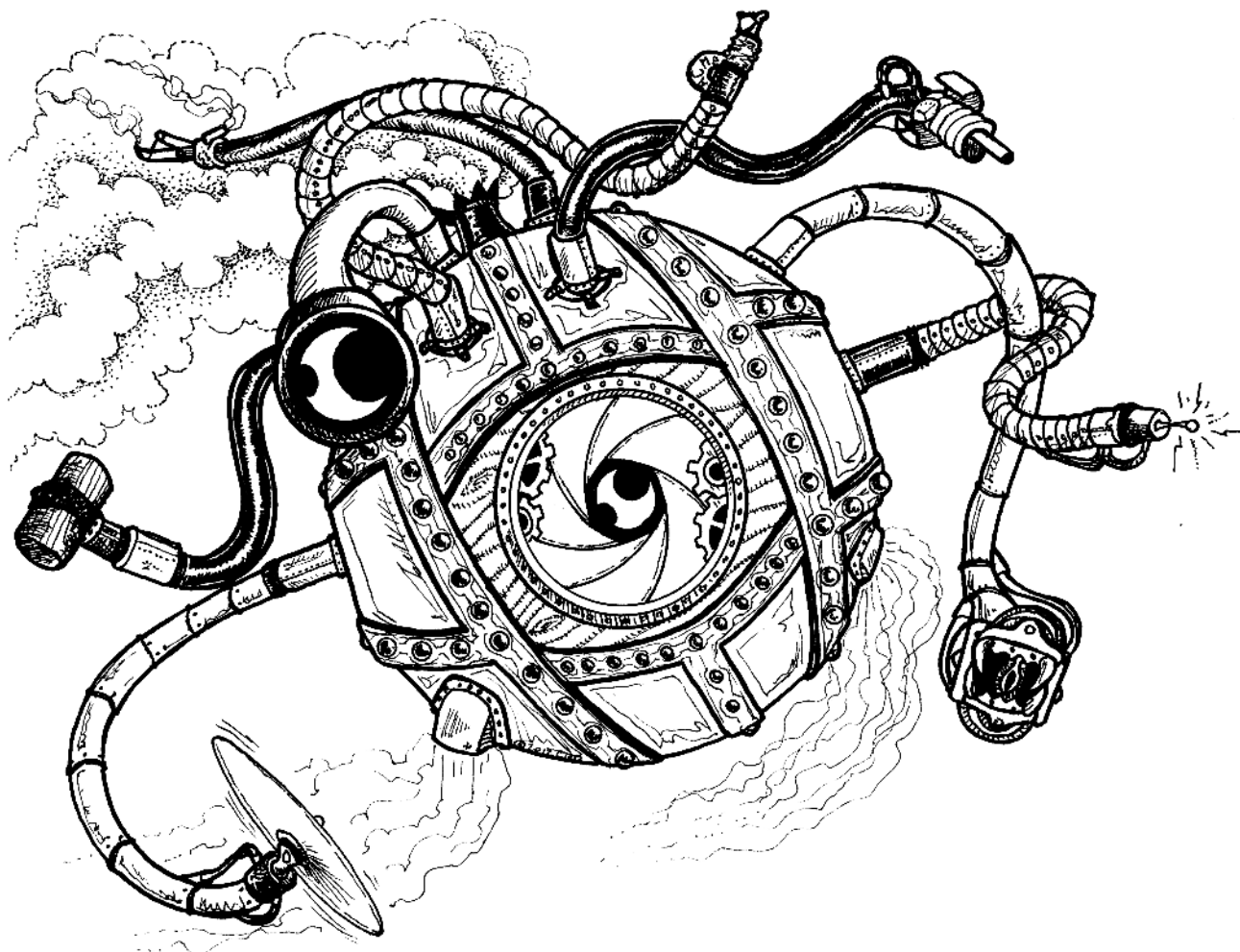
Circular Saw 1d12

Poison Gas (All within 20 ft must save versus speed to avoid the gas. If effected, then targets will suffer 1d10 damage and be forced to flee for 1d4 rounds)

Glue (Squirts glue up to 10 ft. If hit, the target will be incapable of moving for 1d4 rounds. Also unable to use hands to pick up items or switch out weapons.)

Aether Gun 1d20+2

Biting Mouth 2d10



Clockwork Sandshark

Str: 50 Fort: 40 A: 55 Pres: N/A
Perc: 45 Know: N/A Will: 40 S: 40
HP: 50 AF: 8

Abilities:

Martial Arts 55
Scrutiny 45
Evaluation 40
Stealth 50

Attack: Bite 1d12+8, Fin 1d10

Description: Clockwork Sandsharks live in the sands of the desert. Their springs are wound by changes in the sand's temperature. They 'swim' along the sands in search of prey. Sandsharks are usually programmed as guards that alert its owner of trespassers, and deal with unwelcome guests. However, some have 'gone mad' and swim through the sands, attacking and killing randomly. The top fin of the Sandshark becomes visible above the sand before it attacks.

Combat: They attempt to stalk their prey and attack from behind. They can bite for 1d12+8 points of damage. Their dorsal fin does 1d10 points of damage.

Steamwork Dragon

Str: 90 Fort: 80 A: 85 Pres: 50
Perc: 65 Know: 60 Will: 60 S: 55
HP: 100 AF: 15

Abilities:

Aeronautics: 70
Martial Arts 65
Melee Weapons 60
Ranged Weapons 45
Forging 40
Engineering 50

Attack: Breathe Weapon 1d4+25, Claw 2d8+8, Bite 1d20+10, Tail 1d20+8

Description: The Steamwork Dragon is one of the most powerful creatures ever constructed. They look similar to the dragons in European mythology. They have four legs with claws, wings, a large egg shaped abdomen that connects to a long tail and elongated neck. However, instead of being made of flesh, the Steamwork Dragon is made of bronze and steel. The creature is powered by a steam engine. The creature mostly

eats coal, but other burnable material can be substituted if necessary. While the creature can 'starve' to death, adding hot coal through the mouth to the furnace will revive the creature.

The Steamwork Dragon has a filter in its tail that collects soot. However, it can turn the filter off to produce a thick cloud of black shoot. Additionally, the creature can open up its mouth and breathe fire from the furnace located inside of its massive frame. Even though the creature is made out of metal, it is able to fly using its massive wings. Additionally, its eyes have infravision up to 50 feet.

The Streamwork Dragon has human level intelligence, but its brain is believed to be powered by a large analytical engine. Steamwork Dragons are rumored to have learned how to mechanically reproduce themselves. However, this has not been confirmed.

Combat: Each one is approximately 50 feet in length from head to tail. It can attack using its breath weapon, claws, bite or tail. The breath weapon can only be used once per minute. If it is not using a breath weapon, it has two attacks per round. The claws on the creature are able to wield most weapons. Steamwork Dragons are made out of an unknown alloy that makes it impervious to most magic spells, but not magic weapons. Magic spells that cause damage through heat are likely to cause damage.

