PHAETHOS

Role Playing Game
By Dirk Stanley

Core Rulebook
The complete Core Rulebook for the Phaethos Role Playing Game.

Phaethos RPG Core Rulebook

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Introduction

INTRODUCTION

What is this game about?

Phaethos is a game of fantasy characters and creatures intertwined with the genres of magic, steampunk, old west and science fiction. Phaethos combines all of these genres into an action packed world of combat, intrigue, exploration and adventure.

The Phaethos RPG gives you a set of rules by which you can develop characters and adventures. The Phaethos RPG is intended to be a simple set of rules which act as a core. From this core, subsystems stem off creating a more defined system of rules all of which are based on the core system.

What do I need to play?

All you need to play the Phaethos RPG is a handful of 10 sided dice, pens and paper and this rulebook.

Game Mechanics

The Phaethos RPG is built on a rule system which is called the d10 Umbrella Gaming System. The Umbrella System was designed with a core set of rules in mind. All rules included in the system are extensions of the core set of rules. It is not imperative that you memorize this book and all of the rules contained within. It is only important that you have a basic understanding of the core rules and how they operate so that getting started is easier. As you play and get into the game, you will naturally expand your knowledge of the rules and the system used herein. Take a quick look over the section called "The Basics" for a brief overview of the rules that Phaethos uses.

Common Abbreviations

Here is a brief list of common abbreviations used in the game…

Agl- Agility
Att.- Attribute
Brt- Brute
Chr- Charisma
cp- Copper Piece(s)
CR- Combat Rating
d10- a die with ten sides
Dam.- Damage
Dex- Dexterity
End- Endurance
GM- Game Master
gp- Gold Piece(s)
MCR- Melee Combat Rating
ME- Mental Exhaustion
MoE- Margin of Error
MoS- Margin of Success
NPC- Non-Player Character
PC- Player Character
PE- Physical Exhaustion
RCR- Ranged Combat Rating
RPG – Role Playing Game
sp- Silver Piece(s)
TN- Target Number
Wit- Wits
Wt.- Weight
XP- Experience Points

The Basics

So, let's get into the game. "The Basics" are a quick overview of the core rule system which the Phaethos RPG uses. This section will give you an idea how all mechanics in the game work.

Dice Pool

The Phaethos RPG works using a dice pool made up of d10s. A dice pool is simply a handful of dice that are rolled to determine an outcome. All mechanics in the Phaethos RPG use this system of the d10 dice pool. Here is how it works… Let's say your character has a Wits (intelligence) score of 4. This means that you would roll 4d10 every time you had to make a Wits check. You take the highest number rolled and compare it to the opponents roll or the target number (TN). If your roll equals or exceeds the opponents roll or the TN then you are successful. If your roll fails to exceed the opponents roll or the TN, you have failed. It's that simple.

Example: Kondor needs to make an Agility check. Kondor has an Agility score of 3 and will therefore roll 3d10 taking the highest roll. Kondor rolls 4,5,9. Kondor takes the 9. This is his score for the Agility check.

All checks work like this, whether they be combat rolls, attribute checks, skill checks etc. You always roll your dice pool and take the highest roll and compare that to a Target Number or TN for short.

Target Numbers

If you are attempting to act against an object, situation, control an object or situation etc., you will be rolling against a Target Number (TN) number. TN is the number which must be rolled or exceeded in order to have a success.

Example: Gryax is trying to bust down a door with his shoulder. The GM determines the door has a TN of 7 so Gryax must roll a 7 or better in order to break down the door.

Target Numbers range from…

Easy:	1-3
Moderate:	4-6
Difficult:	7-9
Extreme:	10+

MoS (Margin of Success)

MoS is the abbreviation for Margin of Success and represents the amount rolled over a TN. The minimum MoS is always 1 (in the case of tying the TN the MoS is still 1).

Example: Gryax has a TN of 5 and rolls an 8. 8 – 5 = 3. The MoS is 3.

The MoS applies to a plethora of specifics which are covered later.

MoE (Margin of Error)

MoE is the Margin of Error and is the amount of a failed roll below the TN. MoE is used less often than MoS but it is still important to remember.

Example: Gryax has a TN of 6 and rolls a 4. 6 – 4 = 2. The MoE is 2.

Opposed Rolls

If you are taking action against another person (such as another PC or an NPC) you will be rolling against the opponents roll.

Example: Gryax decides he will take a stab at Ramond with his sword. Gryax has a Melee Combat Rating (MCR) of 3 so he rolls 3d10. Gryax rolls 3,6,9 giving him a 9. Ramond also has a CR of 3 and rolls 1,4,6 giving him a 6. Gryax successfully hits Ramond.

A tied opposing roll results in the defensive action winning. This rule covers all offense and defensive actions.

Rolling Doubles and Triples

If you roll doubles, triples, quadruples etc., you take the number rolled and add the number of dice on which it was rolled.

Example: Garki has One-Handed MCR of 4 and rolls 3,6,8,8. Garki has rolled double 8. Since 8 was rolled on two dice, add 8+2. Garki has a roll of 10.

You always use the highest dice rolled.

Example: Garki rolls and gets 5,5,5,7. 5 was rolled on 3 dice so Garki takes an 8 (5+3) instead of the 7.

Burning Dice

Sometimes it will be necessary that dice are burned (meaning the dice are sacrificed) in order to execute a particular move, to enhance a skill or receive some sort of ability bonus. The number of dice to be burned will be noted along with the effect of the burning. Burned dice are simply dice that are sacrificed (or subtracted) from the normal roll making the roll more difficult but the reward of a success greater. Burning dice is never mandatory but is instead used to offer the player strategic options in various aspects of the game.

In Conclusion

Basically that is the core of the rules in a nice little nutshell. Of course this doesn't cover every rule in the game (but it does cover the central rules). Understanding the core rules is the first step in understanding the broader mechanics of the game.

What do I do as a Player?

As a Player you command a character of your own creation. You develop your character over time giving them new abilities, increasing existing abilities and creating a persona which makes your character unique in the world. With the flexible class structure system you can mold and shape your character into anyone and anything you want them to be.

As a Player you make decisions that will shape your character and the world around your character. Your actions, whether they are good or evil, have a direct impact on the denizens of Phaethos. The decisions your character makes will influence how they are treated, perceived and understood by the world around them.

Your character is not an "average Joe" in the world but your character isn't a superhero either. Basically, your character is someone who possesses a good deal of training in their area of expertise but they have yet to become a maste. Starting off, your character is above average but not yet great.

Player Characters (PCs) are individuals who have decided to make life an adventure of some sort, to take a chance, to explore, to fight, to steal or to make their mark in history. Normal people in the world get jobs, live in the same house for their entire lives and die only to be forgotten. PCs on the other hand strive for greatness whether it is power, glory, servitude, wealth or whatever it is that motivates this special breed. As a Player, it will be your job to decide what kind of mark you want your character to make in the world.

What do I do as Game Master?

As a Game Master you have a great deal of responsibility. Essentially, you are the guide for the players who participate in the gaming scenario. You create adventures for the characters to participate in. You organize the world in a way that allows the characters to interact and take part. It is your duty as the Game Master (GM) to hook your characters into a story so that they may participate and take part. The GM has the all important job of keeping things moving along in the game and making sure that the story progresses.

As a GM it is also your responsibility to keep tabs on the denizens of the world. You operate and control the Non-Player Characters (NPCs) such as townsfolk, adversaries and monsters. You will have to plan and attempt to foresee as many outcomes and story twists as possible so that the players in your campaigns have the ability to adventure and do whatever they wish in a truly open world.

A brief history of Phaethos

The legend of the world

Stories from long, long ago speak of the pantheon of gods in the heavens. The gods smiled upon the world below for it was perfect and unblemished. The gods watched the world and the creatures that lived upon it and all were in one accord.

Merdok, the King of the Gods, and the companion known as Ataru created a child god who was called Phaeton. Mer-

dok loved Phaeton more than anything within the heavens and as a gift, Phaeton was given the world below and made the master over all things upon it. For a time, Phaeton dwelt within the world, swam in the oceans and the seas, bathed in the light from the star and stared up at the sister worlds which he named Uton and Galatia. Merdok and Ataru were both pleased with their son and their favor on him brought jealousy from many of the gods within the pantheon. The most notable of these gods was Wrok, the Lord of War.

For eons Wrok had despised Merdok and on several occasions had attempted to overthrow the God King only to be struck down again and again. Few ever opposed Merdok and his supporters but his favoritism toward Phaeton had made many within the pantheon angry. The world on which Phaeton dwelt had been considered the prize of the gods and each saw it as their own world. The fact that Merdok had given the planet to his son had created a great discontent amongst the pantheon and Wrok had taken the opportunity to gather support from those who opposed Merdok.

For centuries Wrok molded the discontent amongst the pantheon. He created a chasm between his followers and those of Merdok and the hatred grew amongst the gods. Only Phaethon remained unaware of the rumbling in heavens.

Wrok brought war into the heavens and his followers slaughtered the followers of Merdok. For decades the war raged and then, Wrok descended upon the world and took Phaethon. He held the child god by the throat and removed all life from him leaving Phaethon withered and dry. As a gift to Merdok, Wrok sent two of his minions to deliver the God King's son. Merdok looked upon the body of his beloved son and all of the compassion and love flowed from his eyes and his nose and his mouth. Anger grew in the God King and he seethed with hatred. He vowed revenge and his hatred continued to grow. Wrok and his army of gods stood on the Boundary of Existence as they awaited Merdok. Finally Merdok arrived and he was alone. Wrok and his army charged the God King as Merdok stood patiently. Each attack that fell upon the God King drained the life from those who attacked. Soon Wrok and his army were powerless and the God King Merdok was near death. In a final breath, Merdok brought judgment onto all of those who opposed him. Wrok and his army were banished from existence and sent into the void. Merdok, now powerless was also pulled into the void and the boundary of existence was once again quiet.

In honor of her son, Ataru named the planet Phaethos. She created an abundance of creatures, amongst them, human beings who she made in the likeness of her son. Then, Ataru and the remaining pantheon of gods left the world and ventured into space. The gods never returned. For Ataru, the thought of the world and the loss of her husband and son were too great. Forever she lived in grief.

The rise of humanity

Before humanity came to Phaethos, the planet was inhabited by the old races. These were the races shaped by the God Child Phaeton and they utilized

great technology. They were his friends and companions and he was their creator. Of these races were the Mira who were fair and did not age, the Graven whose imaginations knew no bounds and the Nefal who were giants and warred with one another.

After the War in Heaven, the children of Phaethos were left without a creator and they turned toward violence as the discipline and love of Phaethon left the world. Only the Mira continued in the disciplines of Phaethon and their numbers soon became few as the warring Graven and Nefal wreaked havoc upon the face of the world. The Mira used their powers to create the Hall of Planes which allowed them to leave Phaethos and settle in a dimension far from the Graven and the Nefal.

When the first of humanity crept forth from their eggs and peered at the sky, they saw a Phaethos that was wrought with war and hatred. Humanity was instantly thrust into the chaos, abandoned by their creator they had no direction and they joined in the wars of the Graven and the Nefal.

For centuries, war embroiled Phaethos. The lines of conflict went back and forth between the Graven and the Nefal. Meanwhile, the humans naturally rose to power and conquered their own lands quietly and discreetly. By the time the Graven and the Nefal had realized the power and the intelligence of the humans it was too late. The humans conquered the lands one battle at a time until finally the Graven fell. The Nefal, whose numbers had been destroyed by generations of war, quickly fell to the humans. Humanity had conquered the violent planet and death would follow.

The rise of slavery

The humans of Phaethos during the old days were cruel and uncivilized. Their world was war and this was all that they knew. Phaethos was their world and when they had conquered the Graven and the Nefal, they set their sights on one another and so the Great Wars of Man began.

By this time the Graven and the Nefal were all but extinct. Those who were still living had been imprisoned and used as slavery by humanity since their downfall. For the humans however, the Graven and the Nefal were of little use as they each had vast limitations. The Graven were weak and unable to do hard labor and the Nefal, although strong, were stubborn and unruly. Eventually the two were wiped out and humans began the practice of enslaving one another.

Armies of slaves, conquered enemies imprisoned and made to fight were marched across the land fighting one another in baths of blood and sweat and hatred. Those who commanded the hoards fought their armies against one another in a never-ending vie for power. Kingdoms rose and fell with the tides of the oceans. Night and day became one as the blood of humanity covered the world.

The plague

Deep in the throes of war, humanity never saw its eventual demise until it was too late. A great plague ripped across the land sparring no one. Women, children, youth, the strongest warriors, were dead within days of contracting the plague. Religious leaders belted lectures and sermons from mountaintops condemning the actions

of man. Many claimed that the planet had had enough of the chaos and decided that it would exterminate man. In the end, nearly half of all humans had died in the five years of plague that swept over the world.

Renaissance

War had ceased upon Phaethos as the armies of man were decimated by plague. Even the kings and the emperors had fallen to the plague. Entire families had been wiped out leaving many to govern their own lives. The massive loss of life had created an abundance of resources and for the first time, humanity was no longer fighting.

The survivors of the plague gradually rebuilt their world. Cities rose up again. Art and music and learning began to dominate the world and technology slowly started to increase.

For nearly three centuries, Phaethos experienced a period of rebirth, a period where universities grew and art and music thrived. The darkness of the past faded away and history began anew.

Many people claimed that the souls of the dead had descended on the living world of Phaethos trying to atone for the destruction they had caused. It is said that the renaissance period that Phaethos experienced was directly brought about by the influence of millions of souls on the world. Scholars claim that the rebirth of humanity came more from a need to change rather than a metaphysical event.

Mankind

For nearly a millennia, the civilized regions of Phaethos continued the renaissance of ideas and art. The cultures blossomed as technology slowly increased, science was defined and practiced and the world took on new and different meanings than it ever had in the past. Humanity began the building of great machines powered by steam and heat. No longer did one have to rely on a fire to light the home, instead, electric light began to glow in the night. Cities became places of luxury with running water, electricity and ample supplies of food.

The decline of agrarian society saw an increase in the free time of many of the more wealthy people. Survival had long been tamed and the focus of the civilized world was that of material gain, power and influence. Wars continued to rock the world but they had become the wars of the poor who fought in the fields for the rich. These were the wars of ignorance and propaganda where men sacrificed their lives for the cause of country and for the cause of King. Then, in the midst of the modern life, everything came to a standstill.

The planet Phaethos, during its cosmic year passed through a portion of space in which time and space itself was fractured. For a brief moment, Phaethos existed within its own dimension and another dimension simultaneously. During this time, the creatures which came to be known as the Loarigog appeared upon the planet and the period of the Great Consumption began.

The Great Consumption

The Loarigog appeared without warning, without notice. They were upon every part of Phaethos immediately and the terror they brought to the world would last far beyond the writing of these words.

Death came to humanity when the Loarigog appeared. The beasts appeared as great lions with long flowing hair and powerful bodies. They stood nearly 50 feet in height and their appetites where impossible to quench. Immediately after they appeared they began to devour all of those around them. The cities of the world were thrown into chaos as the beasts consumed man, woman and child. Great baths of blood washed the buildings and the streets. The creatures vomited up the black, putrid remains of humanity as they digested the souls. The monuments of man fell as the feeding frenzy swept the globe. Only the oceans and the seas were safe from beasts as those who appeared within them drowned and died becoming part of the great waters. In the end, the Loarigog had visited upon the surface of Phaethos for only a day before they vanished as abruptly as they had come. The death toll was even greater than the plague many centuries before as nearly half of the human population was consumed. The cities were in ruins as fire and chaos spread and again Phaethos fell into a dark time.

