

Classic



Races & Magic

Introduction

Overview

This document is designed to alter and add to the Fraggd Kingdom rule system to accommodate more traditional fantasy campaigns. Primarily through the introduction of classic fantasy races and a broader magic system.

The options contained within this book are not exhaustive. GMs are encouraged to expand on them by creating new Races, Traits, Weapons and Utility Items.

- » All-Power = Clerics and Monks.
- » Alchemy (re-named Elementalist) = Arcane magic.
- » Alchemy Trait Name = Sorcery.
 - » There is a new Mage Trait.
- » Spirit Shaman = Summoner.
- » Enchanter = Mental and Illusion Magic.

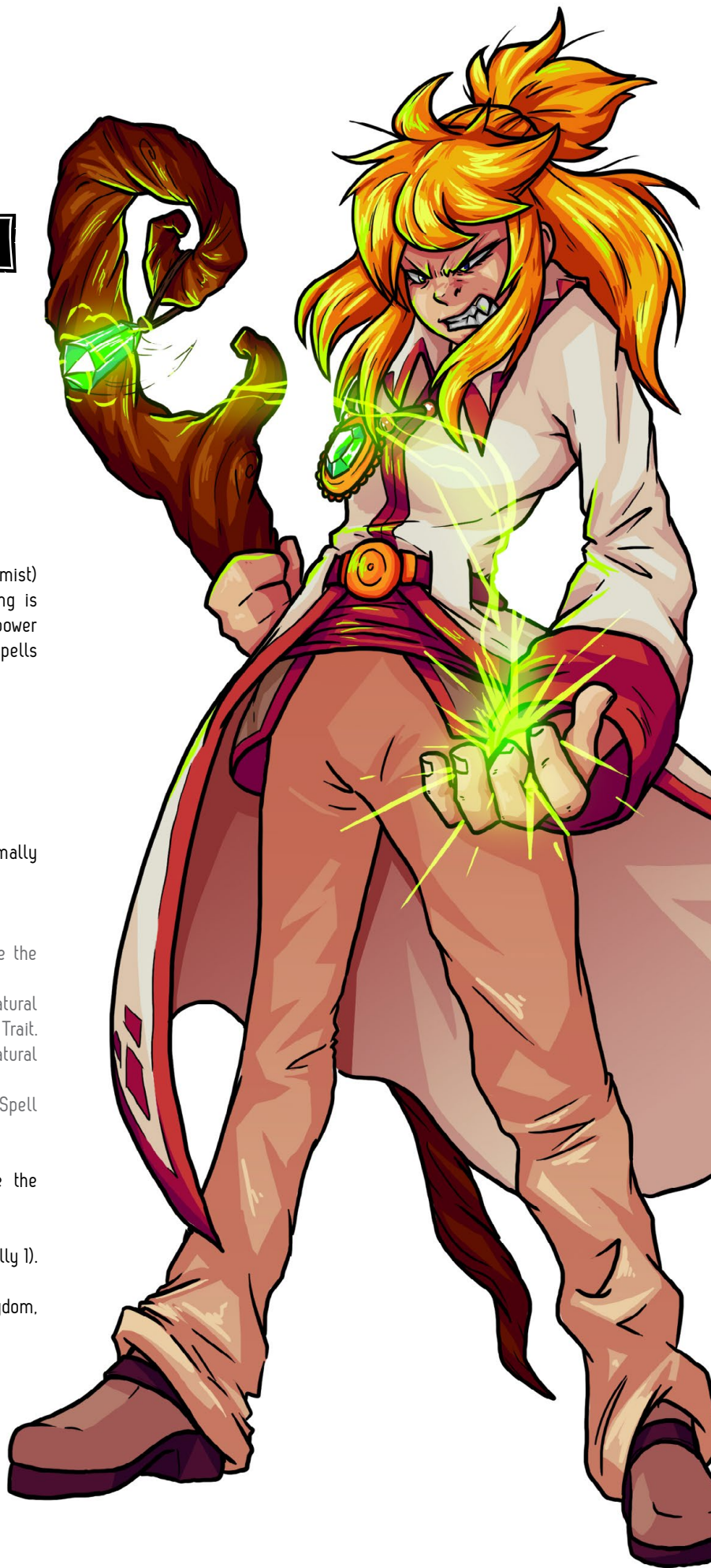
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Rule Changes