Technozombie

Str: 35/70 Fort: 35 A: 50 Pres: 10
Perc: 35 Know: N/A Will: 30 S: 30
HP: 40 AF: 8

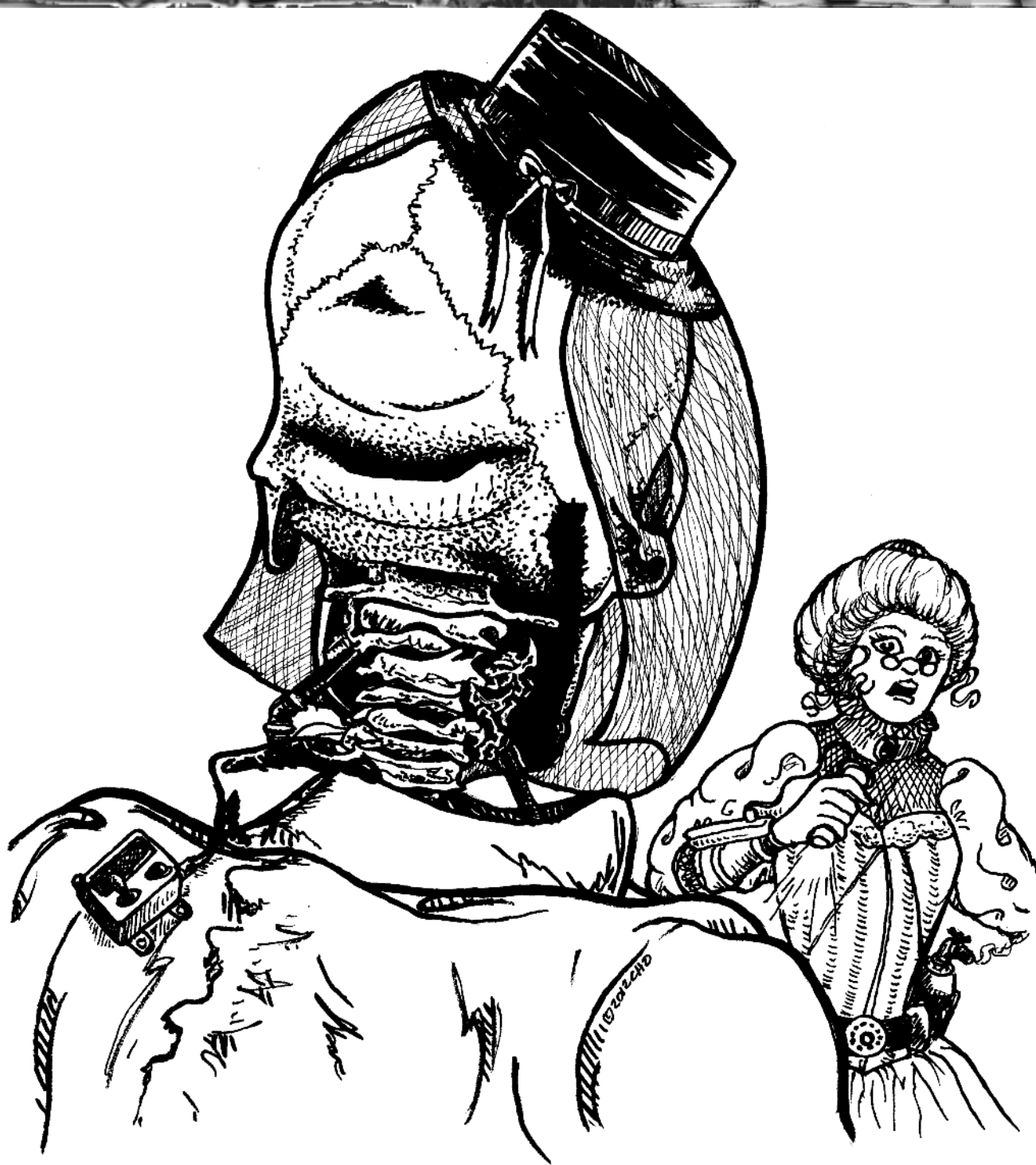
Abilities:

Martial Arts 50
Melee Weapons 40
Ranged Weapons 35
Stealth 35
Waylaying 30

Attack:

Punching with regular arm: 2d10
Mechanical arm: 2d10+6
Circular Saw: 2d12+6

Description: A technozombie is an evil creature created by a technomage that practices necromancy. Mechanical limbs are added to your basic zombie. The strength in the mechanical arm is substantial. In addition, there is a circular saw



attached to the arm. The skull is partly covered in with metal. One eye has been replaced with an eye that can see heat signatures. The zombies have a basic clockwork mind. While it cannot exactly think for itself, it does have improved reasoning skills and can verbally respond. It can follow complicated instructions from its creator. If their creator is dead, it will follow its last set of instructions. If those instructions are done, it will seek out living humanoids to kill. Unless it

is a fresh corpse, the body will have the stench of rotting flesh and decay.

Combat: The magical energy that causes Zombies to rise to life also imbues them with 7 points of armor protection. Although defeated when its Health reaches 0, unless it is brought to -10 Health, a Zombie will slowly regenerate itself at a rate of 1 Health point per round until it is restored to full strength (and only then can it attack again).

Insects & Animals

(Creatures in this section do not have any abilities. To determine if an attack is successful, use the Agility rating that is listed under each entry.)

Bear

Str: 80 Fort: 50 Agil: 45 Pres: N/A
Perc: 30 Know: N/AWill: 20 S: 40
HP: 80 AF: 8

Attack: 2d10+10/claw, 2d8/bite

Description: It is a large bear, typically brown or black.

Combat: Bears cause 2d10+10 points of damage from their paws. Biting does 2d8 points of damage. Their coat and hide provide 8 points of protection.

Camel

Str: 60 Fort: 40 Agil: 20 Pres: N/A
Perc: 20 Know: N/AWill: 20 S: 55
HP: 70 AF: 3

Attack: 1d6/bite, 1d10/kick

Description: It is a two hump camel that is commonly used to traverse the desert.

Combat: Camels can spit and blind a target for 4 rounds. They bite for 1d6 points of damage. They can kick for 1d10 points of damage.

Cheetah

Str: 60 Fort: 60 Agil: 65 Pres: N/A
Perc: 50 Know: N/AWill: 25 S: 75
HP: 60 AF: 6

Attack: 1d12+10/claw, 1d10+20/bite

Description: A large feline that has spots and is known for its sprinting speed. Unlike most other large cats, Cheetahs are able to be domesticated. They were once common with ranchers, but are now slowly being phased out by dogs, since dogs eat less and are easier to breed. Ranches in the Central Savannah and northern portions of the Arcadian Coast still mostly use Cheetahs.

Combat: Cheetahs can claw for 1d12+10 points of damage. Their bite does 1d10+20 points of damage. A Cheetah can chase down virtually any ground target within 5 rounds and tackle it to the ground and get a bite around the target's neck. A check against Agility each round is necessary to avoid being tackled. They have 6 points of armor protection.

Desert Lions

Str: 70 Fort: 75 Agil: 40 Pres: N/A
Perc: 40 Know: N/AWill: 20 S: 52
HP: 70 AF: 5

Attack: 1d20+6/claw, 2d10+16/bite

Description: These are 10-foot-long large, muscular felines that live in small social groups. They typically live in the deserts of the Badlands, but many frequently wander into the northern portions of the Central Savannah. Their fur matches the color of the sand. Males over the age of three sprout large black manes.

Combat: Desert Lions are carnivores that often hunt in small packs of 2-5. They generally do not attack humanoids, but sometimes will if the humanoid is perceived as weak or the lions are desperate for food. Their claws do 1d20+6 points of damage and they bite does 2d10+16.

Dog, guard/war

Str: 30 Fort: 30 Agil: 40 Pres: N/A
Perc: 55 Know: N/AWill: 25 S: 50
HP: 30 AF: 4

Attack: 3d6

Description: Any sort of large domesticated canine.

Combat: Dogs have 4 points of armor protection from their hide. They bite for 3d6 points of damage.