Unknown to any at the time, the eggs of the Loarigog fell upon the planet and their seeds developed, hidden away from mankind. These seeds brought forth dark beasts of a vile nature. As the creatures grew and reproduced they slowly overtook the less populated areas where humans once lived. The wilderness became wilderness again as the roads and lines of communication ceased between cities. Feudal states arose with man once again fighting for power. Superstition and an overwhelming sense of doom and despair fell across the globe. Stories of these new creatures, these children of the Loarigog scared many into seclusion. Generations passed and the world descended into dark ignorance as history was forgotten, language was lost, technology abandoned.

The Kore Users

The essence the Loarigog had left behind were the digested remains of the human soul, a sort of supernatuiral fertilizer. This fertilizer was the essence, the concentrated leftovers of millions of discarded human and animal souls. It became known as Kore for the scholars called it the center of all beings. This Kore saturated the world and everything within the world, and gradually, some became aware of this and learned to harness the power of the invisible force around them. These were the early Kore Users.

Those who had learned to tap into the resource known as Kore found that they could wield vast amounts of power. They found that they could control everything from nature to the body, even the mind. For those who could master the power of Kore, nothing was out of reach.

The Kore Users quickly became known and feared. The world had reverted back to a superstitious age where bizarre religious practices and thinking

dominated. Those who used Kore were associated with the Loarigog who had brought destruction to the world several generations before. The Kore Users were exiled, hunted down and forced into hiding. Eventually the world of the Kore User became a secretive endeavor, an unspoken place where those who had mastery of the elements and the mind and body waited and perfected their craft.

As the art of Kore became more refined the Kore Users split into separate groups based on their own method of Kore use. Four schools of Kore Users rose to power; the Ragewine who used Kore to manipulate the mind, the Kineck May who decorated their bodies in the sacred markings of the Kore, the Korlock Witches who used their bodies as a channel for the power of Kore, and the Monah who sought understanding in order to become one with Kore.

2000 Years Later (Present Time)

The world of Phaethos has slowly changed over time and gone back into a state of partial stability. The eastern kingdoms of Rekea have gained in power and now control vast amounts of land. There exists an uneasy peace between the kingdoms but war on a large scale has long been avoided. The lands to the west of the Mid-World Mountains have slowly returned to the wild as humans have flocked toward the epicenters of civilization. The barbarian hordes along with mighty monster armies now occupy the lands beyond the Mid-World Mountains.

Chapter 2

Character Creation

Overview

Character Creation is your all important first task of getting started in the Phaethos RPG. The process of building your character is a simple one designed to be quick and easy while also allowing for a great deal of depth. The steps to character creation are outlined in the following section. Each step will point you to the appropriate section

Character Creation
3 Easy Steps

1. Choosing a Class

Choose your characters class. There are 12 starting classes available for you to pick from. Your character class will contain your characters starting attributes, attribute bonuses, age, health, kore, Physical and Mental Exhaustion, base skills, weapon skills, bonus skills, insanities, phobias, boons, flaws, equipment, armor, weapons and special abilities.

2. Skills

Each character class awards the character with a certain number of extra skills. A complete list of skills is found on page 4.3.

3. Personality Development

Your characters personality is just as important as your characters attributes scores and skills. Your personality defines your character as an individual and is an integral part of the role playing experience (personality also dictates how some Experience Points are earned). Your characters personality can be as minimal or as complex as you want. The more complex character can have greater depth and allow for a more immersive level of play. Personality rules and guidelines start on page 2.8.

Character Creation Notes

Make sure when you create your character that you write all needed information on the character sheet. You may decide to keep in-depth records of your character's equipment and weapons, skills and abilities. These things should all be written with as much information as needed to keep game play fluid and exciting. The less you have to look up in the book, the faster game play goes.

Name

Give your character a cool name. This is what you will be known as in the world.

Class Descriptions

There are 12 different classes available for your character. Determine which class you want and then select your attribute scores based on the class you choose. Take your time and read about each class before deciding as your characters class will determine almost everything about your beginning character.

Assassin

Assassins rely on cunning and stealth. They are as sneaky as they are deadly. Assassins rely on Agility and Brute as their primary attributes. The Assassin Class can be found on page 3.4.

Engineer

Engineers are the master builders. Their intelligence demands respect and makes them natural born leaders. Engineers rely on their Wits attribute. The Engineer class can be found on page 3.7.

Grifter

Grifters are con-artists who rely on their skills of manipulation and deception. Grifters rely mostly on their Agility and Charisma attributes. The Grifter class can be found on page 3.9.

Guine

Guine are highly trained and highly feared gunslingers. They rely on their trusted pistol and their sense of survival. Guine rely mostly on their Dexterity attribute because of their use of ranged weapons. The Guine class can be found on page 3.12.

Kineck May

Kineck May mark their bodies with tattoos known as Kore Markings. These tattoos harness the power of Kore and allow the Kineck May to use that power for their own. Kineck May place an emphasis on Endurance due to their physical nature. The Kineck May class can be found on page 3.14.

Korlock Witch

Korlock Witches are the mysterious and feared users of Kore Magic. Korlock Witches harness the power of Kore and release this power through magical abilities. Korlock Witches place an emphasis on their Wits score because of their use of Kore Magic. The Korlock Witch class can be found on page 3.20.

Monah

Monah are the highly trained and highly intelligent warrior class who use Kore Prayers. Monah are versatile and well-rounded characters. Monah place an emphasis on their Wits score because of their use of Kore Prayer. The Monah class starts on page 3.39.

Monster Slayer

Monster Slayers are strong warriors who make their livings by hunting and slaying the beasts which inhabit Phaethos. Monster Slayers are front line fighters who run into battle and think about the consequences later... or never. Monster Slayers rely mostly on their Brute and Endurance scores because of their physical nature. The Monster Slayer class can be found on page 3.48.

Ragewine

Ragewine are powerful characters who manipulate Kore in the form of psionics. Ragewine are powerful fighters with an extra edge who are sometimes a bit crazy. Ragewine rely primarily on their Wits score because of their use of Kore Psionics. The Ragewine class can be found on page 3.52.

Rogue

Rogues are thieves and rely on their cunning and their unscrupulous nature. Rogues are characters that can come in handy in many situations where stealth and sneakiness is needed instead of hack n slash. Rogues rely on high Dexterity scores. The Rogue class can be found on page 3.71.

Symbiote

Symbiotes are those characters who are the host to a small animal. Symbiotes enjoy a long life and often pursue a wide variety of training and skills. Symbiotes rely primarily on their Endurance scores. The Symbiote class starts on page 3.74.

Witch Hunter

Witch Hunters are those characters who rely on their combat abilities and their speed. Witch Hunters are often misunderstood and disliked by society for their secretive ways. Witch Hunters rely primarily on their Brute and Wits score. The Witch Hunter class can be found on page 3.77.

Attributes

There are 6 attributes which define your characters overall being. These attributes are Brute, Endurance, Agility, Dexterity, Wits and Charisma. A seventh attribute which is called Focus is measure of Agility, Dexterity and Wits. Your characters attribute scores are listed in the class section.

Brute

Brute is a measure of raw strength and power. It is directly a measure of how much a character can carry and lift.

Brute Scale for Humans and Monsters

The following chart gives the maximum carry and lift ranges for Brute scores 1-10 for both humanoid and quadrupeds. (The Brute Chart is designed as a base gage for Man size humanoids creatures).

Brute Carry Chart

Brute	Max. Carry	Max. Lift	Sm. Load	Med. Load	Hv. Load
1	10	30	2.5	5	7.5
2	40	120	10	20	30+
3	75	225	19	38	56+
4	150	450	38	75	113+
5	250	750	63	125	188+
6	400	1,200	100	200	300+
7	700	2,100	175	350	525+
8	900	2,700	225	450	675+
9	1,100	3,300	275	550	825+
10	1,300	3,900	325	650	975+

*All quadruped type creatures should multiply all numbers by 2.

Often times, creatures will be various sizes. The following chart can be used to further modify the base Brute scores given on the Brute Chart.

Creature Size	Brute Modifier
Mini <1ft	x(0.1)
Tiny 1ft-3ft	x(0.25)
Small 3ft-5ft	X(.5)
Man 5ft-6ft	None
Large 7ft-10ft	x1.5
Huge 11ft-16ft	x2
Massive 17ft-30ft	x4
Gigantic 30ft+	x8

Encumbrance Penalties

Load size depends on the characters Brute score. A small load size offers no encumbrance penalties while larger load sizes progressively offer more and more penalties. Encumbrance penalties are directed toward Combat Ratings (both MCR and RCR), Agility and Movement.

Load Size	Penalties
Small Load	none
Medium Load	CR -1, -1 Agility, Movement -25%
Heavy Load	CR -2, -2 Agility*, Move ment -50%

Endurance

Endurance is a measure of how much the character can take physically before exhaustion sets in. Endurance is also a measure of toughness and helps the character avoid being knocked-out and stunned. Endurance is directly related to Health. Endurance is used to make dice checks against things such as poison, stuns, death, knockout etc. (resistances are covered in the Resistance section of Character Creation).

Agility

Agility is how nimble and quick your character is. Agility is also a measure of your characters coordination and ability to move. Agility is a key component in determining how well your character can use a weapon. Agility is also used to make physical dodges.

Dexterity

Dexterity is the amount of finesse the character has. Dexterity is a measure of how well the character can use their hands and perform tasks which require precision and technique over speed or strength.

Wits

Wits are how well the character observes and studies. Wits are directly related to the character's perceptive abilities using the five senses (hearing, seeing, tasting, smelling and touching). Wits are also a measure of how many skills a character gets during creation.

Charisma

This is your overall personality rating. Charisma is a measure of how likeable a character is and how much social sway they carry based on personality and likeability.

Charisma can be used to resolve Social Combat. Charisma is a determining factor in how many hirelings a character can have. Use the following chart to determine how many Hirelings a character can have based solely on Charisma.

Charisma	Max. Hirelings
1	2
2	6
3	10
4	14
5	18
6	22+

Focus

Focus is an individual's ability to perceive and react to a situation. A character's Focus is found by adding Agility plus Dexterity plus Wits and dividing the outcome by 3. (Agility + Dexterity + Wits) / 3. The Focus score is what is rolled to determine intiative in combat and social situations.

Example: Gron has an Agility score of 3, Dexterity of 2 and a Wits score of 2. 3+2+2=7. 7 / 3 = 2.3 (round to nearest) so Gron has a Focus score of 2.

Health

A character's Health is measured in points which are representative of how much life the character has. More Health makes your character harder to kill. When a character's Health reaches 0, the character is unconscious. If the characters Health drops below 0, they have died. Your characters Health is based on their class and Endurance score.

Exhaustion

Exhaustion Points are used to keep track of how physically or mentally exhausted your character is. Characters performing strenuous physical or mental acts will be subject to losing Exhaustion Points. Exhaustion Points are renewed with rest and do not reflect directly on the Health of the character. The two types of Exhaustion are mental and physical.

Physical Exhaustion

Physical Exhaustion (PE) is a measure of how physically exhausted your character is. PE points are lost from overexertion and the failure to successfully make certain checks which involve your character overcoming certain physical obstacles. When the characters PE points are reduced to 0, the character is considered exhausted. Zero PE results in the inability to make Brute checks as well as Endurance checks. PE is renewed with rest. The number of PE points a character begins with is determined by the characters class.

Most PE checks require an Endurance roll against a TN.

Mental Exhaustion

Mental Exhaustion (ME) is a measure of how mentally exhausted your character is. ME points are lost from overexertion and the failure to successfully make certain checks which involve your character overcoming certain mental obsta-

cles. When the characters ME points reach 0, the character is considered mentally exhausted. Zero ME results in the inability to make Wits checks and reduces Kore to 0. ME is renewed with rest. The number of ME points a character begins with is determined by the characters class. (ME points can be purchased with XP).

ME is used in Social Combat. In Social Combat your goal is to reduce your opponents ME to 0 in order to sway their opinion. The rules for Social Combat can be found in chapter 6.

Most ME checks require a Wits roll against a TN.

Kore

Kore Points (referred to as just Kore) are a measure of your characters ability to harness and successfully use Kore. In order to use things such as Kore Magic, Psionics, Prayer or Markings, a character must tap into their Kore resource. Each time a Kore based power is used, the proper amount of Kore is subtracted from the character Kore score. When the characters kore level reaches 0, they have run out of Kore and must wait until it replenishes.

With rest and meditation, characters have the ability to regain Kore. Kore can be replenished through normal rest at 5 points per hour. See the chart below for the different ways in which Kore can be harnessed.

Combat Ratings

There are two types of combat ratings for Player Characters; Melee Combat Rating (MCR) and Ranged Combat Rating (RCR).

MCR

Melee Combat Rating is the characters combat rating with melee weapon. Any melee weapon used in combat will contribute to the character's MCR.
To find your character's MCR...

> **(Melee Weapon Skill + Brute + Agility) / 3 = MCR** (round up).

Melee Weapon Skills are; One-Handed Weapons, Two-Handed Weapons, Thrown and Bare Knuckle.

RCR

Ranged Combat Rating is the character's combat rating with ranged weapons. Any ranged weapon used in combat will contribute to the character's RCR.
To find your character's RCR...

> **(Ranged Weapon Skill + Dexterity) / 2 = RCR (round up).**

Ranged Weapon Skills are; Missile and Firearm.

Luck

Luck points are awarded at the time of character creation. Each character receives 3 Luck Points to start the game. Some classes award bonus Luck points at the time of creation. Luck points are awarded throughout the game by the GM when he/she deems they are necessary. (Such as when a character has a long lucky streak of positive or negative dice rolls or if the character is lucky in the game in how they interact in certain situations.)

Each luck point represents an extra die that can be rolled. As many luck points can be used on one roll as the character wishes. However, Luck points are few and far between and should be used wisely. Luck points cannot be purchased with XP and can only be awarded by the GM.

> *Example: Cryax has an MCR of 4 and decides to use a luck point on his next roll. On the next roll Cryax may roll 5 dice instead of 4. One Luck point has been spent.*

Skills

Skills are abilities a character has that have been learned over the course of their life. Human skills have a ceiling of level 6. Skills and their descriptions are found in chapter 4.

Renown

As your character adventures in the world, they will meet and get to know others. Some will become friends, while others will become enemies and others will just ignore you. Renown is how well you are known and what you are known for. The grandiosity of your exploits, whether they are good or evil, will affect how well you are known in the world.

Renown is not a static thing but rather fluctuates with time and events. You may one day kill a giant who was feed-

ing on virgins in a small town. While you are in town you are considered quite the hero and everyone loves you for saving their daughters. Then one day you leave town and seek out other adventures. You wander around the local area of several other towns which may or may not have heard of your exploits. In some places people will know you, and in others they won't. Let's say you are gone for a long while and one day return back to the town where you killed the giant. Some folks may remember you and what happened, others may not or, perhaps something bigger or more important happened since you were gone to make your achievement appear smaller than it was. This would affect your renown in the town. You would not receive lavish gifts and praise because time had moved on, small town life is hard, and your efforts eventually became a story.

Here are some things to consider when using Renown…

1. What is the character or group known for and how far has this knowledge spread? Are they known for being kind, mean, cheats, heroes or villains? Remember, Renown covers both positive and negative levels of being recognized.

2. How long has it been since the event took place for which the character or group is known? Did the event happen yesterday or has it been a long while?

3. Have other events taken the place of the character [group] event since they were last in the area?

4. Has the public perception of the events changed due to some outside

force or other reason? Maybe the good name of the characters has been tarnished by some evidence or gossip since they have been away. Perhaps someone has taken it upon themselves to ruin the reputation of the characters.