- » Change the Names of the Following Traits
 - » Alchemist = Sorcerer.
 - » All-Power = Cleric.
 - » Spirit = Summoner.
- » Change the Names of the Following Weapon Types
 - » Alchemy = Elementalist.
 - » All-Power = Divine.
 - » Spirit = Summon.
 - » Wyld = Druidic.
- » The Following Weapons Require the Sorcerer (Alchemist) or Mage Trait, gain the Natural Keyword, and their Rng is determined off a Characters Intelligence (Mage) or Willpower (Sorcerer), not their Strength, These Weapons are spells not potions.
 - » Bomb.
 - » Utility Belt.
 - » Field Satchel.
 - » Tinkerer's Backpack.
 - » Breath Weapon.
- » Change the Breath Weapon's Acquire cost to: 14t (normally NPC or Twi).
- » Change Potions Utility Items:
 - » Potion Utility Items that heal gain 2 uses if you have the Cleric (All-Power), not Sorcerer (Alchemist), Trait.
 - » Your non-Healing Potion Utility Items may gain the Natural Keyword if you have the Sorcerer (Alchemist) or Mage Trait.
 - » Your Healing Potion Utility Items may gain the Natural Keyword if you have the Cleric (All-Power) Trait.
 - » If you're a magic user your Potions may become Spell Utility Items.
- » The Cleric (All-Power) and Druid Traits do not have the following Disadvantages 'Secret Identity' or 'Prejudice'.
- » The Sorcerer (Alchemist) Trait costs 2 Knowledge (normally 1).
- » Each PC may only miraculously Avoid Death (Fragged Kingdom, pg: 91) once.



Character Lists

Race (Must Select 1)

Race	Requirements	Benefits	Disadvantages
Dwarf		Reduce all of your Limited Vision and Low Light Cover penalties by 1 Step. +1 Resolve. +6 Endurance. +4 Defence vs Tackle. Gain a Dwarven Language.	-1 Persuasion. -2 max Movement. Prejudice from Elves.
Elf		Reduce all of your Limited Vision and Low Light Cover penalties by 1 Step. +1 Awareness. You're Trained in an additional Skill (+1 Hit and Defence if you're an NPC). Gain a Elven Language.	-1 max Strength. -5 Endurance. Prejudice from Dwarves.
Goblin	GM Approval	You're Tiny. +1 Stealth. +1 Defence. When an Attack misses you: you may immediately move 1 space. Gain a Greenskin Language.	-2 Leadership and Resolve. -2 max Strength and Focus. Prejudice from all non-Goblin races.
Halfling		You're Tiny. +1 Stealth. Momentum 2: Your next Attack causes a free and automatic Strong Hit if it Hits. Gain a Halfling Language.	-2 max Strength. -1 max Movement.
Human		+2 Attribute Points. Gain a Human Language.	-1 max, to 5 different Attributes (your choice).
Lizardfolk	GM Approval	+1 Body and Head Armour. At the start of your Turn you may perform a free Assault Action with your Limbs (bite or claws). You suffer no penalties from aquatic and swamp environments (including Dangerous Terrain). Gain a Lizardfolk Language.	-2 Streetwise and Heraldry. -1 Armour when you're at 0 Endurance. -2 max Willpower. Prejudice from all non-Lizardfolk races.
Orc	GM Approval	+3 End Dmg, all Weapons. Once per Turn when a character within 3 spaces of you dies: you gain +1 Momentum. Gain a Greenskin Language.	-2 Philosophy and Persuasion. -2 max Intelligence and Willpower. Prejudice from all non-Orc races.
Half Blood	GM Approval	At Character creation you may reduce your Knowledge by 1 to gain a Language. Gain 1 of the following: Dragon: +1 Armour vs a specific type of non-standard damage (ie: fire, acid, etc...). +1 Body Armour, -1 Defence. Dwarf: +10 Endurance. Elemental: +1 Armour vs a specific type of non-standard damage (ie: fire, acid, etc...). One of your Energy Weapons gains the Natural Keyword. Elf: Reduce all of your Low Light Cover penalties by 1 Step. You gain 2 free Skill Roll Re-Rolls per session. Fiend: Reduce all of your Limited Vision and Low Light Cover penalties by 1 Step. +1 Crit Dmg vs any Character that has caused you Attribute Damage in the same combat. Orc: +3 End Dmg, all Weapons, -1 Persuasion. Gain a different 1 of the following: Dwarf: +1 Resolve, +2 Defence vs Tackle, -1 max Movement. Elf: +1 Hit, all Weapons, -1 max Strength. Halfling: You're Tiny, Gain +1 Momentum at the start of each Combat, -1 max Strength. Human: +1 Attribute Point, -1 max, to 5 different Attributes (your choice). Lizardfolk: +1 End and Crit Dmg, Limbs, You suffer no penalties from swamp environments. Orc: +3 Endurance, -1 max Intelligence and Willpower.	Prejudice from some NPCs.