Horse

Str: 60 Fort: 50 Agil: 25 Pres: N/A
Perc: 20 Know: N/AWill: 20 S: 70
HP: 65 AF: 3

Attacks: 1d12; 2d10 (war)

Description: Large domesticated equines.

Combat: Common does 1d12 points of damage. War does 2d10 points of damage. Each hide provides 3 points of protection.

Jants

Str: 50 Fort: 60 Agil: 40 Pres: N/A
Perc: 10 Know: N/A Will: 20 S: 40
HP: 30 AF: 7

Attack: 1d20/bite, Special

Description: Jants are large 6 legged insects. They are reddish brown in appearance and have an overall look similar to an ant. They are around feet in height and 3 feet in length. They live in large subterranean hives in the Western Mesa area and in the Central Savannah. Excavating the dirt has created large mounds that look like rocks at a distance. Although unknown, it is assumed that Jants operate like ants and have a queen and a set of workers. Jants are omnivorous scavengers. While generally preferring to scavenge carcasses, they are known to attack and kill living prey.

Combat: Jants can bite for 1d20 points of damage. If their bite pierces flesh, it releases a paralyzing toxin. The toxin does 1d10 points of damage and will paralyze the portion that is bitten for 1d4 rounds.



Quilled Wolves

Str: 40 Fort: 45 Agil: 45 Pres: N/A
Perc: 50 Know: N/A Will: 20 S: 45
HP: 45 AF: 8

Attack: 2d10/bite, 1d12/quill

Description: These are large carnivorous canines that live in large social groups. The color of these wolves range from reddish brown to gray. Their top coat of fur is a set of thick pointy quills, similar to a porcupine's quills.

Combat: These predatory animals hunt in packs, and often hunt larger prey. Each bite does 2d10 points of damage. If punctured by a quill, the target suffers 1d12 points of damage. This dissuades most other carnivores from attacking. It is rumored that some quilled wolves can actually shoot their quills, but this has not been confirmed.

Snake, Poisonous

Str: 10 Fort: 25 Agil: 35 Pres: N/A
Perc: 40 Know: N/A Will: 20 S: 55
HP: 15 AF: 2

Attack: 1d4+25

Description: Any generic poisonous snake.

Combat: 1d4 points of damage for a bite plus 25 points of damage from the venom. The target must then save versus his Fortitude. If he fails, he will continue to suffer 5 points of damage per round until cured or dead. If successful, no more damage is taken and he is temporarily immune to the snake's venom.

Stegedon

Str: 100 Fort: 110 Agil: 50 Pres: N/A
Perc: 55 Know: N/A Will: 50 S: 50
HP: 180 AF: 10

Attack: 2d10+10/tusk, 2d10/trunk, 1d20/stomp

Description: Stegedons are 18 feet tall pachyderms with long trunks and two ivory tusks. The tusks measure 10 feet in length. The length of its body is 28 feet, which does not include the tusks. They have thick skin covering a dense fat. The average weight is 15,000 pounds. They live in large social groups and are herbivores.

Combat: Stegedons are herbivores that eat grass, bark, and tree leaves. They do not engage in combat outside of their own species. However, they will defend themselves if attacked. If one is attacked while traveling with the pack, the pack is able to organize itself. They will attempt to surround the attackers, then impale them with the tusks or trample them.

Vorn

Str: 70 Fort: 55 Agil: 50 Pres: N/A
Perc: 55 Know: N/A Will: 25 S: 60
HP: 55 AF: 8

Attack: 2d10+6/bite, 1d12/tail

Description: Vorns are large creatures related to canines. They average over 7 feet in length from snout to the tip of the tail. They are around 4 feet tall. Their fur is dark brown to black and they have dark red eyes. They have four tufted ears – two facing forward and two facing back. Addition-

ally, their tails are spiked. Underneath their thick layer of furs are sharp bone protrusions that provide extra protection. The snouts of Vorns are larger than a dog's, and their teeth resemble that of a shark. Vorns travel in small packs and hunt animals such as pack moose, but they have no natural fear of humans.

Combat: Vorns prefer to surround their targets to prevent escape and then charge all at once ripping into the flesh of their victims. Unlike most other predators that seek to instantly kill a target prior to eating, vorns begin to eat their victims while still alive. They continue to feast on the carcass once it is dead. A vorn's fur and bone structure provide 8 points of armor protection. Its bite does 2d10+6 damage and it can attack with its spiked tail for 1d12.

Zebrions

Str: 80 Fort: 70 Agil: 45 Pres: N/A
Perc: 40 Know: N/A Will: 30 S: 48
HP: 75 AF: 8

Attack: 1d20+10/claw, 1d20+20/bite

Description: These are 8 feet long large muscular felines that live in large social groups. Males possess a mane of thick fur around its neck. Their bodies have a black and white striped pattern.

Combat: Zebrions are carnivorous animals that hunt in packs, usually by hiding in the grasses of the savannah and then waiting for prey to come near. Their claws do 1d20+10 points of damage and they bite does 1d20+20/bite. Zebrions seldom attack humanoids, but are often hunted for their pelts.

Paranormal Creatures

Banshee

Str: 40 Fort: 40 Agil: 60 Pres: 50
Perc: 60 Know: 40 Will: 40 S: 50
HP: 45 AF: 8

Attack: 1d20, Special

Description: Banshees appear as young attractive female elves. Only on close examination at close distance will an astute observer notice an ethereal quality about the banshee. They live in natural settings near humanoid settlements. They prefer

tree groves, rivers, and stone ruins. The Banshees appear as though they need help. In actuality, they seek to drain the souls of humanoids, especially males.

Combat: Banshees use their voice as a primary means of attack. It has three powers. First, a screech does 1d10 points of sonic damage to all of those within 20 feet of her. Second, the Banshee's voice can be used to cause targets within 20 feet of her to flee. If a save against Will is unsuccessful, the target runs for 1d4 rounds before being able to stop. Third, the Banshee can use her voice to attract males within 300 feet to her location. A save versus Will will negate the effect. In addition, the Banshee's touch does 1d20 points of damage. The Banshee has an AF of 8, but, only silver or magical weapons can do harm to a Banshee.

Werewolf

Str: 50 Fort: 40 Agil: 50 Pres: 40
Perc: 70 Know: 30 Will: 30 S: 45
HP: 45 AF: 5

Abilities: Depends on the werewolf. In wolf form, their effective Martial Arts ability is 50.

Attack: 1d10, 2d10

Description: Werewolves are creatures that shape change between humanoid and wolf form. The only documented cases involve humans and elves. In humanoid form, they have their normal attributes and skills. In wolf form, their attributes (typically) increase and their level of cunning increases. They have heightened sense akin to wolves such as improved sense of smell, hearing, and better night vision. Some of the more powerful Werewolves keep access to their humanoid skills. Experienced Werewolves can control whether they change on any day except for the full moon. Newer Werewolves lack the ability to shape-shift at will. Stress, or the week of a full moon will trigger a change.

Combat: Werewolves bite or claw their victims. Often, werewolves will hunt in packs with either other werewolves or actual wolves. Their claws do 1d10 and their bite does 2d10 points of damage. A werewolf can summon wolves to his aid by howling. Any wolf in a half-mile area will immediately run to the werewolf. In most wooded areas, this would mean 2d4 wolves would arrive within 5 rounds. If a victim loses over 50% of his HP from werewolf attacks, then the victim must

make a successful save against Fortitude to avoid becoming a werewolf on the next full moon. Only magical or silver weapons can cause harm to it.