The GM keeps track of Renown and can assign characters or groups renown numbers based from 10 (little known) to 1 (famous). The GM should roll equal to or over the number to see if the character/group is recognized.

This ends the "Main" section of character creation. At this point, you should have a developed character that can be used to participate in a gaming session. The following section, "Character Personalities" is designed to give you some things to think about when creating your character. This section is completely optional and functions only as a series of guidelines and questions to get you to think about your character's personality and demeanor.

Character Personalities

Characters should be much more that just the combination of a bunch of attributes and numbers. The following section is a walkthrough of your characters personality. The more in-depth and complex your characters personality, the more real the character will become.

By no means should you answer every single question in every section provided here. Use this section as a guideline to help you think about your character's personality. Take the ideas that you generate and write them down

in a couple paragraphs in order to describe your character's personality. If you have no desire to flesh out your characters personality, then let the personality develop naturally as your character interacts in the world. Your character should be what you want them to be. Create them and develop them as you see fit.

Character Personal Attributes

Personal Attributes are what make your character, your character. The following section asks 10 questions which will give you an overall image of how your character thinks, acts and feels in regard to their personality.

1. What attitude does your character take toward solving problems?

Is your character a procrastina tor or assertive?

2. What is your character's attitude toward achievement?

How motivated is your charac ter? Are they ambitious or un motivated?

3. What kind of energy does your character have?

How energetic is your character? Are they active or lazy, lethargic or full of energy?

4. How is your character geared intellectually?

Is your character alert and in quisitive or inattentive and lazy?

5. What is your character's attitude toward material things?

Is your character a big spender or conservative? How do you see

and treat nature? Are you wasteful?

6. What is your character's emotional temperament?

Does your characters emotions control him/her or does he/she control the emotions? Is your character a confident person or insecure? Calm or jumpy?

7. How mature is your character?

Is your character experienced in life or naïve? Does the character possess wisdom and knowledge or are they ignorant and foolish?

8. How does your character regard his/her physical body?

Is the character clean and groomed or sloppy? Does he/she partake in harmful activities such as drinking and smoking or do they try and eat healthy?

9. What are your characters philosophical attitudes?

How does your character think? Is your character an optimist or a pessimist? Is your character rigid or flexible in thinking?

10. What are your characters attitudes toward taking risks?

Is your character daring or con servative, impulsive or calculat ing?

Character Social Attributes

Social Attributes are those things which define how your character interacts with others in society. The following 10 questions are a good way to gauge how your character behaves with others,

obeys rules and laws and interacts in groups.

1. Does your character enjoy being in control or being controlled?

Does your character take charge of situations or look to others to lead? Is your character overbearing or complacent when it comes to working with others.

2. Is your character selfish or selfless?

Does your character think of the way others feel or do they focus on their own desires? Does your character use others to get their own way no matter what or do they attempt to help others in achieving goals?

3. How does your character judge others and what basis do they use when judging others?

Does your character hold prejudices toward certain types of people or are they open minded? Do they rely on first impressions or does the individual have to prove themselves over time?

4. How aggressive is your character toward others?

Is the character loud or physically aggressive? Do they intimidate others with their voice or actions?

5. How does your character view his or her physical body?

Does the character view their body realistically or unrealistically (for instance, are they under the impression they are beautiful, when in fact they are quite hideous?)

6. How does your character regard rules and how do they act in society?

Does your character follow rules and regulation out of respect or fear? Do they avoid following rules secretly or outwardly? Does the character have contempt for authority or do they feel authority is necessary?

7. How well does the character mesh or fit into society?

Does the character dress, speak and act differently than those around or do they try their best to fit in? Does the character attempt to blend in with different people or are they steadfast in their own manners and actions?

8. How does your character express emotions toward others?

Does your character allow others to know how they feel or do they hold things inside?

9. How well does your character interact and participate in a group?

Does your character enjoy groups or are they anti-social, loners? If the character is forced to be in a group, do they work for the benefit of the group, or for their own rewards?

10. Is the character dependable, trustworthy and is their word their bond?

Is your character trustworthy or deceptive? Can others depend on your character or do they let people down? Is your character's word bond, or do they tell lies?

Insanities

Insanities in the world are almost always misunderstood. The ideas that demons or evil spirits inhabit ones body are still prevalent in many places. Most mental disorders are referred to as being "brain worms" or "bugs" (tiny creatures which eat away at the human's ability to think). There exist no such things as psychologists or therapists, and as such many people suffer from mental disorders which continue to get worse through the course of their life. The most common treatment for severe mental cases is societal shunning or brain surgery which usually leaves the patient in a vegetative state or even worse, dead.

Common Insanities List
1. Quick to Anger
2. No Self Control
3. Uncontrollable Laughter
4. Severe Depression
5. Bipolar Disorder
6. Manic Disorder
7. Violent Tendencies
8. Short Term Memory Lapse
9. Long Term Memory Lapse
10. Self Mutilator
11. Blood Lust
12. Paranoia
13. Bizarre Tendencies
14. Compulsion
15. Intense Hatred
16. Megalomania
17. Schizophrenia
18. Mute
19. Dementia
20. Self Pity/Loathing

1. Quick to Anger
Quickly angered if something goes wrong. Often times will curse and perhaps throw things. Anger is directed at the cause of the problem and grows and grows until it explodes without control.

2. No Self Control
Unable to control ones self. Actions may range from public urination or defecation to laughing at a sad story or getting angry at a joke. These people will usually have a vice of some sort which they are extreme about (drink to excess etc.).

3. Uncontrollable Laughter
This person laughs for apparently no reason and does so at inopportune moments. Laughter may be long and drawn out or in short bursts.

4. Severe Depression
This person becomes severely depressed on a regular basis. One moment they may be in a great mood and the next suicidal or extremely negative.

5. Bipolar Disorder
One second the individual may be extremely happy (manic) and minutes later extremely depressed and down.

6. Manic Disorder
The individual has phases of extreme excitement and joy, inability o sleep and may ramble on and on.

7. Violent Tendencies

The individual is prone to violent behavior and losses control easily.

8. Short Term Memory Lapse

The individual has problems with short term memory and easily forgets details, thoughts and conversations.

9. Long Term Memory Lapse

The individual has problems with long term memory and has a great deal of difficulty readily recalling events from weeks, months or years ago.

10. Self Mutilator

The individual has a habit of cutting themselves in order to feel.

11. Blood Lust

The individual has a strong liking for blood, violence and death.

12. Paranoia

The individual is constantly paranoid and believes that he or she is in danger and that others are out to get them.

13. Bizarre Tendencies

The individual participates in socially bizarre rituals such as defecating on ones self, public masturbation, pulling ones hair out etc.

14. Compulsion

The individual has compulsions toward certain things such as hand washing, removing the wrinkles from their clothing, not getting dirty etc.

15. Intense Hatred

The individual has an intense hatred for certain people, races, colors, music etc.

16. Megalomania

The individual views him/her as being all powerful, a genius or far superior to everyone else.

17. Schizophrenia

The individual has an altered perception of reality and often suffers from auditory or visual hallucinations.

18. Mute

The individual is mute and can not or refuses to speak.

19. Dementia

The individual suffers a mental illness which can cause depression, memory loss, psychosis or slurring of words.

20. Self Pity/Loathing

The individual either constantly feels sorry for their own life or suffers from sever self hatred.

Phobias

Phobias are based on a scale from 1-10 (with one being the weakest fear and 10 being the greatest). In order to avoid succumbing to a fear, the character makes a Wits check versus the Phobia level. Roll above the TN to successfully avoid giving into the fear. A failed roll will result in the character succumbing to the fear. The intensity of a fear is measured by the MoE of the roll.

List of Phobias

1. **Acousticophobia:** The fear of noise.
2. **Acrophobia:** The fear of heights.
3. **Agoraphobia:** The fear of open spaces.
4. **Ailurophobia:** The fear of cats.
5. **Androphobia:** The fear of men.
6. **Apiphobia:** The fear of bees.
7. **Arachnophobia:** The fear of spiders.
8. **Astraphobia:** The fear of lightning.
9. **Bathophobia:** The fear of bathing.
10. **Batrachophobia:** The fear of frogs and toads.
11. **Bogyphobia:** The fear of demons and goblins.
12. **Brontophobia:** The fear of thunder and thunderstorms.
13. **Cenophobia:** The fear of open spaces.
14. **Cheimaphobia:** The fear or dislike of cold.
15. **Claustrophobia:** The fear of enclosed spaces.
16. **Cynophobia:** The fear of dogs.
17. **Demonophobia:** The fear of demons or evil spirits.
18. **Domatophobia:** The fear of being in a house.
19. **Dysmorphophobia:** The fear of deformity.
20. **Gephyrophobia:** The fear of crossing a bridge.
21. **Hagiophobia:** The fear or dislike for saints or those considered holy.
22. **Haptophobia:** The fear of touch.
23. **Hippophobia:** The fear or horses.
24. **Hydrophobia:** The fear of water.
25. **Iatrophobia:** The fear of doctors.
26. **Iophobia:** The fear of poisons.
27. **Kleptophobia:** The fear of thievery.
28. **Koretraphobia:** The fear of Kore.
29. **Merinthophobia:** The fear of being bound.
30. **Musophobia:** The fear of mice.
31. **Necrophobia:** The fear of death or corpses.
32. **Noctiphobia:** The fear of the night.
33. **Ophidiophobia:** The fear of snakes.
34. **Phagophobia:** The fear of being eaten.
35. **Phasmophobia:** The fear of ghosts.
36. **Phenogophobia:** The fear of daylight.
37. **Scoleciphobia:** The fear of worms.
38. **Taphephobia:** The fear of being buried alive.
39. **Theophobia:** The fear of God.
40. **Xenophobia:** The fear of foreigners and strangers.

Failing a Phobia Check

Failing a phobia check is determined by the Margin of Error (MoE) the check was failed by. Use the following chart to measure the MoE in order to determine the failure level.

MoE	Failure Level
1-2	Slight Fear
3-4	Moderate Fear
5+	Extreme Fear

Failure Levels

1. Slight Fear but the fear is controllable. What actions the character takes at this point is up to the player. Most of the characters focus is still on the cause of the fear but the character can respond to others and has the ability to think clearly.

2. Moderate Fear. The fear is uncontrollable and the character panics. What actions the character takes is up to the player. The characters entire mind is on the cause of the fear and they will do most anything to get away from the source of their fear.

3. Extreme Fear. The fear is so great that the character is paralyzed. Make a Resist Stun check; failure means the character passes out for 1 round. If the Resist Stun check is a success the character does not pass out but is still frozen with fear. Characters will often close their eyes or react in a way as to avoid seeing or being in contact with the cause of the fear. The player dictates how the character reacts.

The GM should award the character with XP if the fear is handled realistically. If the player decides to bypass the fear and play as though everything is normal, the GM should take this into account and withhold XP or allocate negative XP.

When failing a phobia check, one of several things can take place.

1. The player may choose to role play the character's fear. This may render the character unable to do something as the fear is overwhelming. This may also force the group to alter their previous plan because of the crippling fear. Playing out the characters fear should result in extra XP for role playing the character.

2. The player may choose not to play out the fear. This will make playing easier but should result in a loss of XP for failing to role play the character.

Quirks

Quirks are generally minor (sometimes major) peculiarities in the personality of an individual. A list of Quirks given below may aid you in coming up with your own ideas. When using quirks in a character, be sure to use the quirk appropriately. Out of control quirks can easily get tiresome and bog game play down. A few examples are provided or the players can come up with their own.

Quirk Examples

Accent
Character has an accent depending on what part of the world they are from.

Back Scratcher
Scratches back constantly.

Catch Phrase
Has a phrase he/she is known for like; "Whaddya say?" or "Bolly socks".

Chance Addict
A Chance Addict makes judgments based on the outcome of a coin, dice or other chance event.

Close Talker
Gets in your face when talking.

Coin Roller
Coin Roller rolls a coin over fingers again and again.

Elbow Scratcher
Scratches elbow or other body part constantly.

Eye Blinker
Blinks eyes constantly.

Fiddler
Always needs something in at least one hand to play with.

Jumpy
Jumpy and nervous.

Lip Licker
Always licking his/her lips.

Nervous Twitch
A nervous twitch or slight muscle spasm.

Nose Rubber
Rubs nose or other body part constantly.

Rambler
When speaking, rambles on going from story to story.

Addictions

Addictions are rated on a scale from 2-10. A 2 represents the least amount of addiction while a 10 represents an extreme addiction. When faced with a temptation for the specific addiction the character must make a Wits check against the addiction level.

Example: Krakesh has an extreme addiction to Gambling (9). Whenever Krakesh is near a card game, casino or other game or place of chance he must make a Wits check. Krakesh passes by a well known casino and makes his check. Krakesh has a Wits score of 3 so he rolls 3d10. Krakesh rolls 3,5,7. Krakesh takes the 7 and fails, giving in to his gambling addiction.

The preceding example is a simplistic way to handle the addiction. After the roll it is up to the player to enforce the rules and decide how Krakesh will react. Will he enter the casino and play only to be kicked out later broke and drunk? Or, will he get ready to enter and have a change of heart. The GM should take into account how Krakesh reacts. If he reacts according to the roll and enters the casino this would be staying in line with the characters persona and may reward some XP. If the player decides not to go into the casino he/she should give a good reason for the decision or be docked XP for not playing the characters persona.

Addiction Level	Severity
2	Weak, minimal addiction, still has a great deal of control and rarely succumbs to the desire.
4-7	Moderate addiction level, has some problems controlling the addiction and often needs support. Still has a good deal of control over the desire.
8-9	Heavy addiction. Easily influenced and side tracked by the addiction. Almost always needs help in over coming the addiction.
10	Severe addiction. Almost always succumbs to the addiction when tempted. May seek the addiction out or secretly partake. Almost always needs help overcoming the addiction.

Addictions should start out on a scale from 1-10 (d10). Each time an addiction check is failed there is a chance the addiction level will increase. Use the following chart to determine addiction increase on a failed check.

Roll (d10)	Addiction increase
1-7	No increase
8-9	+1
10	+2

In order to renounce of an addiction, the character may have to seek some sort of medical treatment or some sort of potion that can cure the addiction. Long periods without exposure to the addiction should be handled accordingly by the GM. Lack of some addiction such as opium, alcohol or sex may have a severe impact on the personality of the character after a long period of time. The impact of the lack of exposure to the addiction should be based on the addiction level.

Example: Krakesh has a gambling addiction of 9. His brother Mortek also has a Gambling addiction but to a lesser extent (5). In the situation where neither brother was exposed to any gambling Krakesh would suffer more than his brother based on the addiction level.

Past

Everyone has a past. Everyone has a childhood. Some childhoods are great and others awful. In the process of your characters creation you should write about your characters childhood and what influence it has had on your characters life. Discuss how you were raised, where you were raised, your hometown etc. Here are some questions to consider when thinking of your characters past…

1. What were your character's parents (family) like?
2. Did your character suffer any diseases or ailments?
3. Did any disease or illness suffered have a lasting effect?
4. Was your character spoiled in any way?
5. What kind of child was your character?
6. What influenced your character as a child?
7. What kind of teenager was your character?
8. What were your character's interests growing up?

Personality/Demeanor

During the course of your characters creation you should go into as much detail as possible in fleshing out the character. Remember that your character is more than just a bunch of numbers and statistics. The more detail you give your character the more you will get out of the game. The world you participate in will become richer and more alive.