Racial Traits

Movement	Requirements	Benefits	Disadvantages
Grow Wings	Dragon or Fiend	You may fly for 10 minutes per hour.	-5 Endurance.
Intelligence	Requirements	Benefits	Disadvantages
Mage	2 Kn	Your Natural Alchemist (Elementalist) Weapons or Utility Items cost -1 Resource to a minimum of 1. Strength only grants you 2 Endurance (normally 5). You may choose Traits with the Alchemist requirement.	
Willpower	Requirements	Benefits	Disadvantages
Amazing	Human	+1 Attribute point.	
	3 Kn	+1 to a single Attribute Maximum.	
Arcane Resistance	Elf	+2 to all rolls (and Defence) to resist or defend against Magic.	
Hard Head	Dwarf	+1 Head Armour.	-2 Defence.
Lucky	Halfling	+2 Endurance. Willpower re-rolls allow you to re-roll a single die (normally all dice).	
Heraldry	Requirements	Benefits	Disadvantages
Deep Dwarf	Dwarf	+1 Resolve and Philosophy. Reduce all of your Low Light Cover penalties by 1 Step. +2 to all rolls (and Defence) to resist or defend against poison or disease.	
Intermediary	Human	+1 Resolve and Philosophy. +2 to all Skill rolls to counter or play up racial prejudice. +1 max Renown.	-1 max Momentum.
True Born	Elf 1 Kn	Select an environment (ie: underground, forests, mountains, boats, etc...): you gain +2 to all Rolls (including to Hit) while you're within this environment. +1 max Renown.	The GM selects a common environment (ie: city, etc...): you gain -2 to all Rolls (including to Hit) while you're within this environment.
Finesse	Requirements	Benefits	
Mastered	Elf Min Ref 4 1 Kn	+1 Hit, all Weapons with the Familiar Modification. +1 Hit, all Weapons with the Practiced Modification. +1 Defence.	
Brawn	Requirements	Benefits	Disadvantages
Grudge	Dwarf	+5 Endurance. You gain +1 Momentum when you damage the group that you hate.	You hate a particular group.
Nasty Bite	Lizardfolk	+1 End and Crit Dmg. Limbs (bite or claws).	-1 max Resource if you're a Half Blood.
Range	Requirements	Benefits	Disadvantages
Born with Power	Elemental	You may gain Magic Weapons that match your type, even if you dont have the required Trait. All Weapons that match your type gain: +1 End Dmg.	
Dragon's Breath	Dragon	You may gain a Breath Weapon that matches your type, even if you dont have the required magic Trait. +2 Hit, Breath Weapon.	
Magical Insight	1 Kn	+2 to all rolls to know about Magic. All of your Magic Weapons gain +X Ammo.	-(X x5) Endurance.
Tactical	Requirements	Benefits	
Blood Lust	Orc	You may select Legion racial Traits. Gain +2 Momentum (normally 1) when a character dies within 3 spaces of you.	
Dodgy Git	Goblin	When an Attack misses you: you may immediately move a number of spaces equal to your Movement (normally 1).	
Nasty Git	Goblin	+3 Hit and End Dmg when you Attack Characters from behind, or who are Prone or Grabbed (Does not Stack).	
Poisonous	Lizardfolk	+3 Endurance. Your Limbs may gain Wyld (Druidic) Variation.	
Sneaky Git	Goblin	+1d6 on all Stealth Skill Rolls during combat.	
Teleport	Fiend	Once per Turn you may Teleport when you move (equal distance to what you would have moved).	