Spirits and Undead

Animal Spirit

Str: 45 Fort: 40 Agil: 40 Pres: N/A
Perc: 35 Know: N/AWill: 60 S: 55
HP: 50 AF: 5

Attack: 1d10/special

Description: Animal spirits have various effects given the type of spirit and type of animal. A generic domesticated animal (cat, dog, horse, mouse, etc.) will appear like a normal animal. When the animal is within 10 feet of an individual, it will begin draining attributes. It will drain one point of agility per round and any agility-based skill will also decrease by one. If the victim reaches zero in agility, then the victim dies. The victim will begin to grow cold and fearful as the agility is being drained. If the victim is away from the spirit for an hour, then his agility will begin to return at a rate of one point per hour.

Combat: If attacked, the spirit will defend itself. It will attack for 1d10 point of damage. It can become immaterial in one round. The spirit has 5 points of armor. If killed, it will respawn within 48 hours. The only way for permanent removal is by specific magical spells or items.

Ghoul

Str: 40 Fort: 35 Agil: 35 Pres: N/A
Perc: 25 Know: N/AWill: 30 S: 28
HP: 35 AF: 8

Abilities:
Martial Arts 35
Waylaying 35
Stealth 25

Attack: 1d10+10/1d8 + special

Description: Ghouls are similar to fleshwalkers. Unlike fleshwalkers, they are not mindless creatures. They are a disgusting form of humanoid undead. They eat the flesh of corpses. They are sickening yellow in color, with faces that are distorted to look canine-shaped (along with the accompanying teeth) and unnaturally long, sharp, and powerful hands.

Combat: Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves. A Ghoul will attack with its hands for 1d10 +10 damage and with its bite for 1d8. However, with each bite, there is also a risk of the victim being poisoned. If poisoned, the target will suffer an additional 1d6 points of damage per round for 4 rounds. The only way to be poisoned is to have bite damage that is not fully absorbed by armor and the target must fail a save versus his current Fortitude. The magical energy that causes Ghouls to rise to life also imbues them with 8 points of armor protection. Ghouls are immune to sleep and charm spells.

Ghast

Str: 50 Fort: 40 Agil: 45 Pres: N/A
Perc: 30 Know: N/AWill: 35 S: 30
HP: 50 AF: 10

Abilities:
Martial Arts 45
Waylaying 40
Stealth 30
Attack: 1d10+10/1d8 + special

Description: A ghast is a more powerful form of a ghoul. In addition to all of its ghoul traits, an immensely foul stench of death hangs over a ghast. Every living creature within 10' of a ghast must make a successful Fortitude check, or be so sickened as to be completely incapacitated for 1d4+6 rounds. Healing spells will restore a player character to normal status.

Although defeated when its HP reaches 0, unless its head is severed and removed at least 10' from its body, a ghast will slowly gather itself back together at the rate of 1 HP/second until restored to full strength (and only then can it attack again).

Ghost

Str: 30 Fort: 40 Agil: 25 Pres: N/A
Perc: 50 Know: 40 Will: 45 S: 35
HP: 25 AF: 12

Attack: special

Description: Ghosts are the spectral remnants of intelligent beings that, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles its corporeal form in life, but in some cases, the spiritual form is somewhat altered.

Combat: Ghosts attack by touch. If touched, the target is paralyzed for 1d6 rounds. In addition, if the target fails to save versus 50% of his Fortitude, the ghost can possess his body for those rounds. When possessing a living being, the ghost has complete physical control. Some ghosts have the ability to move objects around in the house via telekinesis. Ghosts cannot attack in well-lighted conditions. Ghosts can only be harmed by magical means (spells, magic items, magic weapons, etc) and against such attacks, they enjoy an armor protection of 12.

Mummy

Str: 60 Fort: 70 Agil: 65 Pres: 30
Perc: 40 Know: 50 Will: 75 S: 25
HP: 120 AF: 12

Attack: 1d4+2 or 1d4+8

Abilities:

Necromancy 70

Martial Arts 60

Melee Weapons 50

Description: A mummy is a powerful undead creature usually found as part of a Khemetic tomb. Their internal organs have been removed, their body dehydrated, and their flesh covered in tightly wound linen fabric. There are various theories as to what type of creature it is, and if they are intentionally created or not. Some theories hold that Khemetic priests created them to protect the tomb, while others maintain they are accidents of some sort. An evil spirit inhabits the corpse, as well as the original soul of the body. Still others maintain that a Mummy is only created when the living person was extremely powerful and evil. He either desires to have eternal life, or is sent to live in the corpse as punishment from the gods. The official stance of the Khemetic Empire is that mummies do not exist. Necromancers simply animated the corpse and use them for their own purposes. Recent evidence suggests that this is not the case, that mummies have free-will and do not serve any masters. In any case, two things should be noted. First, most mummies are just corpses, like any other dead body. Second, that there may be mummy-looking animated corpses, but those are often just fleshwalkers. Actual mummies tend to give off a faint green aura, and have red eyes.

Combat: A mummy is slow moving, but silent. The body posses no odor detectable by humanoids. The Mummy will have control over any

corpses/Fleshwalkers in its immediate vicinity. There will usually be 2-8 former slaves now reanimated as Fleshwalkers serving the mummy's needs. Most mummies possess necromancy spells. When attacking, mummies will use weapons, but often prefer to touch their victims. The touch of a mummy does 1d10+10 points of damage. In addition, the touch has two effects. First, the touch can paralyze a target. If the target fails to make a save against 50% of Fortitude, then he is paralyzed for 1d6 rounds. Second, the touch of the mummy inflicts the disease known as mummy Rot. If the target fails to make a save against Fortitude, then he is infected. The disease prevents all natural healing. Further, after one week, all magical healing or potions will cease to have an effect. By the second week, flesh will start to necrotize and fall off. Only rare and specific magical cures will be able to heal the disease. Mummies create a fear aura. Every round in which a target is within 5 feet of the mummy will require a saving throw versus Will to prevent its effects. If the saving throw fails, then the target suffers a 10% penalty to all actions. The effect is cumulative based on the number of times the saving throw fails, i.e. 3 fails is a 30% penalty. After 10 fails, the target dies from fear. Each round away from the mummy removes one layer of penalty. The mummy has an AF of 12. The only way to permanently destroy a mummy is to reduce the body to dust. This is usually done by fire.

Shadow

Str: 30 Fort: 30 Agil: 25 Pres: N/A
Perc: 40 Know: N/A Will: 40 S: 45
HP: 30 AF: 0

Attack: 1d4+2 or 1d4+8

Description: Shadows are the dark, non-corporal manifestations of deceased intelligent beings. Often their undead existence is the result of pacts with, or as punishment from, dark powers.

Combat: Shadows use void energy to attack their victims. The amount of damage that a shadow renders varies. In situations where there are many large, naturally occurring (ordinary) shadows, they attack for 1d4+8 points of damage. Where there are but a few naturally occurring (ordinary) shadows, undead shadows can attack for 1d4+2 points of damage. However, undead shadows avoid situations where there are no naturally occurring (ordinary) shadows because they are unable to attack the living in such

conditions. Every successful hit temporarily reduces all skills by 10 points. The effects are cumulative. They are restored at a rate of 1 point per round. To be permanently destroyed, the "final blow" to a shadow must come from divine magic, be it a spell, item or weapon. Without it, a Shadow will merely remain immaterial, only to return at full strength in 24 hours.