The following are some helpful questions to get you thinking. These questions pertain to your characters persona…

1. What are your characters likes and dislikes?
2. How does your character feel about others?
3. How does your character treat others?
4. How does your character feel about material items and wealth?
5. What are your goals, dreams in life?
6. What is your characters philosophy on life?
7. What is your characters view of religion, god[s] and an after life?
8. How does your character feel about authority?
9. How does your character feel about magic and the supernatural?
10. How does your character feel about those with different beliefs than their own?
11. Does your character enjoy hurting others physically?
12. Does your character enjoy hurting others mentally?
13. What motto(s) does your character live by?

Boons

Boons are advantages given to your character upon creation. Boons can be anything from an inheritance (which would result in more starting money) to a natural physical condition (like sensitive hearing which could give a Sense, Notice check bonus). Boons can be rolled for, or be awarded by the GM depending on the characters past and personality..

Abstract Thinker
Has a heightened sense of puzzle solving and abstract thought. Mathematics +1.

Animal Affinity
Works well with animals. Taming +1.

Arcane Lore
Your character is versed in the ways of Arcane Lore. All Arcane Lore attempts receive +1 die.

Artistic Flare
A great awareness of art, drawing, painting, sculpture etc. Drawing +1.

At Peace
Your character is calm and generally easy to get along with. As such, all Peacemaking attempts receive +2 dice on a Manipulation skill check.

Athleticism
Natural athlete. Bare Knuckle +1.

Bribe
You have a way with words when it comes to bribing someone. All bribe attempts receive +2 dice added to the manipulation check.

Diplomacy

Your diplomatic skills are far and above those of an average person. All Social Combat in which your character uses Charisma or Wits as their weapon of choice receives +1 die.

Divine Right

This individual is of the mindset that their beliefs somehow give them power. Luck +1 point.

Driver

This individual has a natural ability to operate vehicles. Control Vehicle +1.

Focus

The ability to remain calm and focused. +1 Focus die.

Guide

Natural sense of direction. Orientation +1.

Historian

Great deal of knowledge about the past. Item Lore +1.

Hougeeni

This is the ability to escape cuffs and ropes. Escapism +1.

Insight

Insight is the ability to look past the obvious, to read between the lines. Evaluation +1.

Musical Flare

Intuitive ability to play instruments. Music +1.

Natural Gambler

Your character is naturally gifted when it comes to games of chance. As such, your character receives +1 on all gambling checks utilizing the Bluff skill.

Night Sight

This individual has the ability to see at night as if it were daylight.

Pain Tolerance

The ability to withstand large amounts of pain and injury. All Endurance checks against Stun, Death and KO receive +1 die on the attempt.

Seduction

Your character has an ability to seduce that is extraordinary. All seduction attempts get +2 dice added to the Manipulation check.

Sneak

The ability to easily find hiding spots. Hide +1.

Trouble Maker

Your character has the ability to stir up emotions and get people angry. As such, your character receives +2 dice to all Manipulation checks concerning Provocation.

Vigor

Your character has as extremely strong constitution. Health +3.

Flaws

Flaws are the opposite of Boons, they are negative aspects of the character. Flaws can be anything from being extremely monetarily poor to being deaf or blind or anything else that may hinder ones actions. Extreme flaws often have Boons that compensate for the lacking in a certain area, a balance of

sorts. Other flaws have no balance and are nothing more than disadvantages the character faces in everyday life.

Characters are not meant to be perfect. They often have abilities which go far and above any normal human traits. "With great power comes even greater responsibility", this holds true for all characters. The amazing abilities that one possesses do not create ideal lives. Flaws can add a lot of depth to a campaign as characters attempt to overcome and adapt to the problems in their lives. Flaws should be handled with balance and fairness and should become an integral part of the characters development.

Flaw Examples

Deformed
Dumb
Dyslexia
Gigantism
Insomnia
Little
Missing Digit(s)
Missing Limb
Monetarily Poor
Mute
Nightmares
Poor Eyesight
Poor Hearing
Severely Scarred

Deformed

Penalty: Charisma penalty based on the severity of the deformity (-1 to -3). Clearly visible deformities (such as the face) receive greater Charisma penalties than deformities which can be hidden.

Dumb

Penalty: Wits penalty depending on the

severity of the "dumbness." Penalties should not exceed -2.

Gigantism

Penalty: Charisma penalty -1.

Insomnia

Penalty: Exhaustion penalty (-3 max from PE) depending on the severity and how often the insomnia occurs.

Little

Penalty: Agility penalty -1.

Missing Digit(s)

Penalty: Dexterity penalty depending on the digit missing and number of digits. Maximum penalty of -2 Dexterity.

Monetarily Poor

Penalty: Starting money bonus during character creation (-50%).

Mute

Penalty: Charisma -1.

Nightmares

Penalty: Psychological penalties, difficulty sleeping, irritability.

Poor Eyesight

Penalty: Your character has poor eyesight and suffers a penalty of -1 die on all Focus rolls during a surprise.

Poor Hearing

Penalty: Your character has poor hearing and suffers a penalty of -1 die on all Focus rolls during a surprise.

Severely Scarred

Penalty: Your character is severely scarred and takes a -1 penalty to Charisma.

Chapter 3

Character Classes

CHARACTER CLASSES

Overview

Character classes are a result of the characters pre-creation background. Classes are what the character has done prior to being created by the player. This is the reason characters with a specific class start off with already familiar abilities and skills. The character's training prior to the "player's creation" has given them a foundation of knowledge on which they can further build.

Classes are not designed to be a rigid system which you are intended to abide by as a player but rather they are intended to be a guide to aid you in creating your character and surviving more than five minutes in the world. Your class is what gives your character its starting skills, abilities, equipment and weapons. As you increase in experience your character will grow and become even more unique.

Class Templates

Choosing a characters class is one of the most important parts of creating your character. The class you choose will define your characters area of study at the time of creation. Each class offers unique abilities and attributes which not only get your character started but also make your character an individual in the world. There are 12 Character Classes covered in this book. This section details all 12 character classes.

Each Class has pertinent information which the player must use when creating their character. The following is a list of this information and there definitions.

Attributes

Each class has a list of numbers (1,1,2,2,3,3) which are the characters beginning attribute scores. Each number listed should be applied to one attribute. The Player should consider the characters class and place the attribute scores accordingly.

Attribute Bonuses

Each character class has a certain area of expertise and ass such they receive a bonus in the basic attributes (Brute, Endurance, Agility, Dexterity, Wits and Charisma). All classes get at least one bonus and some get more.

Age

Age indicates the characters starting age.

Health

This is the amount of Health your character begins with. You will be directed

to multiply your Endurance score by a certain number in order to find your Health score.

Kore

Kore is the amount of Kore your character begins with. Kore is always the characters Wits score added to a specific class related number. Some characters rely on Kore as a primary weapon while other characters have no Kore at all.

PE (Physical Exhaustion)

PE is the amount of physical endurance your character has. Your character's PE is based primarily on Endurance.

ME (Mental Exhaustion)

ME is the amount of mental exhaustion points your character has. Your character's ME is based primarily on Wits.

Base Skills

Base Skills are the skills that your character receives with the class they chose. Each class has a certain number of skills that are automatically awarded to the character during creation.

Weapon Skills

Weapon Skills define the area in which your character is trained when it comes to combat. All classes have a certain area of training and as such they are awarded Weapon Skills.

The Weapon Skills are; Bare Knuckle, Firearm, Missile, Parry, Thrown, Two-Handed, One-Handed and Siege.

Bonus Skills

Bonus Skills are skill points which your character receives at the time of cre-ation. Bonus Skills are based on points received by taking your characters Wits score and multiplying by a certain number. Once you have determined the number of skill points you may choose your characters new skills and apply those points to the chosen skill(s).

Insanities and Phobias

When building a character, players have the right to choose any insanities or phobias they wish the character to possess. A list of Insanities can be found on page 2.11 and a list of Phobias can be found on page 2.13. It is not mandatory that character have insanities or phobias.

Boons

Boons are natural advantages a character has. All characters receive their choice of one or more starting boons. A list of Boons can be found on page 2.17.

Flaws

Flaws are any natural flaws a character may have. There may be a chance that the character has some sort of flaw at the time of creation. The GM should allow the player to choose whether or not the character will have any notable flaws. Flaws can make role playing much more difficult. As such, characters with flaws should be played only by players with a good deal of experience. A list of flaws can be found on page 2.19.

Beginning Equipment Set

This is the equipment your character begins with.

Beginning Weapons and Armor

This indicates what type of weapons and armor your character begins with.

Class Abilities

Class Abilities are abilities given to your character to aid in combat. Each character receives 3 class abilities of their choice during the character creation process. All abilities which have the class as the requirement (an example would be, Requirement: Guine Class) are given to the character at the time of character creation.

Assassin

For as long as humans have walked upon Phaethos and greed and power have been sought, the assassin has been in existence. Often called the second oldest profession, the assassin is a cunning killer for hire who uses trickery and skill to lure the enemy into a deadly trap.

The assassin is usually trained from a young age. Most assassins have been former slaves and have been forced into the life of an assassin. Their training has consisted of the use of weapons and techniques which involve the hunting and killing of other human beings. They have also received training in the areas of how to move in silence and how to be sneaky.

Assassins are highly aware of their surroundings and avoid going into places they have not yet explored. Rarely will an assassin hunt someone blindly but rather they will lead their prey into a trap where they can take advantage of all conditions (like a dark alley or an abandoned tunnel etc).

Attributes: 1,2,2,2,3,3
Att. Bonus: Agility +1

Age: 18 + d10 = years
Health: Endurance +16
Kore: unavailable
PE: Endurance x 4
ME: Wits + 6

Base Skills
Disguise: 2
Hide: 2
Move Silent: 3
Poisons: 2
Tracking: 2

Weapon Skills
One-Handed: 2
Missile: 2
Bare Knuckle: 1

Bonus Skills
Multiply your Wits score by 2. This is how many extra skill points you get. These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
1 week of rations
50 feet of rope
Backpack
Bedroll
Boots
Flint and Steel
One-Handed weapon of choice
Set of Clothing
Tent

Beginning Weapons and Armor
Blindman's Dust
One-Handed Weapon of choice
Missile Weapon of choice
Assassin Armor (full suit)

Starting Money: 1 gold piece

Assassin Abilities

Assassins receive all Assassin abilities which have an XP cost of 0; Climbing, Scaling, Sneak Attack.

Assassin Multi-Melee Attack

Requirements: MCR 3+
XP Cost: 150
The assassin can attack multiple targets by dividing the attack dice. Each die can be rolled independently for a specific target. Each target can only be hit once.

Assassin Multi-Ranged Attack

Requirements: RCR 3+
XP Cost: 150
The Assassin can attack multiple targets with a ranged weapon in a single turn. For every target to be hit, one die must be burnt.

Chink in Armor

Requirements: MCR 3+
XP Cost: 150
Chink in the Armor allows the assassin to strike in the weak spot of armor doing damage directly to the targets health. In order to utilize this ability the assassin must burn 2 dice.

Climbing

Requirements: Assassin Class
XP Cost: none
The assassin receives +1 die to all Brute checks while climbing.

Death Blow

Requirements: MCR 3+
XP Cost: 150
Death Blow allows the assassin to burn dice in order to do extra damage on a melee attack. For every die burned on the attack the assassin will do +2 damage. (Burn 1 die = +2 damage, 2 dice = +4 damage etc.)

Double Jeopardy

Requirements: MCR 6+
XP Cost: 300
The assassin makes two melee strikes simultaneously. Two dice must be burnt per strike (the character must have an MCR of at least 6 in order to do this). The strikes are rolled independently and must go toward the same target.

Pressure Points

Requirements: MCR 2+
XP Cost: 100
Pressure Points allow the assassin to hit vital body location (with bare hands) in order to incapacitate the target. The assassin can burn 1 die for each round of stun to be applied to the target. The attack does no damage but stuns the victim in rounds per die burnt. Armored targets are immune to this attack.

Scaling

Requirements: Assassin Class
XP Cost: none
The assassin receives +1 die to all Agility checks when scaling an edge, walking a tight rope or any other feat of balance.

Silent Strike

Requirements: MCR 2+
XP Cost: 100
Silent Strike allows the assassin to burn 1 die in order to make a silent attack. The attack can be made with a bare knuckle, melee or ranged weapons (not firearms).

Sneak Attack

Requirements: Assassin Class
XP Cost: none
The assassin receives +1 die on all Move Silent checks and +1 die when attacking from a surprise position. The attack bonus applies to both melee and ranged weapons.

Snipe Attack

Requirements: RCR 3+
XP Cost: 150
Snipe Attack allows the Assassin to move and attack while hidden (ranged weapons only). The assassin burns 2 dice on the ranged attack in order to receive a +2 dice bonus to his/her Hide skill check (opposed by a Wits check) after the attack to avoid detection. If the weapon used for the Snipe Attack is a firearm, the assassin only has a die bonus of +1.

Staggering Blow

Requirements: MCR 2+
XP Cost: 100
Staggering Blow allows the assassin to burn 1 die in order to stun an opponent with a Bare Knuckle attack. The stun occurs on a successful attack and lasts for 1 turn.

Staggering Strike

Requirements: MCR 3+
XP Cost: 150
Staggering Strike allows the assassin to burn 2 dice in order to stun an opponent with a melee weapon strike. The stun occurs on a successful strike and lasts for 1 turn.

Sweep

Requirements: MCR 2+
XP Cost: 100
If on the ground, the assassin may burn 1 die on an attack in order to sweep the leg of the target knocking the target to the ground. If successful, the target is knocked to the ground. This attack does no damage.

Engineer

Engineers are the heavily educated people who have studied everything from building and construction to the latest weaponry. Engineers are not combat characters for the most part but rather thinking characters that rely on their wits and talents to get them through. Intelligence is a valued commodity in the world of Phaethos and the Engineer is a prized member of any group.

Engineers generally have a network of close friends who are also well educated and well connected in society. It is not only the Engineers ability to design and build but also their ability to network and converse with the sophisticates of society. This networking skill opens up a multitude of job opportunities in various domains for even the least experienced Engineer.

Attributes: 1,1,2,2,3,4
Att. Bonus: Wits: +1

Age: 23 + d10 = years
Health: Endurance +14
Kore: unavailable
PE: Endurance +6
ME: Wits +12

Base Skills
Blacksmithing: 3
Control Vehicle: 2
Mechanics: 3
Reading/Writing: 2

Weapon Skills
One-Handed Weapons: 1

Bonus Skills
Multiply your Wits score by 3. This is how many extra skill points you get.

These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
1 week of rations
Backpack
Bedroll
Boots
Compass
Flint and Steel
Parchment
Quill and Ink
Set of Clothing
Tent

Beginning Weapons and Armor
Short Sword

Starting Money: 5 gold pieces

Engineer Abilities
Engineers receive all Engineer abilities which have an XP cost of 0; Advanced Repair, Architecture, Leadership, Sneak Attack, Recruit, Reduced Build Time.

Advanced Repair
Requirements: Engineer Class
XP Cost: none
The Engineers vast knowledge of all things mechanical allows them to be able to fix just about anything that is in need of repair. Engineers receive a +1 die bonus on all repair rolls no matter the area of repair.

Architecture
Requirements: Engineer Class
XP Cost: none
Architecture allows the Engineer to create and devise ways to build structures such as homes, castles, hideouts, bridges etc. The Engineer understands how to coordinate work and workers, keep workers happy and keep work moving on schedule. The Engineer has in-depth knowledge of building techniques concerning wood, metal, stone, plumbing, steam, and all things related to engineering.