Elementalist (Alchemy) Variations (May Select 1, Alchemy (Elementalist) Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Afflict					+1						+1t	+0
	Strong Hit: Afflict (Hit) All damaged characters suffer -1 Movement OR Hit OR Defence until the end of the Combat (Stacks to -3).											
Arcane Missile	+1d6		+1			-2	+1				-2t	+0
	Strong Hit: Tracking Shot (Does not Hit) This Attack Hits.											
Chaos		+1	-5		+1	+1d3-2					+0t	+0
	Splash 1d2. Strong Hit: Chaotic Effect (Hit) This attack has random GM defined results. Roll 1d6 (higher is better for you): 1 = Very bad for you, 6 = Very bad for all damaged characters.											
Cloud, Poison					-2						+0t	+1
	Splash +3, Dangerous Terrain 4d6 (Poison). Strong Hit: Poisoned (Hit) A damaged character takes 5 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Cloud, Ice					-2	-1					+0t	+1
	Splash +1, Dangerous Terrain 4d6 (Cold). Strong Hit: Freeze (Hit) All damaged characters become Suppressed.											
Counter Spell					-1	-		-1			+2t	+0
	When using the Ready Attack Action: This Weapon may interrupt other magical actions at the GMs discretion. Strong Hit: Dispel Magic (Hit) Make a Skill Roll vs Skill Roll to remove/stop a magical effect or ability from your target for a GM defined amount of time. If you target has magical armour, they suffer -1 Body and Head Armour until your next Turn.											
Drain Life			-5								+2t	+0
	Strong Hit: Drain (Hit) You gain a free Recovery.											
Sleep			-2		+1	-					+2t	+1
	Splash +1. Strong Hit: Sleep (Hit) All damaged non-Monster characters without Endurance (or at the GMs discretion) fall asleep for an hour. They wake up when they're Hit or if appropriate. The first Attack against them while they're asleep gains Strong Hit +1.											
Polymorph/Petrify/Annihilate	-2					*	-1				+4t	+1
/Kill/Vaporise/Explode-Head *If this Weapon would reduce a character's (with 0 Endurance) Attribute to 1 or below: they're completely incapacitated/destroyed.												