Boneater

Str: 30 Fort: 24 Agil: 35 Pres: N/A
Perc: 25 Know: N/A Will: 20 S: 30
HP: 35 AF: 12/6

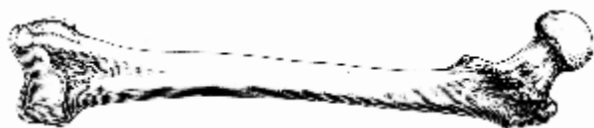
Abilities:

Melee Weapons 35
Ranged Weapons 30
Martial Arts 25

Attack: by weapon type or 1d10+6

Description: Boneaters are the animated bones of the dead. Boneaters have no mind or free will, and are usually in the service of a creator. Boneaters replenish their missing bones by eating the bones of its victims. Sometimes, they do not even wait for their victim to die before attempting to eat bones. Boneaters tend to wear the rotting remnants of any clothing or armor they were wearing when they were animated. Boneaters attack until destroyed or commanded to perform another action.

Combat: If available, a boneater may use any hand-held weapon and shield. Otherwise, they will attack with their bony hands. Each hand is capable of inflicting 1d10 in damage and +5 magical damage that ignores all but magical armor. The magical energy that causes boneaters to rise to life also imbues them with 12 points of armor protection. However, this magical protection drops to 6 points against weapons that do crushing damage. Boneaters are defeated when its Hit Points are brought to zero. However, if some of its bones are intact, it will pull itself back together and attack. To fully destroy a boneater, its bones must be ground to dust, or each bone buried 6 inches below the ground, and 6 inches away from *any* bone. Failure to do so will permit the boneater to regenerate at a rate of 1 Hit Point per round until it is restored to full strength (and only then can it attack again).



Flesheater

Str: 40 Fort: 30 A: 45 Pres: N/A
Perc: 25 Know: * Will: 25 S: 25
Hit Points: 50 AF: 6

Abilities:

Martial Arts 40
Melee Weapons 30
Ranged Weapons 20

Attack: by weapon of 2d10+4

Description: Flesheaters are animated humanoid corpses. Flesheaters have limited reasoning capacity and generally lack free-will. Flesheaters have an insatiable desire to eat humanoid flesh. They prefer to eat fresh meat, often eating the flesh while their victims are still alive (and sometimes still in combat.) Flesheaters are usually in the service of a creator. However, it is possible that the creator loses control over them, or refuses to exert control. Under these conditions, flesheaters gain a minor amount of free-will and mental capacity. This allows flesheaters to reason about how best to fulfill its desire to eat humanoid flesh.

Combat: Flesheaters usually use their hands and mouth to attack. They are capable of using melee weapons. Flesheaters have a few unique abilities. First, every mouthful of humanoid flesh eaten while the victim is still alive will restore 1d8 Hit Points. Second, if the flesheater eats a humanoid brain while the victim is still alive, the flesheater gains the highest ability of its victim at 10% of the value, or adds 10% if already possessed. flesheaters will appear to be dead when it reaches 0 Hit Points. However, it will reanimate within 1 minute. The only way to permanently destroy one is to burn it to ashes.

Vampire

Str: 50 Fort: 60 A: 70 Pres: 70
Perc: 50 Know: 50 Will: 60 S: 45
HP: 150 AF: 12

Abilities: Special

Attack: Weapon+10, spell, or Special

Description: Vampires are undead of great power. They are unique, just like PCs/NPCs in the game world. Each vampire will have a set of skills just like characters. These should be designed with forethought by the GM prior to an encounter.

Vampires are attractive and charming. They have pale skin and cannot go out in sunlight. Vampires do not have a reflection in mirrors and are repulsed by the smell of garlic. Vampires are rich and powerful, with many of them being spell casters.

Combat: Vampires have a variety of tools to be used in and out of combat. Any weapon used gains +10 to damage. Many vampires have spells as well. Most vampires have a set of undead and living servants. In terms of undead, the vampire will have 2d4 ghouls in his service. In addition, most vampires have the following abilities:

1. A vampire has the ability to immobilize a target by staring into the targets eyes for one round. Once frozen in place, the target cannot move until the vampire is killed or is freed by magic. A save against Will prevents being immobilized.
2. If a target has been immobilized, the vampire can force the victims to follow simple commands.
3. The touch of a vampire onto flesh will permanently drain 1d4 points of Fortitude. This will also permanently lower Hit Points.
4. Vampires can polymorph into an animal at will. The animal type varies between vampires but is usually a wolf, snake, or a bat. All attributes stay the same while shape changed.
5. Vampires have strong sex appeal to those of the opposite sex. This causes changes in judgment, behavior, and at least a 10% impairment in saves by those of the opposite sex.
6. Being killed by a vampire by the vampire drinking the victims blood may result in a new vampire being created. The vampire must force the victim to drink his blood and the body must be buried. There is a 60% chance that before the next full moon the victim will rise as a vampire. This newly created vampire is loyal – at least for a time – to his sire.
7. Heals 10 points of damage per round after being reduced to zero Hit Points and appearing “dead.”
8. The only permanent way to destroy a vampire is a wooden stake through the heart, being burned into ashes, or decapitation, where the head and body are buried separately.

Vampires have substantial weaknesses as well.

1. Visually seeing a holy object will cause a 10-point penalty for all actions taken by the vampire for one round.
2. Holy Objects cause 1d10 points of damage that ignores all protection, if put on the vampire's flesh. This damage heals at a rate of one point per day.
3. Holy Water or Oil causes 1d10 points of damage that ignores AF.
4. Direct sunlight causes 1d10+10 points of damage. If reduced to zero Hit Points by sunlight, the vampire turns to ash and is permanently destroyed.

Netherbeings

Demon

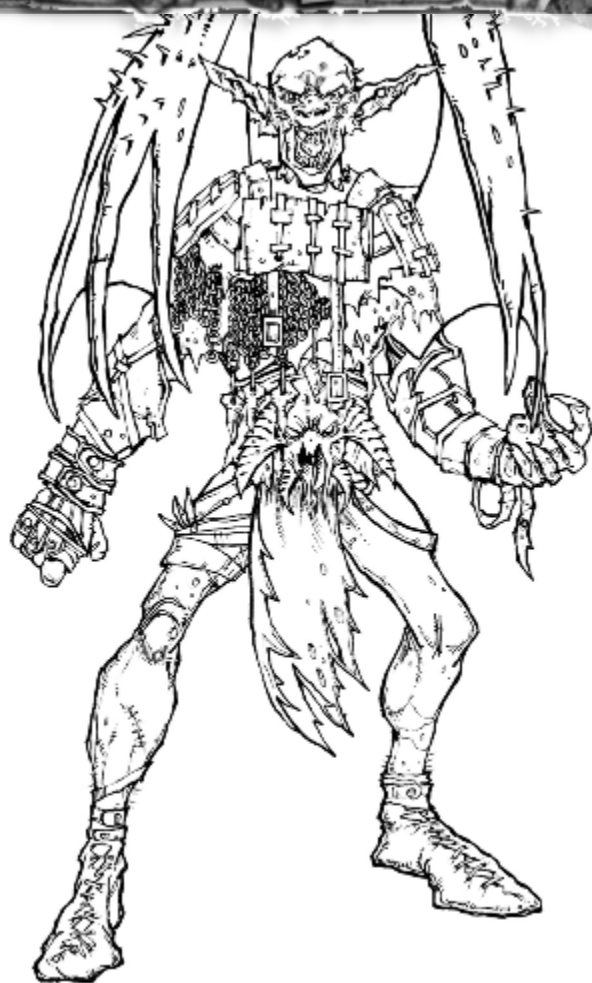
Str: 70 Fort: 80 A: 70 Pres: 60
Perc: 60 Know: 50 Will: 65+ S: 70
HP: 110 AF: 22/11

Abilities:

Melee Weapons 70
Martial Arts 60
Stealth 50
Sorcery 45 (Not all will have this)
Evaluation 40
Acrobatics 35
Attack: weapon, spell, or 1d6+20 + special

Description: Demons average around 7 feet in height. They can be of almost any horrifying humanoid form, but will have boils, patches of hair, hunchbacks, claws, fangs, etc. The exact description will determine the type of demon species it is. The description and name is left up to the GM. This is a general template for creating an “ordinary” demon in terms of power, but the looks are up to the GM.