Engineer Multi-Melee Attack
Requirements: MCR 4+
XP Cost: 200
The Engineer can attack multiple targets by dividing the melee attack rolls. Each die can be rolled independently for a specific target. Each target can only be hit once.

Leadership
Requirements: Engineer Class
XP Cost: none
While in the presence of allies, the Engineer inspires and boosts morale. Because of this ability all allies of the Engineer receive a +1 die in melee combat while within 20 feet of the Engineer.

Recruit
Requirements: Engineer Class
XP Cost: none
The Engineer has the ability to recruit hirelings with a great deal of ease. Engineers are well spoken and intelligent and generally command respect from the normal citizens of the world. As such, Engineers are looked up to. Plus, people always need jobs. When recruiting the Engineer rolls an extra die on his/her Charisma check.

Reduced Build Time
Requirements: Engineer Class
XP Cost: none
The Engineer can repair or build items in half the normal amount of time. (This ability requires a specific crafting skill.)

Sneak Attack
Requirements: Engineer Class
XP Cost: none
The Engineer is usually not as equipped as other classes for direct combat and instead relies on cunning and intelligence to survive. As such, the Engineer receives +1 die when attacking from a surprise position. The attack bonus applies to both melee and ranged weapons.

Grifter

The Grifter is an individual who makes a living from the betrayal, swindling, and deception of others. Grifters differ in their nefarious tactics. Some require large amounts of time and effort in order to get into the good graces of the mark while others will pull a fast con and get out quick. Often times, the more patient and experienced Grifters will be those who get the bigger scores while more impatient and inexperienced Grifters will settle for the fast easy money.

Grifters often work in teams and live by a code. There is no set code that all Grifters adhere to; rather they live by the code of their mentors and teachers which are handed down through the generations. Teams are a close knit bunch who generally shares the same living quarters with one another. By living together they can easily coordinate efforts and plans, divide loot and offer protection. The Grifters residence is always a closely guarded secret.

Grifters use signals and codes to communicate with one another while in public. Grifters who share a residence or work together will rarely ever be seen together in public as it is way to risky. The use of fictitious names and information is a trademark of the Grifter who values privacy and anonymity.

Attributes: 1,2,2,2,3,3
Att. Bonus: Agility +1

Age: 22 + d10 = years
Health: Endurance +16
Charisma: +1
Kore: unavailable
PE: Endurance +6
ME: Wits +6

Base Skills
Disguise: 1
Evaluation: 2
Forgery: 2
Manipulation: 3

Weapon Skills
One-Handed Weapons: 2

Bonus Skills
Multiply your Wits score by 2. This is how many extra skill points you get.

These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
1 week of rations
Backpack
Bedroll
Boots
Flint and Steel
Leather Bag
Leather Pouches
Set of Clothing
Set of Fancy Clothing
Tent

Beginning Weapons and Armor
Short Sword

Starting Money: 6 silver pieces

Grifter Abilities

Grifters receive all Grifter abilities which have an XP cost of 0; Code, Eavesdrop, Impersonate/Disguise, Lip Reading, Misdirect.

Adams Apple

Requirements: MCR 3+ (Grifter Class)
XP Cost: 150
Adams Apple is a throat punch designed to stun a target. The Grifter burns 2 dice on the attack roll. If the attack is a success the target is considered hit in the throat and will be stunned for one turn.

Cheap Shot

Requirements: MCR 2+
XP Cost: 100
Groin Strike allows the Grifter to burn 1 die on a Bare Knuckle attack. If the attack is successful the target takes normal damage but is stunned for 1 turn.

Code

Requirements: Grifter Class
XP Cost: none
Code allows the Grifter to use and identify spoken codes and written symbols. When communicating with another individual who has knowledge of codes and symbols the Grifter receives a +2 dice Charisma bonus.

Eavesdrop

Requirements: Grifter Class
XP Cost: none
Eavesdrop allows the Grifter +1 die on all Wits checks involving hearing.

Grifter Multi-Melee Attack

Requirements: MCR 4+ (Grifter Class)
XP Cost: 200
The Grifter can attack multiple targets by dividing the melee attack rolls. Each die can be rolled independently for a specific target. Each target can only be hit once.

Impersonate/Disguise

Requirements: Grifter Class
XP Cost: none
Impersonate allows the Grifter to convincingly mimic an individual by adopting certain mannerisms such as syntax, body language and gestures. Disguise is the ability to create a false persona. Disguise pertains to styles of dress, wigs, makeup and fake facial hair. The Grifter receives +2 dice when making a Wits check concerning Impersonation and Disguise.

Lip Reading

Requirements: Grifter Class
XP Cost: none
The Grifter can read lips in all languages he/she speaks. As long as the lips are visible, the Grifter can read them.

Misdirect

Requirements: Grifter Class
XP Cost: none
The Grifter receives +1 die to any Bluff check during combat.

Stunning Maneuver

Requirements: MCR 3+ (Grifter Class)
XP Cost: 150
The Grifter can burn 2 dice on a melee attack. If the attack is successful the Grifter stuns the target for 1 round.

Wide Open

Requirements: MCR 3+ (Grifter Class)
XP Cost: 150
Wide Open can be used during a parry attempt. The Grifter burns 2 dice on the parry attempt. If the parry attempt is successful the Grifter creates an opening for attack which gives a bonus of +2 dice.

Guine

The Guine are those men and women who have been specially trained in the use of firearms from the time they were children until they became teenagers. The world of the Guine is a strict, hard, disciplined world where hard work and training mold the young mind into a deadly and disciplined warrior. Children who were once without discipline or neglected are hammered into hardened gunslingers who demand respect once they leave their Lodge.

Most Guine (men and women) wear the typical Guine clothing which consists of a top hat, long black coats, black trousers, white shirts with thin black ties (women wear black bowtie) and the notable symbol of the Guine Lodge which is exposed for all to see (usually upon the coat sleeve). The image of this symbol is enough by itself to drive fear into most people and make others reconsider their actions or a slip of their tongue.

Not the entire world has respect for the Guine and many see them as a rebellious lot who fight without honor using the cowardly firearms they so boldly cling to. Many towns and villages have all together banned the use or carrying of firearms and furthermore have banned the Guine themselves. In many regions the Guine are hunted as trophies, their guns taken and hung upon walls by so called Guine Killers (many of which are Guine gone bad).

Guine receive in-depth training in the use of firearms and combat techniques along with social skills which allow these characters to make a living by means of gambling or the reading of others personalities. Guine are cunning and smooth, well dressed and well mannered as Guine training not only teaches deadliness with a weapon but with wit as well.

Guine are generally reserved and well mannered. They are usually slow to anger as a result of years of intense discipline and often times allow words or comments to pass by.

Attributes: 1,2,2,2,3,3
Att. Bonus: Dexterity: +1

Age: 16 + d10 = years
Health: Endurance +16
Kore: unavailable
PE: Endurance +8
ME: Wits +6

Base Skills
Control Mount: 2
Evaluation: 2
Manipulation: 2
Tracking: 2

Weapon Skills
Firearms: 3

Bonus Skills
Multiply your Wits score by 2. This is how many extra skill points you get. These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
1 week of rations
Backpack
Bedroll
Boots
Cowboy Hat
Flint and Steel
Guine Symbol
Holsters
Set of Clothing (standard Guine attire)
Tent

Beginning Weapons and Armor
Guine Pistol

Starting Money: 3 silver pieces

Guine Abilities
Guine receive all Guine abilities which have an XP cost of 0; Quick Draw, Gun Form.

Gun Form
Requirements: Guine Class
XP Cost: none
Gun Form allows the Guine to position his/her body in a way that is most conducive to hitting a target and avoid being hit. Add +1 to any Guine dodge against a bullet because of this ability.

Guine Multi-Firearm Attack
Requirements: RCR 4+
XP Cost: 200
The Guine can attack multiple targets by dividing the firearm attack rolls. Each die can be rolled independently for a specific target. Each target can only be hit once. (Make sure the weapon used can be repeatedly fired).

Quick Draw
Requirements: Guine Class
XP Cost: none
Guine never make a check when drawing a pistol. Guine also receive +1 die on all initiative checks made with a pistol.

Trailblazer
Requirements: RCR 6+
XP Cost: 300
Time to fill someone with lead! Trailblazer allows the Guine to fire two shots in a single turn. Each shot must be rolled independently and must be fired at the same target.

Kineck May

The Kineck May are those who cover their body in Kore Markings in order to harness the power of Kore and allow their bodies to act as a conduit for Kore. Kineck May have most of their bodies (including their faces where the tattoos are most powerful) covered in elaborate tattoos. These tattoos are known as Kore Markings and each is a symbolic representation of the physical manifestation of Kore.

The Kineck May worship Kore as a living, breathing entity which grants them great power. Most Kineck May are obsessed with Kore and the idea of Kore Markings. Many Kineck May seek artists capable of rendering the elaborate tattoos which have the ability to harness Kore and may spend most of their life in search of these artists who are hidden throughout the world.

Kineck May come in all shapes and sizes but they all have one common bond, the Kore Markings. These markings are black and elaborately painted, twisting designs which curve and loop all around the body of the wearer. Each tattoo is separate from the rest and grants a specific ability by way of the Kore which is held within the marking. Kore Markings are considered to be extremely powerful because they require little use of Kore. Even at extremely high levels, the use of Kore is minimal because of the focusing power of the markings which act as a conduit for the Kore to pass from being unseen into the body of the user.

The use of Kore Marking is not without price. Many Kineck May die young as their bodies wear down from the con-

tinual use of Kore (even when the markings are not active the Kore still resides within). Forty years old is considered ancient for a Kineck May as most die out in their late 20s. Often, death is a slow crippling process which breaks down the user's body and eventually shuts down all of the body's organs one by one until the are dead. This is known as Kore death and has no cure.

Kineck May are usually trained from a young age and receive their first markings as teenagers. Many larger cities have prominent artists who are known for their markings.

Attributes: 2,2,2,2,3,3
Att. Bonus: Endurance +1

Age: 15 + d10 = years
Health: Endurance +18
Kore: Wits + 10
PE: Endurance +12
ME: Wits +6

Base Skills
Evaluation: 2
Manipulation: 2
Tracking: 2

Weapon Skills
Bare Knuckle: 2

Bonus Skills
Multiply your Wits score by 2. This is how many extra skill points you get. These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
1 week of rations
Backpack
Bare Knuckle Weapon
Bedroll
Boots
Flint and Steel
Leather Gloves
Set of Clothing
Tent

Beginning Weapons and Armor
Choice of Bare Knuckle weapon.

Starting Money: 3 silver

Kineck May Abilities

Kineck May get 2 Markings at the time of character creation. The Required Skill Level for the Marking cannot exceed 3. Kineck May begin with a Kore Prayer score of 3.

Kineck May Multi-Melee Attack

Requirements: MCR 4+
XP Cost: 300
The Kineck May can attack multiple targets by dividing the melee attack rolls. Each die can be rolled independently for a specific target. Each target can only be hit once.

Kore Markings

Acquisition of Kore Markings

Kore Markings are attained by hiring a tattoo artist (with a minimal Drawing Skill of 5 and a minimal Arcane Knowledge skill of 3) to imprint the Kore Marking upon the body of the individual. The artist makes a skill check (Drawing). Creating a Kore Marking is an exhaustive process for the artist mentally. The task of creating the tattoo requires the artist expend 10 M.E. per attempt. If the check is a success the tattoo is imprinted on the body of the Kineck May. If the check fails the artist must wait until she has enough M.E. to finish or correct the marking.

Most Artists charge about 300 gold pieces per marking. Markings require about 6 hours to create.

Kore Marking Attributes

Required Skill Level

The Required Skill Level indicates the level of the Kore Marking ability which

is required in order to use the specific marking. If the Kore Marking level is less than the required level, the mark is considered out of the characters skill level and cannot be used (although the character can still possess the mark). The Required Skill Level is equal to the amount of Kore the marking consumes when used. The Required Skill Level plus 2 is equal to the TN of the marking.

Duration
This indicates how long the power of the Kore Marking lasts. Some markings last a period of time while others have an instantaneous effect.

Dice Burn
Dice Burn indicates if dice can be burned in order to have an effect on the markings normal properties. If dice can be burned, then the character can choose to sacrifice X amount of dice to give the marking a greater effect. The following list indicates what dice burning can accomplish. Examples are given with each instance.

Duration Increase
For every die burned, the duration of the marking is increased +1 round. This only applies to markings which have a time of duration (instant effect prayers are unaffected by this).
Example: Kaltar uses a marking which has a duration of MoS + Wits = rounds. Kaltar decides to burn 2 dice when attempting the to activate the marking which will extend the duration of the marking +2 rounds if successfully used.

Kore Reduction
For every die burned, 1 point of Kore is saved on the activation of the marking.

Example: Kaltar has a level 4 Kore Marking skill and is using a marking which requires 4 Kore. Kaltar only has 3 Kore points left so he decides to burn two dice. If Kaltar successfully uses the marking he will spend only 2 Kore because of the burned dice.

List of Kore Markings
Accelerated Attack
Animal Instinct
Aquanaut
Enhanced Speed
Enhanced Strength
Fury
Gas Lung
Hawk's Eye
Healer's Mark
Iron Skin
Night Sight
Perception
Psychometry
Raven
Spring
Trance
Vaccine
X-Ray Vision
Weapon of One

Kore Markings Descriptions

Accelerated Attack
Required Skill Level: 4
Duration: MoS = rounds
The speed of the attack is so fast that the target has little time to dodge/parry and loses -2 dice on the dodge/parry attempt.

Animal Instinct

Required Skill Level: 2
Duration: MoS = rounds
Activating this marking allows the Kineck May to sense any danger within a radius of 100 feet. The Kineck May will be aware of the exact direction(s) of the danger. Sensing any attack results in +1 die to any type of defensive move (dodge, block etc.).

Aquanaut

Required Skill Level: 3
Duration: 1 hour
Aquanaut gives the character the ability to breath underwater. The character can breathe in water while the lungs adapt to remove oxygen. The first breath will feel like choking but subsequent breaths ease and soon breathing becomes natural.

Enhanced Speed

Required Skill Level: 3
Duration: MoS = rounds
This marking can be activated to give the wearer a speed enhancement. The characters Agility score increase +1 die.

Enhanced Strength

Required Skill Level: 3
Duration: MoS = rounds
This marking can be activated to give the wearer a strength enhancement. The characters Brute score increases +1 die.

Gas Lung

Required Skill Level: 4
Duration: 1 hour
This marking gives the character the ability to breathe toxic gas and poisonous fumes. The lungs adapt to remove the toxins and take only fresh air. The toxins are exhaled while fresh air remains.

Hawk's Eye

Required Skill Level: 3
Duration: MoS = rounds
This marking gives the user the ability to see at great distances. The user can see double the normal distance and receives +1 die to hit on all ranged attacks while the ability is in use.

Healer's Mark

Required Skill Level: 4
Duration: instant
Healer's Mark allows the user to instantly heal any damage done to their own body. The amount of Health healed is equal to the MoS + 4. The healing takes place instantly. Mental damage is unaffected by this ability.

Iron Skin

Required Skill Level: 4
Duration: MoS = rounds
This marking can be activated to give the wearer armored skin. The skin has an AR of 5 and lasts the duration of the ability. The skin should be treated as normal armor (without the DC).

Night Sight

Required Skill Level: 2
Duration: MoS x 2= rounds
Night Sight lets the user see in the dark as if it were day. The user can see their normal distance in complete darkness.

Perception

Required Skill Level: 3
Duration: 1 hour
This marking is activated in order to increase the perceptive ability of the wearer. All sensory checks (Wits) receive a bonus of +1 die while this marking is active.