Summon Variations (May Select 1, Summon Only)

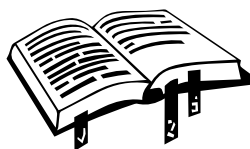
Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Animal/Beast					+1						+0t	+0
	Movement: +2, Natural.											
Elementals					-1	-1				Elementalist OR Druidic.	+0t	+1
	Defence: +2 Movement: +1, Natural, Strong Hit +1.											
Elemental, Huge										Elementalist OR Druidic.	+4t	+2
	Defence: -2 Armour: +2 Movement: +1 Bodies: -3, Natural, Strong Hit +1.											
Fiends	-1										+1t	+1
	Defence: +2 Movement: +1, Natural, *Deal 1 Damage (no Armour) to a random (1d6) Attribute to any character that kills one of your Bodies.											
Fiend, Powerful					+1					Elementalist OR Enchantment.	+4t	+3
	Defence: +2 Armour: +2 Bodies: -3, Natural, *Deal 2 Damage (no Armour) to a random (1d6) Attribute to any character that kills one of your Bodies.											
Undead, Swarm	+1				+1	-1					+0t	+0
	Armour: -1 Movement: -1, Natural. Momentum 2: Gain 4 Bodies (up to your maximum).											
Undead, Mages										Elementalist OR Enchantment.	+2t	+1
	Defence: +1 Movement: -1 Bodies -2, Natural. Strong Hit: Channel Power (Hit, Once per Turn) Gain +1 Momentum Point.											
Warriors	-1										+0t	+0
	Movement: +2 Bodies: +1, Natural.											

Light Outfit Variations (May Select 1, Light Outfit Only)

Variation	Defence	vs Tac	Body Armour	Head Armour	at O End	End	Slots	Weight	Type	Acquire	Resources
Arcane Shield									*	1 Kn	+0
*You must have an appropriate magic Trait. Momentum 2: As long as you have Endurance you gain +1 Armour against the next Attack that hits you (Stacks).											
Damage Shield		+4							*	1 Kn	+0
Any character within 2 of you that Hits you take 3 Endurance Damage. *You must have an appropriate magic Trait.											
Emergency Teleport	+2					-5			*	1 Kn	+1
Twice per combat: afte you take Damage you may Teleport 1d3 spaces. *You must have an appropriate magic Trait.											
Contingency Spell, Minor									*	1 Kn	+1
In response to 1 enemy Action per Combat you may perform 1 free pre-defined Action. *You must have an appropriate magic Trait.											
Invisibility	+1	-2				-5			*	1 Kn	+2
*You must have an appropriate magic Trait. Counts as a Stealth Toolbox. You do not require Cover to become Stealthed. Momentum 1: During your Turn: you become invisible (Stealthed).											
Contingency Spell, Major	+1	+1							*	2 Kn	+3
In response to 2 different enemy Actions per Combat you may perform 1 free pre-defined Action. You have +2 Armour during Surprise Rounds. *You must have an appropriate magic Trait.											

Heavy Outfit Variations (May Select 1, Heavy Outfit Only)

Variation	Defence	vs Tac	Body Armour	Head Armour	at O End	End	Slots	Weight	Type	Acquire	Resources
Arcane Protection					-1	+5		-4	Light*.	1 Kn**	+1
Natural. *Treat this Outfit as Light for the purposes of sleeping, equipping and removing. **You must have a magic Trait.											



Utility Items – Arcane (Max 1, Magic Users Only)

The Arcane Utility Items listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries. In general, these entries should reflect powerful non-attack based spells.