Combat: Demons attack with their claws. Each hit does 1d6+20 damage and ignores all but magical armor or divine protection. The target is paralyzed for one round unless a saving throw against current Fortitude is made (with a 10-point penalty). The bite attack (usually used on paralyzed targets) poisons its victim. The target suffers 1d6 points of harm from the bite and then 20 points of damage from the poison and both of these ignore all forms of protection



Demons can assume material form in one round, or may dematerialize in the same amount of time. While immaterial, the demon can possess any living entity if that entity is touched. To possess a target, the Demon must expend 15 Hit Points. If the creature to be possessed is intelligent and conscious, then a check needs to be made. If touched, a save of Will prevents possession.

Demon skin and malign powers give it 22 points of armor protection against any non-magical attacks. It has 11 points of protection against magical attacks unless the attack specifically says that it ignores all armor protection. This protection stays, even if the demon is possessing a body.

Demons do not suffer damage from Holy Oil or Water. Holy objects will cause 1d6 points of damage to the demon regardless of its armor protection.

Devil

Str: 65 Fort: 90 A: 75 Pres: 80
 Perc: 70 Know: 70 Will: 75+ S: 65
 HP: 150 AF: 24/12

Abilities:
 Melee Weapons 75
 Sorcery 75
 Arcanum 70
 Liberal Studies 70
 Ranged Weapons 70
 Martial Arts 60
 Stealth 50
 Evaluation 40

Attack: weapon, spell, or 2d8+15 + special

Description: Devils are humanoid in appearance and are approximately 6 feet tall. Unless in its home dimension, a Devil is able to appear as an attractive and "normal" looking creature to anyone that does not know it is a devil. To those that do know, the devil will have certain animal and reptilian traits. It may have horns, hooves, wings, no pupils, forked tongue, fangs, etc. They typically have scaly skin that is not flesh colored. Its exact description is left to the GM.

A Devil can polymorph itself into human or elf form. In such a form, the fact that it is a devil cannot be detected. In this form, the devil appears 'normal', neither attractive nor ugly. It will not receive any armor protection other than what is worn. The devil can polymorph itself into 2 types of animals. Usually one reptile and one flying. The typical animals would be a large constrictor snake or a bat. While in animal form, the devil will receive its magical protection and be able to use all of its powers.

Combat: Devils often possess sorcery powers and will have access to certain spells. The devil will usually have 4-8 spells available. The specific ones will be determined by the GM. In addition, it will have some form of physical attack with its hands or feet. This will deliver 2d8+15 points of damage. The devil will also be able to deliver an attack that paralyzes its victims. The effect is permanent, although some divine magic is used to remove the effect. The target makes a check against his current Fortitude rating with a 15-point penalty.

Devils can become invisible in 1 round. They can also become immaterial in one round. While in immaterial form, they may try to possess any living creature that it touches. To possess a target, the demon must expend 20 Hit Points. If the creature to be possessed is intelligent and conscious, then a save needs to be made. The target can save versus Speed to avoid being touched. If touched, a successful save against Will prevents possession.

A devil's skin and malign powers give it 24 points of armor protection against any non-magical attacks. It has 12 points of protection against magical attacks, including weapons. This protection stays even if the demon is possessing a body.

Devils do not suffer damage from Holy Oil or Water. Holy objects will cause 6 points of damage to the demon regardless of its armor protection.

Fiend

Str: 90 Fort: 100 A: 80 Pres: 60
Perc: 60 Know: 35 Will: 60+ S: 60
HP: 165 AF: 25/10

Abilities:

Martial Arts 80
Melee Weapons 60
Stealth 40
Evaluation 30

Attack: by weapon, or 1d10/1d6+20/1d6+15 + special

Description: Fiends are the strongest and the least intelligent of the netherworldly beings. While most will have roughly human like intelligence, some are more like wild animals. Fiends do not usually operate outside of their home dimension without being in the service of some other power. Fiends are typically chartreuse in color. They have scales or fur. They have at least one tail and shark-like teeth. Fiends have forked tongues and make hissing noises like snakes. Fiends typically have dog-like snouts. Fiends walk on all fours and have long sharp claws on their hands and feet.

Combat: Fiends can attack with their tail for 1d10 points of shock damage. This ignores all but magical armor. They attack with their hands and do 1d6+20 points of damage, ignoring all but magical armor. Its bite does 1d6+15 points of damage. The bite ignores all armor types, including any magical armor.

Fiends have spider-like qualities. They are able to climb walls and walk on the ceilings. If a target is bitten and fails a saving throw against his Fortitude, he is paralyzed for 1d4 rounds. Fiends are able to breathe fire from its mouth once every 3 rounds. It has a 2-foot diameter and shoots out for 10 feet. It does 1d10+15 points of damage. It ignores all armor protection unless the armor provides special protection to heat/flame.

The more intelligent fiends may attempt to possess a body. To do so, they must become immaterial which takes one round. They must then touch a host. If the host is conscious and intelligent, the fiend must expend 25 points of Hit Points. The target can save versus Speed to avoid being touched. If touched, a successful save against Will prevents possession.

Fiends have 25 points of armor protection. It is only 10 versus magical attacks or weapons, unless the magic being used says it ignores all armor protection. Fiends do not suffer damage from Holy Oil or Water. Holy objects will cause 8 points of damage to the Fiend regardless of its armor protection.

Imp

Str: 40 Fort: 40 A: 65 Pres: N/A
Perc: 40 Know: N/A Will: 40 S: 50
HP: 20 AF: 20/10

Attack: 2d4 + special

Description: Imps are the 'workers' of the under-worlds. They have a wide variety of looks that vary depending on their principle dimension. They typically have 4-8 appendages. They average 2-3 feet in height. Some look like hideous goblins, miniature devils, and others may look more like an arachnid or giant toad. There is a huge variety that is involved. Imps will never be outside of these realms unless summoned, or in the service of more powerful demons, devils, or fiends. Imps enjoy tormenting and playing practical jokes on humanoids.

Combat: Imps have armor protection of 20, or 10 against magical weapons. Imps can strike with their 'hands' or 'feet' for 2d4 points of shock damage that ignores all types of armor protection. If hit, the target must save versus Speed to stay on his feet. If knocked down, the target must spend 1 round getting up and recovering. In addition, Imps will *only have two* of the following powers as selected by the GM:

1. Becoming invisible in 1 round.
2. Become immaterial in 2 rounds.
3. A poison attack that causes 2d8 points of damage.
4. Climbs up walls and ceilings.
5. Spin/spit a spider web/spider silk.
6. Shoot a ball of flame that does 2d6 points of damage.