Psychometry

Required Skill Level: 4
Duration: 1 use
This marking can be activated to give the information about the history of an object. The Kineck May can touch any object while activating this marking to give them a history of the object, where it was made, who made it, and when it was made. If the MoS of the roll is greater than 4, the user can also tell how many people have been in contact with the object and how recently this contact took place.

Raven

Required Skill Level: 6
Duration: 1 hour
Raven allows the Kineck May to turn into a flock of ravens. The body of the user actually flies apart forming a group of about 10 ravens. (Each raven represents 10% of the individuals total Health.) The Kineck May often use this ability as a means of transportation as they can cover great distances while in raven form (30-40 miles in an hour). While in Raven form the birds get 1 melee attack die each. They can do 1 point of damage and they have a dodge of 3 dice. (During the players turn, all 10 birds can attack). After the marking is deactivated, the ravens morph into one another reforming the Kineck May.

Spring

Required Skill Level: 4
Duration: instant
Spring gives the user the ability to jump vertically up to 20 feet or horizontally 40 feet. For each die burned the user can jump an extra 10 feet.

Trance

Required Skill Level: 4
Duration: MoS = rounds
This marking sends the wearer into a combat trance which boosts combat effectiveness. The user receives +1 die to hit and does an extra +2 damage on each strike. All parry attempts receive +1 die.

Vaccine

Required Skill Level: 3
Duration: 1 hour
This marking increases the wearer's resistance and immunity to toxins and poisons. The user receives a bonus to all checks versus poisons and toxins (+1 Endurance die) while this marking is active.

X-Ray Vision

Required Skill Level: 5
Duration: MoS = rounds
The user has the ability to see through solid objects. Objects up to 10 feet in thickness can be seen through without difficulty. All normal, solid materials can be seen through.

Weapon of One

Required Skill Level: 4
Duration: MoS = rounds
Weapon of One allows the individual to imbue the carried weapon with the power of Kore. Essentially the weapon becomes an extension of the user's body and receives +1 die to hit and +1 die to parry.

Creating Kore Markings

In order for a character to create a Kore Marking from scratch, they must have a minimal Drawing skill of 4 and an Arcane Knowledge of no less than 5. The character must successfully make a skill check using both skills. After these checks are made the GM will give the player the go ahead to create a Kore Marking.

When starting the creation process of a Kore Marking, the player should have the basic effect of the marking in mind. The effect should be limited to one ability (like heightened strength as opposed to "this ability gives the user the ability to move faster, stop time and bend steel"). The player should keep in mind when designing the marking that it will go up for review by the GM. If the GM approves the Marking, the character must seek an artist to have the marking successfully tattooed upon their body.

Korlock Witch

The Korlock Witch is one of the most deadly and fearful of all characters in the world of Phaethos. Harnessing the power of Kore Magic the Korlock Witch is able to perform feats of great power leveling opponents and spreading fear throughout the land.

Korlock Witches are usually despised by society and seen as evil miscreants who manipulate and warp the power of nature and life to do their bidding. The pale, emaciated bodies of these witches do nothing to help the stereotypes which accompany them. Kore twists and distorts the bodies of those who practice magic leaving them bizarrely misshapen with elongated heads and fingers, sunken black eyes and putrid smells which emanate from their skin. Although they may appear frail and weak they are extremely powerful and make for deadly opponents or strong allies.

Korlock Witches train from the time they are young children. They begin as an apprentice to a Korlock Witch and over the years they learn the way of the craft. Once they reach adulthood they are allowed to stay with the Master or go out on their own to gain their own knowledge and understanding of their craft. Entire lifetimes are spent learning and creating spells in an effort to master the nature of Kore.

The world of the Korlock Witch is often solitary. They view non-magic users as being subordinate and simple minded. Korlock Witches are a lonely breed who enjoy their time studying and practicing their art. Generally they avoid groups, relationships and crowds instead moving in the shadows and the background. Although they can be difficult to get along with, Korlock Witches bring a great deal of power to any group.

Attributes: 1,1,2,2,3,4
Att. Bonus: Wits +2

Age: 22 + d10 = years
Health: Endurance +14
Kore: Wits + 12
PE: Endurance +4
ME: Wits +14

Base Skills
Arcane Knowledge: 3
Inscription: 3
Meditation: 2

Weapon Skills
One-Handed Weapons: 2

Bonus Skills
Multiply your Wits score by 2. This is how many extra skill points you get. These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
1 week of rations
Backpack
Bedroll
Boots
Flint and Steel
Parchment
Robes or Long Coat
Set of Clothing
Spell Book (6 Spells)
Tall Hat
Tent

Beginning Weapons and Armor
none

Starting Money: 2 gold pieces

Korlock Witch Abilities

Korlock Witches receive 3 spells at the time of character creation (these spells cannot exceed a Minimum Required Level of 3). The Korlock Witches Kore Magic score begins at 3. A Korlock Witch also receives a +1 bonus to Resist Spells.

Kore Magic

The primary ability of any Korlock Witch is their ability to harness Kore in the form of Magic. Years of study are spent in order for a Witch to learn the ways of Kore and harness the powers which are contained within.

Acquiring Spells

Kore Spells are activated by the caster speaking an invocation. The invocation is a magical word which is bound to Kore. When the word is spoken the caster becomes a conduit for the Kore and allows the Kore to pass through their body releasing it. The word spoken dictates the form that the Kore takes.

Parchment scrolls contain spell invocations. In order for a Korlock Witch to cast a certain spell they must acquire a scroll on which the spell is written. The Korlock Witch then makes a Wits check against the TN of the spell (TN = Skill Level Required). If the check is a success, the witch memorizes the spell permanently. If the check is a failure, the witch fails to memorize the spell and must wait a day before trying again. Memorizing a spell places a great strain on a witch and will lower their ME by 10 points. The Inscription skill is used to transfer spells from memory onto scrolls.

Casting a Spell

In order to successfully cast a spell, the caster must speak the invocation audibly (this can be a whisper or a yell, it doesn't matter). In order to cast a spell roll the number of dice equivalent to your Kore Magic skill level. A Kore Spell has a TN equal to the Skill Level Required plus 2.

Example: Lorek has a Kore Magic skill of 3 so she rolls 3d10. Lorek rolls 2,3,6 giving her a 6. The spell being cast has a Required Skill Level of 3 so the TN is 5 (3+2). Lorek must roll better than 5. Lorek gets an 8. Lorek successfully casts the spell with an MoS of 3.

If the casting attempt fails, no Kore is used and the witch may make another attempt on the following turn.

Spell Attributes

Required Skill Level

The Required Skill Level indicates the level of Kore Magic required in order to cast the spell. If the Kore Magic level is less than the required level the spell is considered out of the casters range and cannot be cast. The Required Skill Level is equal to the amount of Kore the spell consumes upon casting. The Required Skill Level plus 2 is also equal to the TN of the spell.

Damage

Damage indicates the damage that a spell causes. Damage is based on the MoS of the casters roll multiplied by the Skill Level Required.

Example: Kraos casts Fireball which has a Required Skill Level of 4 (TN 4). Kraos gets an 8. Kraos has an MoS of 4. The MoS is multiplied by the Required Skill Level, in this case 4. 4 x 4 = 16. The Fireball does 8 points of damage.

Range

Range indicates the effective range of the spell. Spells which are cast over a distance are measured in feet. Spells cast on ones self are indicated by the word "self". A spell cannot exceed its given range. It is considered that a spell which moves out of its given range is rendered null because the caster cannot control the Kore and the spell fades.

Duration

This indicates how long the spell lasts. Some spells last a period of time while other spells have an instantaneous effect. Often times the spell will have a more complex duration which will be defined in the spells description.

Dodge

Dodge indicates whether the spell can be dodged with a normal physical dodge (Agility check). Yes indicates the spell can be dodged with a normal dodge. No indicates the spell cannot be dodged.

Resist

Resist indicates whether or not a spell can be resisted by making a Wits check against magic. Yes indicates the target can resist the spell by successfully rolling their Wits score and getting a number higher than that of the spell cast. No indicates that the spell cannot be resisted.

Dice Burn

Dice Burn indicates if dice can be burned in order to have an effect on the spells normal properties. If dice can be burned, then the caster can choose to sacrifice X amount of dice to give the spell a greater effect. The following list indicates what dice burning can accomplish. Examples are given with each instance.

Damage Increase

For every die burned on the cast, the damage of the spell is increased plus the level of the casters Kore Magic ability. Non-damaging spells cannot be made to cause damage by burning dice.
Example: Hirol has a Kore Magic level of 4 and burns 2 dice casting to increase the damage. If the spell is effective Hirol will do an extra +8 damage on top of the spells normal damage because of the burned dice.

Range Increase

For every die burned the range of the spell is increased by 25%.
Example: Hirol decides to burn 2 dice casting spell which has a range of 40 feet. If the spell is successfully cast, the range of the spell will increase by 50% (in this case, 20 feet). This will allow Hirol's spell to have a range of 60 feet on this cast.

Duration Increase

For every die burned, the duration of the spell is increased +1 round. This only applies to spells which have a time of duration (instant effect spells are unaffected by this).
Example: Hirol casts a spell which has a duration of MoS + Wits = rounds. Hirol decides to burn 2 dice casting the spell which will extend the duration of the spell +2 rounds if successfully cast.

Kore Reduction

For every die burned, 1 point of Kore is saved on the cast.
Example: Hirol has a level 4 Kore Magic skill and is casting a spell which requires 4 Kore. Hirol only has 3 Kore points left so he decides to burn two dice. If Hirol successfully casts the spell he uses only 2 Kore to do so.

List of Kore Spells

Ablative Skin
Acid Splash
Amplify
Blade Wall
Charm Beast
Create Food
Create Undead
Create Water
Cripple
Cuts
Dampening Field
Darkness
Dispel
Enchant
Fireball
Fire Scythe
Force Shield
Frost Missile
Glossa
Heal
Insanity Cloud
Kralas
Light
Lightning Strike
Long View
Magic Lock
Paralyze
Poison
Portal
Restore Self
Stone Wall
Symbolic Aura
Truth Circle
Vapor

Korlock Witch Spell Descriptions

Ablative Skin
Skill Level Required: 5
Damage: none
Range: self
Duration: MoS = rounds
Dodge: no
Range: no

The casters skin turns a dark, black color and appears to be made of charcoal. This "charcoal skin" creates a barrier which protects the caster from all fire and heat damage. Ablative Skin lasts the duration of the spell and protects the caster no matter how hot or how much heat the caster is exposed to. All clothing or combustible materials worn are unaffected by the spell and will burn as normal.

Acid Splash
Skill Level Required: 4
Damage: MoS x 4
Range: 10 feet
Duration: instant
Dodge: yes
Resist: no

Instantly a palm sized glob of gelatinous acid flies forth from the casters hand toward the target. Acid Splash allows the caster to conjure a palm sized ball of acid and project it t a target within 10 feet. The acid does the MoS x 4 initially but has a corrosive property which does an additional +2 damage per round for a maximum of 3 rounds. All damage is doubled if the acid comes into contact with metal.

Amplify
Skill Level Required: 4
Damage: none
Range: touch
Duration: MoS = rounds
Dodge: no
Resist: no

Amplify allows the caster to touch a target and Amplify the targets Kore ability. The target (if they have Kore abilities) will receive the following bonuses…

Kore Level Increase Temporarily +5
Damage Increase +2 (or beneficial increase +2 Health)
Range Increase +10 feet
Duration Increase +50%

Blade Wall
Skill Level Required: 6
Damage: see description
Range: 15 feet
Duration: MoS = rounds
Dodge: yes
Resist: no

A wall of sharp metal blades erupts from the ground. The wall appears to be made of swords, knives and other sharp metal objects which have been fused together. The wall is approximately 2 feet thick, 10 feet long and 8 feet high. The wall will only form in open areas. If the area in which the wall is to be created is smaller than the walls dimensions, the wall will simply form in the available space. Living creatures within the space of the walls creation will suffer 10 points of damage if caught by the wall.

Charm Beast

Skill Level Required: 4
Damage: none
Range: 25 feet
Duration: MoS x Wits = rounds
Dodge: no
Resist: yes

Upon speaking the invocation a small luminescent blue triangle will appear on the casters forehead as well as the targets. Charm Beast allows the caster to charm any creature with a Wits score equal to or less than their own. The creature falls under the command of the caster and will do as the caster commands. In order to command the creature the caster must speak verbally telling the creature what to do. Charm Beast has no effect on humans.

Create Food

Skill Level Required: 2
Damage: none
Range: 3 feet
Duration: instant
Dodge: no
Resist: no

Create Food allows the caster to create a days supply of food for a single person. The food will appear where the caster wishes. The food appears to a be a loaf of bread which has no flavor but does have the right amount of nutritional value to keep an individual from starving. The food created will remain fresh for a period of 24 hours after which time it will instantly become molded and maggot infested.

Create Undead

Skill Level Required: 6
Damage: none
Range: 10 feet
Duration: see description
Dodge: no
Resist: no

The caster can touch any recently deceased (24 hours maximum since time of death) creature or human and reanimate them. The reanimated creature responds to every command the caster gives during the duration of the spell. The reanimated creature will remain under the caster's control until either the caster is dead, the creature is destroyed or until the caster releases the creature. The Korlock Witch spell Dispel has no effect on a reanimated creature nor does the Monah prayer Divine Light. The reanimated creature will have normal statistics as if it were living with the exception of its Wits score which is reduced to 0. The caster can control a number of creatures' equivalent to his/her Wits score.

Create Water

Skill Level Required: 2
Damage: none
Range: 3 feet
Duration: instant
Dodge: no
Resist: no

Create Water allows the caster to create enough water to fill a canteen sized container. The water is normal, fresh water.

Cripple
Required Skill Level: 5
Damage: none (see effect)
Range: 40 feet
Duration: MoS = rounds
Dodge: no
Resist: yes

The casters hands seem to fade into darkness, removed from the world for a time. Tiny, black, beetle like creatures of an intangible nature will form on the target biting and causing the targets muscles to contort and twist. Fingers and toes curl, legs buckle and arms become useless almost immediately as the spell takes effect literally crippling the target. The target will attempt to brush the "ticks" off but to no avail. During the effect of the spell the target becomes completely rigid and crumpled, totally defenseless. The target of the spell may attempt to resist by making a Wits check.

Cuts
Required Skill Level: 3
Damage: MoS x 3
Range: 80 feet
Duration: Instant
Dodge: no
Resist: yes

The casters hands become as black as night. Suddenly the black is gone and the target is surrounded by a multitude of flying black bugs. These bugs fly frantically around the target passing in and out of armor and clothing causing little cuts and gashes all over the targets body. The bugs can be killed by the target but for each death another instantly takes its place. The cuts delivered range from 1 to 4 inches in length and appear all over the body including the face and any covered body parts. Bleeding is not severe, although the cuts must be tended. Pain is intense as if some invisible knife slashed away at the body. The target of the spell may attempt to resist by making a Wits check.

Dampening Field
Skill Level Required: 6
Damage: none
Range: 20 feet radius
Duration: MoS x Wits = rounds
Dodge: no
Resist: yes

The caster creates an invisible energy field which disrupts Kore energy. Anyone within the Dampening Field attempting to use Kore must make a Wits check vs. a TN of 10 or lose the ability to use Kore during the duration of the Dampening Field. Once the individual leaves the Dampening Field their powers return to normal.