Name	Requirements	Notes	Acquire	Resources
Ritual Caster, Mage	Mage	You know a number of Minor Spell equal to your Level +6. At the start of each day you must choose a number of Minor Spells equal to your Level +1 that you may cast during that day (you may select the same Minor Spell multiple times).	1 Kn	1
Ritual Caster, Sorcerer	Sorcerer (Alchemist)	You know a number of Minor Spell equal to your Level +1. You may cast a number of Minor Spells equal to your Level +6 each day (you may cast the same Minor Spell multiple times).	1 Kn	1
Ritual Caster, Devine	Cleric (All-Power) OR Druid	You know a number of Minor Spell equal to your Level +3. At the start of each day you must choose a number of Minor Spells equal to your Level +1 that you may cast during that day (you may select the same Minor Spell multiple times).	14t	0
Spell, Domain	Cleric	Natural, You may gain a single thing (Trait, Weapon, etc...) that would require you to be an Sorcerer or Mage.	8t	0
Flight	Magic User	Natural, One Use, You may fly for an hour.	1 Kn	0
Spell, Hell Gate		Natural, One Use per Week, A gate to hell opens up and bad things come out. The more you spend (time, Trade Goods, Skill Rolls, etc...) on this spell the larger and longer it stays open.	2 Kn	1
Spell, Mass Heal	Cleric	Natural, One Use, Momentum X : All allies within X+2 of you are Healed for 10 Endurance and gain +1 Momentum.	1 Kn	1
Spell, Resurrect	Cleric	Natural, One Use, After spending 1 hour and 4 Treasure Trade Boxes: you resurrect a person from the dead and they lose 1 Level. If you spend 12 Treasure Trade Boxes they do not lose a Level. You may not resurrect a level 1 character.		
Spell, Resist – Minor		Natural, Three Uses, You or an ally gain +2 Defence against a specific type of non-physical damage for 1 hour.	8t	0
Spell, Resist – Major	Cleric or Druid	Natural, Three Uses, You or an ally gain +2 Defence and Armour against a specific type of non-physical damage for 1 hour.	2 Kn	2
Spell, Teleport	Sorcerer or Mage	Natural, One Use, You may Teleport fifty meters (50 spaces).	1 Kn	0
Spell, Time Stop	Sorcerer or Mage	Natural, One Use, Momentum 3 : You gain a free Turn after your Turn is finished.	4 Kn	3
Spell, Trigger	Sorcerer or Mage	Natural, One Use, If a specific event happens a pre-prepared spell (possibly perform a free Action) goes off.	2 Kn	1
Spell, Turn Undead – Minor	Cleric	Natural, Two Uses, Momentum 2 : All Undead within 5 spaces of you take 1 point of Damage (no Armour) to two random (2d6) Attributes on a 1d6 roll of a 4+ (roll once per Undead character).	1 Kn	0
Spell, Turn Undead – Major	Cleric	Natural, One Use, Momentum 3 : All Undead within 10 spaces of you take 1 point of Damage (no Armour) to three random (3d6) Attributes on a 1d6 roll of a 3+ or to one random (1d6) Attribute on a 1d6 roll of a 2+ (roll once per Undead character).	1 Kn	2
Spell, Wild Form	Druid	Natural, X Uses, You Turn into an Animal of your choice and you may: » Re-Arrange your Attribute Points. » Become native to a specific environment. » Change your Character's Size. » Gain +2 Stealth OR +1 Momentum.	X Kn	1
		» Reduce your Attribute Points by 3 to gain a special ability (ie: flight, poisonous bite, etc...).		
		» Apply the Natural Keyword to your equipment (use your Weapons stats for your claws).		

Example Minor Spells (Magic Users with a Ritual Caster Utility Item Only)