Oni

Str: 80 Fort: 80 A: 90 Pres: 60
Perc: 50 Know: 60 Will: 60+ S: 65
HP: 200 AF: 16

Abilities:

Melee Weapons 90
Martial Arts 80
Arcanum 60
Elementalism 50 (Not all will possess)
Evaluation 50

Attack: 2d10+5/1d6+15 + special

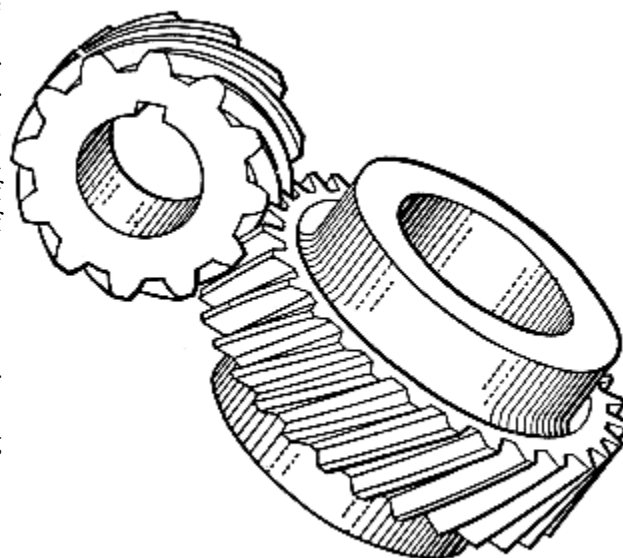
Description: Onis are malevolent demonical spirits. However, unlike demons, devils, fiends, and imps, the home dimension of oni's is the material world. Onis are usually red, but some are blue or purple. They have horns. The horns are either devil-like horns on the forehead, or larger horns that curve out and up like a young bull's horns. Onis are 7-8 feet in height. Their body size and shape is like a sumo wrestler's body, but instead of fat, it is mostly muscle. The result is something similar to an Ogre. They have large mouths with upper and lower saber toothed fangs. The fangs go above and below the lips when their mouths are closed. Their other teeth tend to be pointed as well.

Combat: Onis often fight with weapons. Their weapon of choice is a large spiked mace-like object known as a Kanabo (2d10 damage). The weapon is magical and delivers +5 damage that ignores all protection. In addition, Onis have such great strength that they do an additional 15 points of damage. They can kick or head butt for 1d6+14 points of damage that ignores all armor protection. If hit, the target must save versus Speed to remain standing. If he fails, he will need to spend 1 round getting up and recovering. If he does succeed, his weapons Ability is 50% of normal for the next round.

Onis have the following powers:

1. They are able to fly at a rate equal to their running speed.
2. They can pass through woods without being slowed down.
3. Onis can become invisible in one round.
4. Onis can become incorporeal in 2 rounds.
5. If incorporeal, Onis can possess humanoid targets. If the target fails a save against Fortitude, then he is possessed.
6. Onis will have 2d4 Elementalism spells

Onis have 16 points of armor protection. They are immune to all non-magical attacks. They are immune to Holy Water and Oil. They are immune to Holy Objects that are based on Theurgy. However, Holy Objects created by Shamanism cause 10 points of damage that ignore all armor protection if the object touches the Oni.



Appendix A: Advanced Combat Rules

Different players prefer different amounts of 'realism' in the game. The game mechanics for combat are meant to be used as an abstract model. However, there are ways to inject a greater amount of 'realism' into combat. This section offers an optional combat system that will provide a system for hit location and its affect on PCs in an attempt to provide the 'realism' factor many players want. The consequences are even faster and deadlier combat. ***Note: Only those players with extensive role-playing experience, who also have extensive experience with how SteamCraft, is played should attempt to use these rules. Characters will die fast and suffer debilitating injuries. For most players, this is something that ruins the game.***

Contrary to the movies, combat is often deadly. People cannot take an elbow to the face multiple times. Main characters cannot be hit by bullet multiple times. Chances are, bullets do not just graze, pass through, or miss vital organs. Bullets or blades will render arms painful to use. People will not be able to walk after having a hamstring cut. Players will be choking on blood if a shot is taken directly to the chest.

A second important aspect of more realism in combat is that shots are seldom aimed. You act and react based on the situation. Unless a PC is making a conscious decision about where to hit, hit locations will be random. It will all depend on what looks like the best opening. If the PC attempts to hit a specific location, a large penalty is applied.

Combat Basics

The combat rules in terms of initiative, damage, penalties, and bonuses are the same. The main difference is hit location and it having a direct impact on a PC's performance.

Health per Hit Location

There are six hit areas on a humanoid body: head, torso, left arm, right arm, left leg, and right leg. Each of those parts has a percentage of the total Hit Points of the PC. Those percentages are:

Head 10%
Torso 40%
L. Arm 10%
R. Arm 10%
L. Leg 15%
R. Leg 15%

For example, if a PC has 70 Hit Points, then the PC will have 7 Hit Points for the head, 28 for the torso, 7 for each arm, and 10.5 for each leg. The .5 is rounded up, so each leg has 11.

Armor per Hit Location

It is assumed that the overall armor factor for of the PC will be on each part of the body. However, for greater customization, it is possible that different parts have differing armor factors. If that is the case, then once the hit location is determined, the damage done is subtracted from the AF of the relevant piece of armor.

Determining Hit Location

The location of any hit, is determined by randomness and commonsense. To determine hit location, the player rolls a d100. The number indicates what part is hit.

Head 1-10
L. Arm 11-20
R. Arm 21-30
Torso 31-80
L. Leg 81-90
R. Leg 91-100

If the body part indicated cannot be hit, then the die is rolled again until a location is determined that is capable of being hit.

Aimed Hits

Hitting a specific part of the body is known as a called shot. Called shots incur a penalty based on the part being hit. The smaller the object and the more likely it is to move, the greater the penalty. The following chart provides suggested penalties.

Head 40 point
Torso 10 point
L. Arm 30 point
R. Arm 30 point
L. Leg 20 point
R. Leg 20 point
Hand/Foot 40 point

For the purpose of Hit Points, a hit to the hand or the foot is taken from the relevant arm or leg.

Effects of Damage

If the damage to part is less than 10% then no penalty occurs. If it is 10% or greater, then penalties apply. The penalty depends on the hit location. If it is 10%-49% then following penalties apply:

Head none

Torso none

Dominant Arm: 10 point penalty to any action that involves the arm

Non-Dominant: 20 point penalty to any action that involves the arm

Leg: 5 point speed decrease which affects movement and saves

If the damage is 50%-99% then the following penalties apply:

Head unconscious

Torso 20 point penalty to any action

Dominant Arm 50 point penalty to any action that involves the arm

Non-Dominant still attached, but incapable of movement

Leg still attached, but incapable of being stood on; PC forced to crawl or hop while holding onto an object; speed reduced by 75%

If the damage is 100% then the follow effect apply:

Head Dead

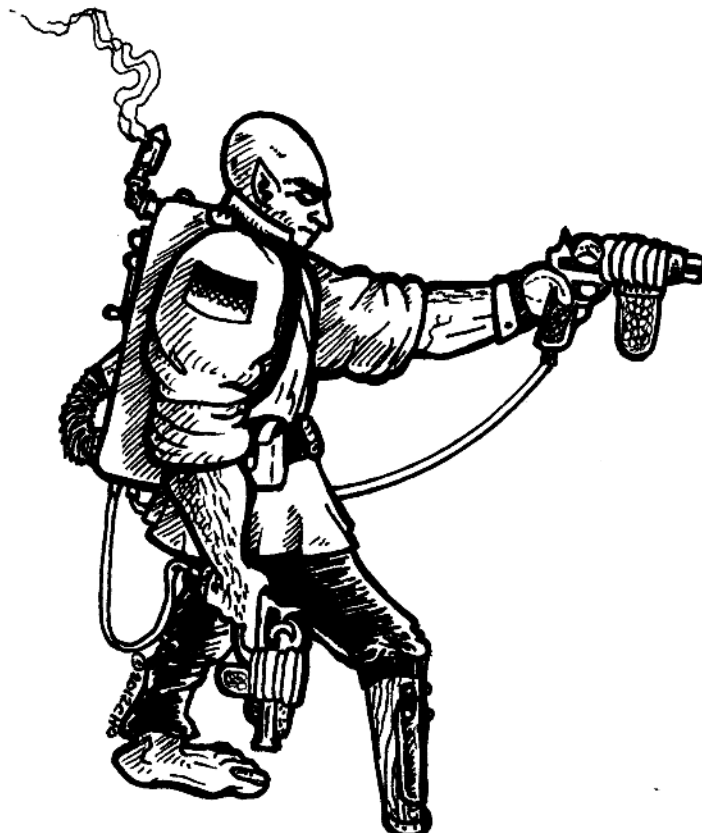
Torso Dead

Arm cut off or damage beyond use depending on the weapon used

Leg cut off or damage beyond use depending on the weapon used

Permanent Effects

Provided that a limb has taken less than 100% damage, then the damage can be healed through various means. At 100% either the limb is no longer attached, or at the very least, it is incapable of being used again. The loss of the dominant arm is a 20 point reduction to Agility. The loss of any other limb is a 10-point reduction. If a leg is lost, the player is forced to use crutches or a wheelchair. The PC's Speed attribute will be cut in half. Movement rate will be slow and traditional methods of accommodating the loss of a leg will limit the PC's ability to adventure.



Firearm Weapons Table

Firearm	# of Shots	Damage	ReloadΔ	Range*	Penalty
Aether Pistol	20	2d10+4	NA	10/20/40	5/10/30
Cannon, generic	1	1d20 vs ship	5 using 3 crew	100/500/1000	0/20/40
Kilgore Brownbuss	1	2d12+2	2	10/20/30	10/20/40
Kilgore Little Kick	3	3d6	2/barrel	15/-/-	5/-/-
Kilgore LP70	2	1d20+6	2/barrel	15/30/50	10/20/40
Kilgore Musket model 1881	1	1d12+14	3	50/100/200	5/10/30
Kilgore PB6	6	1d20+4	3/barrel	10/20/40	15/30/40
Kilgore PSG	3	2d10+4	3/barrel	20/40/60	15/30/40
Kilgore RC	5	1d12+8	18	25/50/100	5/10/30
Kilgore Warmaker	5	1d20+8	4/barrel	20/40/60	5/10/20
Noringco C70	1	1d10+12	3	20/60/120	5/10/30
Noringco m. 65	1	1d20	1	10/20/-	5/10/-
Noringco m.75	2	2d10+4	1/barrel	10/20/30	5/10/30
Noringco Repeating Musket	4	1d8+12	5	40/80/160	10/20/30
Noringco SAR	6	2d10+2	20	20/40/60	0/20/40
Noringco SG	4	2d10+2	3/barrel	20/40/60	10/25/40
Thompson ABG	10	3d6+4	4/barrel	10/20/30	15/20/30
Thompson AP model 1875	2	2d10+6	2/barrel	20/30/40	5/10/30
Thompson Carbine model 1880	1	1d10+12	3	30/75/150	5/10/30
Thompson DBSP	2	1d20	2/barrel	10/20/30	0/10/20
Thompson Harmonica	7	2d10	6	20/40/60	10/20/40
Thompson Star	5	1d20+6	4/barrel	10/20/40	15/30/40

Ranged Weapons Table

Ranged Weapon	Damage	Type	Range (short/med/long)*	Penalty
Axe	1d20	slashing	20	0
Axe, belt	2d10	slashing	30	0
Bow, short	1d20	piercing	30/150/300	0/10/20
Bow, long	2d10	piercing	50/300/750	0/10/20
Bow, composite	2d8+4	piercing	40/250/600	0/10/20
Dagger	1d20	piercing	40	0
Javelin	1d20	piercing	30/75/150	0/10/20
Knife, throwing	1d20	piercing	50	0
Crossbow, heavy	3d6+2	piercing	50/300/600	0/10/20
Crossbow, light	2d10	piercing	20/75/300	0/10/20
Sling	2d10	crushing	10/50/150	0/10/20
Spear, short	1d20	piercing	30	0
Spear, throwing	2d10	piercing	60	0

Melee Weapons Table

Name	Damage	Type
Axe	2d8+4	slash
Axe, battle	1d12+8	slash
Axe, belt	2d10	slash
Club	1d20	crush
Club, spiked	2d10	pierce
Club, great	1d12+8	crush
Dagger, long	1d20	pierce
Dagger, short	1d20	pierce
Fighting Staff	1d20	crush
Flail	2d8+4	pierce
Hammer, battle	3d6+2	crush
Javelin	1d20	pierce
Knife	1d20	pierce
Lance	1d20	pierce
Mace	2d8+4	crush
Pike	1d20	pierce
Pole-Arm	2d10	pierce
Scythe, great	3d6+2	slashing
Spear, throw	1d20	pierce
Spear	2d10	pierce
Staff	1d10	crush
Torch, flaming	1d8	crush/fire

* The distance is in feet. Listings are max range for short/med/long.

Δ Reload time is in rounds.

Name	Damage	Type
Broadsword	1d12+8	slash/crush
Long Sword	2d8+4	slash/pierce
Falchion	1d12+8	slash
Rapier	1d20	pierce
Scimitar	3d6+2	slash
Short Sword	2d10	pierce/slash
Two-Handed Sword	1d10+10	slash/crush
Brass Knuckles	1d8+4	crush
Kick	1d12	crush
Punch	1d8	crush

Armor Table

Armor Type	(AF) Protection	Speed Penalty
Clothes	1	0
Cloth	5	3
Chain Mail	9	7
Corset, Reinforced	5	2
Cuirass	12	12
Leather	7	5
Solider's Coat	4	1
Trench Coat, Lined	6	4
Large Shield	4	4
Regular Shield	2	2

Weapon	Damage & Type	Range	Penalty	Ammunition	Reload
Armor Type		Protection	Location	Speed Penalty	
Item	Quantity	Location	Item	Quantity	Location

Edges and Flaws

Racial Traits & Language Skills

Contacts

Currency

Other coins

Gems

Experience Points

Spell List, Recipes, and Blueprints

Name	Grade	Description	Damage	Duration

If a PC rating is below the required proficiency, a 10 point penalty per grade is imposed on checks to cast the spell.

Power Level	Casting Time	Mana Cost	Mana Pool		Grade	Skill Rating
I	Instant	2	MP Tracker		I	1-10
II	Instant	3			II	11-20
III	Instant	4	1 2 3 4 5 6 7 8 9 10 11 12		III	21-30
IV	1 round	5	13 14 15 16 17 18 19 20		IV	31-40
V	1 round	6	21 22 23 24 25 26 27 28		V	41-50
VI	2 rounds	8	29 30 31 32 33 34 35 36		VI	51-60
VII	2 rounds	10	37 38 39 40 41 42 43 44		VII	61-70
VIII	3 rounds	12	45 46 47 48 49 50 51 52		VIII	71-80
IX	3 rounds	14	53 54 55 56 57 58 59 60		IX	81-90
X	4 rounds	16	61 62 63 64 65 66 67 68		X	91-100
			69 70 71 72 73 75 75 76			
			77 78 79 80 81 82 83 84			
			85 86 87 88 89 90 91 92			
			93 94 95 96 97 98 99 100			