Darkness
Required Skill Level: 2
Casting Time: 1 action
Damage: none
Range: 25 feet, 10 feet radius
Duration: MoS x 2 = rounds
Dodge: n/a
Resist: n/a

The caster speaks the invocation and the intended area slowly dims until it becomes as dark as a night with no moon. Those within the darkness can see as if nothing has happened (except for a tinted appearance) while those outside the spells area will be able to see nothing within the "darkness bubble". Night vision can pierce the darkness. Ranged attacks into the darkness bubble receive blind penalties. Those

entering the affected area of the spell receive no penalties (melee combat within the darkness takes place as normal).

Dispel

Required Skill Level: 4
Damage: none
Range: 60 feet
Duration: Instant
Dodge: no
Resist: yes

The caster speaks the invocation and his/her hands glow bright blue. A tiny, blue winged creature will appear and fly to the target latching on and sucking the effect from the targets body. The "blue imp" creature cannot be harmed (attacks on the creature will pass right through) and appears only briefly. After the spell effects have been removed from the target, the creature will vanish. Dispel will only work against spells cast by a caster with equal or lesser Kore Magic. Dispel works on both positive and negative spells.

Enchant

Required Skill Level: 6
Damage: none
Range: touch
Duration: Permanent
Dodge: n/a
Resist: n/a

Enchant is a powerful spell that allows the caster to imbue an object with the power of Kore. The object imbued essentially pulls small amounts of Kore from the surrounding area granting it a specific power. Crafting Kore items is covered in-depth in the Skills chapter under the section "Crafting Magical Items".

Fireball

Required Skill Level: 4
Damage: MoS x 4
Range: 100 feet
Duration: Instant
Dodge: yes
Resist: no

The caster speaks the invocation and his/her hands will glow red for a brief moment before discharging a ball of fire. This fire ball will dissipate after 100 feet. This fireball acts as a normal fire and upon impact will spread out in a radius not to exceed 10 feet. The fireball is approximately 2 feet in diameter at its largest size (15 feet from the caster). The target of the spell may attempt to dodge by making an Agility check.

Fire Scythe

Skill Level Required: 5
Damage: MoS x 5
Range: 40 feet
Duration: 3 rounds
Dodge: yes
Resist: no

The caster creates a flaming scythe which floats in the air and attacks targets at will. The scythe will move around as if suspended. The caster must maintain concentration in order to keep the scythe moving and attacking. The scythe cannot be harmed or destroyed (although it can be dispelled). The caster uses the scythe during their turn to make an attack or parry.

Force Shield
Required Skill Level: 3
Damage: None
Range: 20 feet radius
Duration: MoS + 3 = rounds
Dodge: n/a
Resist: n/a

The caster speaks the invocation and his/her hands glow yellow and burst forth with a bright yellow light. A "bubble" type shield which protects those inside from physical attacks forms with the caster at its center. This bubble will have a dull yellow glow to it marking the boundary. Those within the shield walls will be able to attack outside the shield without penalty. Those who are outside the shield attacking in can do no damage until the shield is destroyed. The shield has a DC of the MoS x 10. The shield will remain stationary after casting (even if the caster moves). The shield can not be entered by those outside its area.

Frost Missile
Skill Level Required: 4
Damage: see description
Range: 45 feet
Duration: instant (see description)
Dodge: yes
Resist: no

The caster speaks the invocation and instantly an icy blue missile springs from the palm of her hand. The missile has a range of 45 feet and will vanish at distances farther. If the missile hits the target the target will be frozen solid for the MoS in rounds. While frozen, the target can sense everything that is going on as normal but is unable to move. If a target is damaged while frozen the spell is instantly broken. The freezing itself does no damage.

Glossa
Kore Required: 3
Damage: None
Range: Self
Duration: MoS x 2 = rounds
Dodge: n/a
Resist: n/a

The caster speaks the invocation and they immediately gain full understanding of any spoken language they can hear. Glossa only affects the caster and the duration depends on the caster's skill level. Glossa can be used to understand any creature which has a Wits score of at least 1.

Heal
Kore Required: 3
Damage: None
Range: Self, 25 feet
Effect: Heal ones self or others.
Duration: Instant
Dodge: no
Resist: no

Once the caster speaks the invocation, his/her hands will glow with a white aura. This aura will instantly move toward the intended target engulfing them in white glow. The target will instantly be healed d10 + the caster's MoS.

Insanity Cloud
Skill Level Required: 6
Damage: see description
Range: 40 feet, 20 feet radius
Duration: MoS +6 = rounds
Dodge: no
Resist: yes

The caster creates a bulbous red plant with large tubules from which a poisonous gas is dispensed. The cloud of gas causes all of those within in its vicinity

to make a Endurance check against poison gas or be overcome by the effects of the gas. The Insanity Cloud creates a feeling of intense fear in the victim which is followed by a period of uncontrollable anger. The anger produced by the cloud causes the victim to react aggressively, attacking the nearest person or creature. The cloud will remain for at least the MoS + 6 rounds. The effects of the gas wear off after the victim has been clear of the cloud for at least 3 rounds. The cloud will move naturally with wind.

Kralas

Skill Level Required: 6
Damage: MoS per round
Range: 20 feet
Duration: MoS = rounds
Dodge: no
Resist: yes

Kralas creates a creature which appears to be an upside down octopus with its legs exposed above the ground. The legs flail about wildly trying to grab whatever they can. The creature can grab anything within 15 feet (normal dodge attempts to avoid this). If a character is caught by the creature, the tentacle will wrap around the character (Brute of 6). The character must make a Brute check against the Brute of the Kralas in order to break free of the squeeze. In addition to grabbing victims, the Kralas drains the Health of all creatures within a 15 feet radius. The amount of Health drained per round is equal to the MoS of the casters roll during the casting of the spell. The Kralas has a Health score of 50. The caster can burn 1 die per extra point of Brute applied to the Kralas normal Brute score.

Light

Required Skill Level: 1
Casting Time: 1 Turn
Damage: None
Range: 9 feet radius
Duration: 20 minutes
Dodge: no
Resist: no

The caster speaks the invocation and her hands instantly discharge a glowing white light. The light illuminates an area within a 9 foot radius. This light is equivalent to normal daylight.

Lightning Strike

Skill Level Required: 3
Damage: MoS x 2
Range: 110 feet
Duration: Instant
Dodge: yes
Resist: no

The caster speaks the invocation and instantly bolts of purple and blue lightning fly from her hands toward the target. This lightning is treated as normal lightning and does x2 damage to targets encased in metal (such as armor). The target of the spell may attempt to dodge by making an Agility check.

Long View

Skill Level Required: 2
Damage: none
Range: casters normal eyesight
Duration: MoS = rounds
Dodge: no
Resist: no

Long View allows the caster to see a distance 5 times what they can normally see. As long as the target of view is not blocked the caster will be able to see it (detail depends on the distance).

Magic Lock

Skill Level Required: 3
Damage: none
Range: touch
Duration: see description
Dodge: no
Resist: no

Magic Lock allows the caster to place a Magic Lock on any lockable item (unless stated otherwise). The lock can only be removed by destroying the door, killing the caster, or casting Dispel Magic on the target. (Lockable items include windows, doors, chests, boxes etc.) The Magic lock is invisible and the item upon which the spell is cast will appear normal. Upon speaking the invocation a small transparent orb of orange color will appear in the hands of the caster. The caster must touch the object to be locked at which time the orb will apparently melt into the object. The orb is about the size of a golf ball.

Paralyze

Skill Level Required: 4
Damage: none
Range: 15 feet
Duration: MoS + 4 = rounds
Dodge: no
Resist: yes

Paralyze allows the caster to stun the target. Targets hit with Paralyze are stopped motionless, frozen. The victim is placed into a state of suspended animation and unable to do anything. The effects of the spell are destroyed as soon as the target is damaged.

Poison

Skill Level Required: 3
Damage: none
Range: 15 feet
Duration: MoS + 4 = rounds (see description)
Dodge: no
Resist: yes (see description)

Poison is a Kore based attack which creates a poison effect in the target. The poison level is equal to the skill level of the caster.

Portal

Skill Level Required: 6
Damage: none
Range: 15 feet
Duration: MoS = minutes
Dodge: no
Resist: no

Portal allows the caster to create a watery looking door which leads to anyplace the caster can visualize within 100 miles. The spell requires that the caster has been to the place before and that they are familiar enough with it so that they can see it in their mind. The door created is approximately 7 feet tall, 4 feet wide and has no thickness. If one looks at the door from the rear they will see nothing.

Restore Self

Skill Level Required: 5
Damage: none
Range: self
Duration: instant
Dodge: no
Resist: no

Restore Self allows the caster to remove any negative effect on their body. Restore Self removes the negative ef-

fects of spells, psionics, poisons, prayers and toxins.

Stone Wall

Skill Level Required: 3
Damage: none
Range: 15 feet
Duration: MoS = rounds
Dodge: yes
Resist: no

Upon speaking the invocation for this spell a wall of stone 2f thick 15f long and 10f high rises up from the ground. The wall appears to be made of grey stone bricks held together with cement. The wall has a Body score of 200. The Stone wall will exist for the duration of the spell or until it has been destroyed. Any characters or creatures in the area of the walls creation simply rise up with the wall. Any obstructions in the path of the wall will either be destroyed or force the wall to form around it.

Symbolic Aura

Skill Level Required: 3
Damage: none
Range: 100 feet
Duration: MoS = minutes
Dodge: no
Resist: no

Symbolic Aura allows the caster to create an image 100 feet in the sky. The image created appears to be whatever the caster imagines (usually something others are familiar with). Symbolic Aura is used primarily as a signaling device or a warning for others to steer clear.

Truth Circle

Skill Level Required: 4
Damage: none
Range: see description
Duration: casters discretion
Dodge: no
Resist: yes (see description)

Upon casting this spell a circle will be magically burned into the ground at the casters feet. The circle has a radius of 5 feet. Anyone who is in the circle is unable to tell a lie (Wits check -3 dice) when questioned. The target being questioned is fully aware of everything that is going on and fully aware that they are unable to lie. They will simply tell the truth with no control over their mouth.

Vapor

Required Skill Level: 1
Damage: None
Range: 40 feet, 24 feet radius
Duration: see description
Dodge: n/a
Resist: n/a

The caster speaks the invocation and a foggy mist rises up in the intended area. This fog acts as normal fog and will exist until it naturally dissipates. Those within the fog will suffer combat condition modifiers of dense fog as will those attempting to attack with ranged weapons outside the affected area.

Critical Failure Chart (Kore Magic)

If the caster rolls a majority of 1s on a spell attempt roll, the spell attempt is considered a critical failure. The caster must then roll on the Spell Critical Fail-

ure Table to see the outcome of the fumble.

Roll (d10)	Rexult
1-4	Fizzle. Spell Fizzles and does nothing.
5-6	Explodes I. Spell explodes and does spell level + d10 damage to caster.
7-8	Explodes II. Spell explodes and does spell level + 2d10 damage to caster.
9-10	Wild Spell. Spell goes wild and creates a random effect. Roll on Wild Spell Chart.

Wild Spell Chart

Roll	Effect
1	Casters clothing disintegrates
2	Caster is blinded for 1 round
3	Caster is deaf for 1 round
4	Caster grows mushrooms all over his/her body
5	Caster's head swells to twice the normal size (1 round)
6	Random individual within the spells range begins to glow (1 round)
7	Random individual within the spells range goes blind (1 round)
8	Random individual within the spells range becomes mute (1 round)
9	Random individual within the spells range loses all hair
10	Random individual within the spells range is stunned (1 round)

Guide to Kore Spell Creation

Freeform magic does not allow one to create magic on the fly, rather it takes a great deal of effort, thought and preparation. The Witch must put a great deal of thought into creating a Kore spell. Only Kore Witches with a skill level of 5 or more can create Kore spells. Players who wish to create spells must write the spell out with all attributes and then submit the spell to the GM. The GM can allow, modify or rebuke the spell depending on the attributes and the style of play.

Skill Level Required

Determine the skill level of the spell. This number will be the minimal Kore Magic level needed in order to have a chance to cast the spell. The skill level of the spell will determine several other guidelines in the creation of the spell.

Example: A level 4 spell would require a minimal Kore Magic level of 4 to cast.

Kore Required

The Kore required to cast a spell is based on the spells skill level.
Example: The spell "Soup" has a skill level of 3 and therefore requires 3 Kore to cast.

Casting Time

For individual spells, casting time is 1 turn.

Damage

The damage of the spell is based on the skill level of the spell. Use the following chart to determine damage.

Skill

Level	Damage
1	MoS x1
2	MoS x2
3	MoS x3
4	MoS x4
5	MoS x5
6	MoS x6

Range/Radius

The Range of the spell is determined by the type of spell. The range should be discussed between the players and the GM. The two should come to an agreement on the subject.

Effect

The spells effects should be written on a piece of paper. The GM should look over the spells effect and make sure that it does not exceed its power level.

Duration

The Spells Duration is determined by the spell type.

Spell Type	Duration
Area Effect	Caster's Kore Magic Level in rounds
Direct Damage	Instant
Direct Effect	MoS x 2
Projectile	Instant
Self Effect	Caster's Kore Magic Level in rounds

Dodge

If the spell creates a physical manifestation such as something shot or launched at a target (like a fireball, lightning, web, etc) it can be dodged.

Resist

If the spell directly affects the target and cannot be dodged it can be resisted.

Spells are purchased with XP. Once the player completes the spells creation the paper is given to the GM for approval. If the spell is approved, the GM determines the XP cost and the XP is removed from the characters XP Bank. XP is the spell level x 10.

Example: Mary creates a level 4 spell called Nurmfor. 4 x 10 = 40. The spell costs Mary 40 XP.

At this point it is considered that the Witch has actually written the spell out on a scroll or within a book. The Witch may attempt to learn the spell anytime during game play. Normal Kore Magic acquisition rules apply.

Negative Impact of Kore Magic

The use of Kore Magic results in the deterioration of the user's physical body resulting in the user becoming the shell of a person. Each time Kore is used to cast a spell the body suffers physically as a side effect from the harnessing and releasing of the Kore. As a result, Korlock Witches become broken down and hideous to look at as they age. The wearing of large hats and robes is one way Korlock Witches hide their transformed bodies. After each session, the GM should roll for the Witch on the following chart to determine the nature of the current effects of Kore.

Roll	Outcome
1	Paleness
2	Black eyes
3	Skull Deformities
4	Brittle Nails
5	Teeth become pointed
6	Loss of hair
7	Aura of Doom
8	Changing of Blood
9	Elongation of fingers and toes
10	Putrid smell

1. Paleness: The witch's skin slowly loses pigment becoming lighter and lighter until it is almost transparent. As the skin loses pigment it becomes more susceptible to sunburn.

2. Black Eyes: The witch's eyes lose color. The iris becomes darker until it is black. The sclera also becomes darker until it becomes dark grey or black.

3. Skull Deformities: Over time the witches skull deforms because of Kore. Tiny horns may grow all around the top of the head or the skull may stretch becoming longer. This elongation will not exceed a couple of inches. The length of the horns will not exceed 2 inches.

4. Brittle Nails: The witches fingernails and toenails eventually become so brittle they fall off. To remedy this problem many witches wear gloves with hardened fingertips.

5. Pointed Teeth: Over time the witches teeth become more spaced apart and more pointed. Often times the teeth will grow in length and appear sharp as if they were filed.

6. Loss of Hair: Korlock Witches eventually lose all body hair. The hair in the head falls out first followed by the rest of the body.

7. Aura of Doom: Ever get the feeling something bad is going to happen or something creepy is going on? Maybe you were standing next to a Korlock Witch. Korlock Witches produce what can only be described as "bad feelings" in others. Because of this trait, Korlock witches lose a Charisma die each time this trait is rolled.