The Minor Spells listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

Name	Requirements	Casting Time	Notes	Acquire
Alarm		30 Minutes	You secretly alarm a nearby area: alerting you if anybody comes near.	Free
Attract Lightning		10 Minutes	You enchant an object: natural lightning will be attracted to this object.	Free
Bless		Skill Roll	A character gains +1 to their next non-Spare Time Roll (does not Stack).	Free
Booming Voice		Skill Roll	Your voice becomes very loud for up to 5 minutes.	Free
Clean Air		Skill Roll	You clean the air in a 3 meter (3 space) area around you: removing some Dangerous Terrain.	Free
Comprehend Language		5 Minutes	You understand an unknown language for 1 hour.	14t
Control Fire		Skill Roll	You move 2 meters (2 spaces) of fire around you: up to 2 meters (2 spaces): including some Dangerous Terrain.	Free
Create Fire		Skill Roll	You create a fire (1 space of Dangerous Terrain).	Free
Create Food & Water		5 Minutes	You create food and water (enough to fill 2 Equipment Slots).	1 Kn
Damage Ward		15 Minutes	You enchant an object or small area: the first character to touch this object takes 3 Endurance Damage (Stacks).	Free
Dancing Lights		Skill Roll	You create a small collection of dancing lights that will last for 10 Minutes. They illuminate up to 4 spaces.	Free
Detect - Evil	Cleric	5 Minutes	You know if a non-major character or object originates from an evil plane of existence (ie: hell).	Free
Detect - Magic		Skill Roll	You know if an object is magical.	Free
Detect - Object		1 Hour	For 1 minute you are pointed to the location of an object you are familiar with (have touched).	Free
Disguise Self		5 Minutes	You change your appearance for X hours.	X Kn
Friendship		10 Minutes	You gain +2 to your next social Skill Roll (does not Stack).	12t
Grease		1 Minute	You cover a Splash 1 area of ground in slippery and flammable grease.	Free
Guide/Prayer	Cleric		You may gain a small piece of cosmic advice about your current situation.	12t
Identify - Magic	Sorcerer or Mage		You understand how a non-major and non-chaotic magic item works.	Free
Light		Skill Roll	You enchant an object: it creates a Splash 3 area of light around it.	14t
Message		15 Minutes	You send a message to a person you are familiar with (have met and talked to in person).	Free
Mighty Jump		Skill Roll	Your next jump projects you up to 4 meters (4 spaces) forward.	12t
Minor Illusion	Sorcerer or Mage	5 Minutes	You create a basic illusion that will last for 15 Minutes.	1 Kn
Protect	Cleric or Druid	Skill Roll	A character within 2 of you gains +3 Defence against the next Attack made against them (does not Stack).	14t
Repair		5 Minutes	You repair an object made of basic and/or common materials.	Free
Shape Earth	Druid	Skill Roll	Momentum 1: You shape the earth in a Splash 2 area around you.	1 Kn
Spider Climb		Skill Roll	A character can climb an object for 5 minutes as long as they use 3 or more limbs.	Free
Telekinesis	Sorcerer or Mage	Skill Roll	You may move a small object for 1 minute.	12t
Talk to the Dead	Cleric	Skill Roll	You can talk to a recently dead person (at the GM's discretion).	Free
Water Walk	Cleric or Druid	Skill Roll	You can walk on water for 15 minutes.	Free
Wind	Druid	1 Hour	You change the direction of the wind in a large area for 10 hours.	14t
Zap - Ranged	Sorcerer or Mage	Attack Roll	Hit: +2, Rng 4, Max Rng 24, Ideal Range: 3rd, End Dmg: 3, Crit Dmg: 2.	Free
Zap - Spray	Sorcerer, Mage or Druid	Attack Roll	Hit: +0, Rng 3, Max Rng 9, Ideal Range: 2nd, End Dmg: 3, Crit Dmg: 2, Splash 1.	Free
Zap - Touch		Attack Roll	Hit: +1d6, Rng 1, Max Rng 1, Ideal Range: 1st, End Dmg: 3, Crit Dmg: 2.	Free

Example Misc Items - Arcane (Magic Users Only)

Common Items	Description	Acquire
Magical Familiar	You make/summon/find a magical pet, 12t to give it an minor ability/power (eg: flying, teleporting, speaking, etc...).	12t
Rare Magical Familiar	You find a magical pet, 12t to give it an minor ability/power (eg: flying, teleporting, speaking, etc...): this pet comes with 3 GM defined abilities/powers.	Loat
Wand, Minor	Small, You may cast a GM defined Minor Spell X (X+2 if the Acquire cost is 'Free, X-1 if the Acquire cost is '1 Kn') times.	Xx 14t

Acknowledgments

Created by

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A Special Thanks to

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This is a living document that will grow over time.
And I would love to hear your suggestions for Races & Magic.
I would also love to hear your balancing suggestions.