8. Changing of Blood: Over time, the witch's blood will change from red to black.

9. Elongation of Fingers and Toes: Over time the witches fingers and toes will grow in length. This is generally a small but noticeable amount of growth.

10. Putrid Smell: The Korlock Witch will sometimes stink of rotten flesh or dead fish. This is due to the large amounts of Kore running through the body. When this trait is active the witch loses 1 Charisma die.

Group Casting

Korlock Witches can combine their abilities to harness Kore and focus the Kore into a central location creating more powerful spells. Group Casting is considered to consist of a group of at least two or more witches. Each Korlock Witch casts the same group spell. If each Witch is successful in the casting of the spell (beating the spells TN) and enough Kore is present, the spell will be a success.

Group Spells have a TN of 5. Each Witch makes his/her roll and takes the highest number as usual. Add the top

number rolled by each witch together (as long as the numbers beat the TN) and divide by the number of witches to get the final number.

Example: A group of 4 Korlock Witches wish to cast Death Cloud. Each witch rolls his/her Kore Magic number. The results of the best rolls from each witch are 7,7,8,10. All were successful. These successes are added together to get 30 and then divided by 4. 30 / 4 comes to 7.5 (round up to 8). So the group number is 8. To find the spells damage subtract the TN (5) from the group number (8) which comes to 3. Death Cloud has a Damage of the MoS x,3 so 3 x 3 = 9. The Death Cloud will do 9 damage per round to those caught in the affected area.

Kore Required
The amount of Kore spent per witch is divided evenly amongst the group of successful casters.

Example: Death Cloud has a cost of 24 Kore total. 24 / 4 = 6. Each caster used 6 Kore to cast the spell.

Casting Time
A group spell requires 1 round of concentration from each of the casters involved.

Duration
Duration is the number of casters multiplied by the spell Duration number in rounds.

TN
All casters must roll (and be successful) against the spells Required Skill Level.

Korlock Witch Group Spell Descriptions

Death Cloud
Required Skill Level: 5
Kore Required: 24
Damage: x3 per round
Range: (see description) 100 feet radius
Effect: Creates a cloud of toxic gas which chokes the victim.
Duration: MoS x3 = rounds
Dodge: n/a
Resist: n/a

Death Cloud allows a group of witches to create a poisonous cloud of gas over a specific location. The casters may create the cloud at any range which is visible to all casters (not to exceed 1 mile). The Cloud appears to be made of hundreds of transparent, ghost like snakes which swarm about the air, in and out of one another. Anyone caught in the cloud must make a check against the effect of a toxic gas or lose MoS x3 health. The check is made each round. The cloud will last until it dissipates from natural air currents.

Hellish Storm
Required Skill Level: 5
Kore Required: 24
Damage: x3 per round
Range: 1,000 feet (see description), 100 feet radius
Effect: Creates a storm which rains fire.
Duration: MoS x3 = rounds
Dodge: yes
Resist: no

Hellish Storm creates a storm of black clouds which rain down fire and ash

over everything below. Anyone in the vicinity of the storm will suffer damage is they fail to make a successful dodge (normal melee dodge applies). The storm has a duration of the MoS x 3 rounds. Any combustible materials hit by fire from the storm will begin burning. All fire generated by the storms behaves as normal fire and will spread and act accordingly. Once the spell begins it cannot be stopped. The group of witches can cast the spell up to 1,000 feet in distance from where they stand (area of effect must be visible).

Kore Vortex

Required Skill Level: 5
Kore Required: 24
Damage: See Description
Range: 400 feet (see description), 20 feet radius
Effect: Vortex which sucks Kore from all objects and individuals in the vicinity.
Duration: x2 = rounds
Dodge: no
Resist: yes

Kore Vortex allows the group of witches to create spinning vortex which appears tornado like in form (with lightning and sparks shooting from it). The Vortex has a diameter of 20 feet. Any target caught in the vortex will immediately be drained of all Kore. Anyone within 30 feet of the vortex will lose Kore at a rate of 10 points per round until the vortex dissipates or until all Kore has been drained. Kore can literally be seen being pulled from the target. The vortex is unable to be seen through (blind modifiers apply to those within the vortex attacking targets outside) and all spells which enter the vortex or pass within the active range of the vortex have no effect. All spells effects on a given target are also nullified when in range of the vortex.

Plague

Required Skill Level: 5
Kore Required: 24
Damage: see description
Range: 5 miles (see description), 300 feet radius
Effect: Creates a plague of locust which devours all plants within the area.
Duration: see description
Dodge: n/a
Resist: n/a

Plague allows the group of witches to create a plague of insects which devour any living thing within the target area. The insects are magical in nature and multiply every time they are killed. The insects appear like a mix between a beetle and a locust. They have large pinchers with which they tear apart leaves and other plant materials. The insects occupy a continuous circle with a radius of 300 feet.

The insects will devour all plants in the area before vanishing or being dispelled. The plague can be sent by the group of witches from a distance of up to 5 miles (the area to be affected must be within visual range). The insects do 1 point of damage per bite to any individual caught within the spells range (doing a maximum amount of 5 damage per round). A Dispel spell will eliminate the insects in a circle with a radius of 30 feet.

Raise the Dead

Required Skill Level: 6
Kore Required: 30
Damage: None
Range: 200 feet, 160 feet radius
Effect: Reanimates everything dead in the affected area.
Duration: Instant
Dodge: n/a
Resist: n/a

Raise the Dead is one of the most powerful of all Kore spells as it negates the very limits of death. Raise the Dead allows the group of witches to resurrect a recently deceased individual (the target of spell can not have been dead for more than six months). In order to resurrect the target, all witches performing the spell must place their hands on the body of the deceased. The spell is cast and a small rift opens above the body. What appears to be black smoky tendrils slither from the rift, amongst the tendrils is a series of tiny white lights (the targets soul).

Raise the Dead allows the witches to rip the soul of the deceased from the Shadow Plane, bringing it back to the Material Plane and placing it into the body. The body is then bathed in a white light and restored to full health without injury (even old scars and wounds will be gone). The recently resurrected will be completely exhausted at the time of resurrection (ME and PE are both at 0) and will require at least 6 hours of rest before becoming conscious. Once conscious, the resurrected will have no memory of being dead, being in the Shadow Plane or being resurrected.

Rune Gate

Required Skill Level: 5
Kore Required: 24
Damage: None
Range: 20 feet (gate is 12 feet tall x 6 feet wide)
Effect: Creates a gate portal.
Duration: x10 = rounds
Dodge: n/a
Resist: n/a

Rune Gate allows a group of witches to focus their Kore power on a marked rune stone opening a portal to the location at which the rune was marked. Rune Gate creates a rip in the fabric of space which appears as a swirling egg shaped orifice. The gate stands 12 feet tall and 6 feet wide. Stepping through the gate leads one instantly to the location marked. A Rune Gate cannot be created if the location is blocked. In order to access the Hall of Planes, a Rune gate is needed.

Guide to Kore Group Spell Creation

Skill Level Required
In order to cast a group spell, the caster must have a minimal skill level of 5.

Kore Required
The Kore required to cast a spell is based on the spells skill level. Multiply the skill level by 5 to get the Kore needed to cast.

Example: The spell "Grotesque" has a skill require skill level of 5. 5 x 5 = 25. Grotesque will cost 25 Kore to cast.

Casting Time

For group spells, the casting time is 1 round.

Damage

The damage of the spell is based on the skill level of the spell. Use the following chart to determine damage.

TN	Damage
5	x3
6	x4
7	x5
8	x6
9	x7
10	x8

Range/Radius

The Range of the spell is determined by the type of spell. The range should be discussed between the players and the GM. The two should come to an agreement on the subject.

Effect

The spells effects should be written on a piece of paper. The GM should look over the spells effect and make sure that it does not exceed its power level.

Duration

The Spells Duration is determined by the spell type. The GM and the player(s) should discuss the spells duration.

Monah

The Monah are Culorian religious monks educated in reading and writing, science and mathematics as well as combat. The Monah's mental and physical prowess makes a powerful mixture which results in a well focused, intelligent fighting machine. Monah are all around characters which are both intelligent and highly skilled on the field of battle.

Monah follow the teachings of Culora and practice a devout form of Culorianism. They are strictly vegetarian in their eating habits. They do not drink alcohol or smoke tobacco. Monah practice celibacy stating that the practice of sex clouds the mind. They have a cleaning ritual which is observed three times a day, once in the morning, once at midday and once before bed. This ritual is a washing of the body and face.

Monah are generally relaxed and non-aggressive (although some turn to evil). They refrain from harming a living thing unless is poses a direct risk. Creatures considered the children of Loari-gog are considered to be abominations by the Monah and as such they have no rules against the killing of said creatures. In combat with a fellow human, a Monah will attempt to disable the enemy rather than kill him/her. The killing of a fellow human is considered the highest of evil and all attempts are made to avoid such practices.

Monah Monasteries are located throughout much of the world although the numbers are in sharp decline. Many Monah trained in the ways of Culora have abandoned those teachings, partaking in that which the world has to offer. They stay true to the core beliefs of Culorianism and Monah training but believe that experiencing that which life has to offer is also a virtue.

Attributes: 2,2,2,2,3,3
Att. Bonus: Wits +1

Age: 20 + d10 = years
Health: Endurance +18
Kore: Wits +12
PE: Endurance +8
ME: Wits +10

Base Skills
Anatomy: 2
Arcane Knowledge: 3
Evaluation: 3
Reading/Writing: 3
Tracking: 2

Weapon Skills
Bare Knuckle: 2
One-Handed Weapons: 2

Bonus Skills
Multiply your Wits score by 2. This is how many extra skill points you get. These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
1 week of rations
Backpack
Bedroll
Boots
Flint and Steel
Prayer Book (5 Prayers)
Robes
Set of Clothing
Tent

Beginning Weapons and Armor
One-Handed Weapon of choice
Culorian Monk Suit

Starting Money: 1 silver piece

Monah Abilities
Monah receive 3 prayers at the time of character creation (prayers are not exceed a Required Skill Level of 3). Monah begin with a Kore Prayer score of 3.

Kore Prayer
The ability to focus energy and power into ones body increasing combat readiness. Those who use the power of Kore through prayer believe that Kore is the life blood of a divine being and as such they wish to explore the being as much as possible.

Acquiring Prayers
Kore Prayers are activated by the Monah speaking the words of the prayer. The invocation is a magical word or words which are bound to Kore. When the word is spoken, the Monah becomes a conduit for the Kore and allows the Kore to pass through their body releasing it. The word spoken dictates the form that the Kore takes.

Parchment scrolls contain prayers. In order for a Monah to utilize a prayer, they must acquire a scroll on which the prayer is written. The Monah then makes a Wits check against the TN of the prayer (TN = Skill Level Required). If the check is a success, the Monah memorizes the prayer permanently. If the check is a failure, the Monah fails to memorize the spell and must wait a day before trying again. Memorizing a prayer places a great strain on a Monah and will lower their ME by 10 points. The Inscription skill is used to transfer prayers from memory onto scrolls.

Prayer and Exhaustion

The ability of Prayer is powerful; in fact the ability is so powerful that is results in the user becoming exhausted fairly rapidly through the use of Prayer. Anytime a prayer attempt is made and fails the user loses the MoE x 2 ME points.

Example: Baduk the Monah attempts to use a prayer which has a TN of 6. Baduk rolls a 4 which has an MoE of 2. 2 x 2 = 4. Not only does Baduk fail to successfully sue the prayer, but he also loses 4 M.E. points.

Prayer Attributes

Required Skill Level

The Required Skill Level indicates the level of Kore Prayer required in order to use the prayer. If the Kore Prayer level is less than the required level, the prayer is considered out of the characters range and cannot be used. The Required Skill Level is equal to the amount of Kore the prayer consumes when used. The Required Skill Level plus 2 is equal to the TN of the prayer.

Damage

Damage indicates the damage that a prayer causes. Damage is based on the MoS of the characters roll plus the damage of the prayer.

Range

Range indicates the effective range of the prayer power. Prayers which are used over a distance are measured in feet. Prayers for ones self are indicated by the word "self". A prayer cannot exceed its given range. It is considered that a prayer which moves out of its given range is rendered null because the character cannot control the Kore and the prayer fades.

Duration

This indicates how long the prayer lasts. Some prayers last a period of time while others have an instantaneous effect. Often times the prayer will have a more complex duration which will be defined in the description.

Dodge

Dodge indicates whether the prayer can be dodged with a normal physical dodge (Agility check). Yes indicates the prayer can be dodged with a normal dodge. No indicates the prayer cannot be dodged.

Resist

Resist indicates whether or not a prayer can be resisted by making a Wits check against prayer. Yes indicates the target can resist the prayer by successfully rolling their Wits score and getting a number higher than that of the prayer score. No indicates that the prayer cannot be resisted.

Prayer Dice Burn

Dice Burn indicates if dice can be burned in order to have an effect on the prayers normal properties. If dice can be burned, then the character praying can choose to sacrifice X amount of dice to give the prayer a greater effect. The following list indicates what dice burning can accomplish. Examples are given with each instance.

Damage Increase

For every die burned on the attempt, the damage of the prayer is increased plus the level of the casters Kore Prayer ability. Non-damaging prayers cannot be made to cause damage by burning dice.

Example: Roden has a Kore Prayer level of 4 and burns 2 dice to increase the damage. If the prayer attempt is successful, Roden will do an extra +8 damage on top of the prayers normal damage because of the burned dice.

Range Increase

For every die burned the range of the prayer is increased by 25%.

Example: Roden decides to burn 2 dice using a prayer which has a range of 40 feet. If the attempt is a success, the range of the prayer will increase by 50% (in this case, 20 feet). This will allow Roden's prayer to have a range of 60 feet during this usage.

Duration Increase

For every die burned, the duration of the prayer is increased +1 round. This only applies to prayers which have a time of duration (instant effect prayers are unaffected by this).

Example: Roden uses a prayer which has a duration of MoS + Wits = rounds. Roden decides to burn 2 dice when attempting the prayer which will extend the duration of the power +2 rounds if successfully used.

Kore Reduction

For every die burned, 1 point of Kore is saved on the prayer usage.

Example: Roden has a level 4 Kore Prayer skill and is using a prayer which requires 4 Kore. Roden only has 3 Kore points left so he decides to burn two dice. If Roden successfully uses the prayer he will spend only 2 Kore because of the burned dice.

List of Prayers

Almighty Wrath
Angelic Form
Armor of the Devoted
Bless
Circle of Repulsion
Cleanse
Consummate
Damnation
Divine Light
Divine Strike
Fallen
Flame Smite
Grace
Healing Light
Holy Aura
Holy Ground
Mighty Courage
Resurrection
Solace of the Mind
Spiritual Anointing
Stable
Undead Detection
Vanquish
Well of Souls

Kore Prayer Descriptions

Almighty Wrath

Required Skill Level: 6
Damage: MoS + 6
Range: 20 feet radius
Duration: instant
Dodge: yes
Resist: no
Almighty Wrath releases a shockwave of power which explodes outward from the Monah damaging anything in its path. The shockwave extends outward in all directions for 20 feet and appears as a wave of blue ripples. The wave is approximately waist high and can be dodged by the target jumping under it or moving out of its range.

Angelic Form

Required Skill Level: 6
Damage: none
Range: self
Duration: MoS = rounds
Dodge: no
Resist: no

Turns the Monah into an angelic type being with combat advantages. The Monah increase size to approximately 9 feet tall. The skin becomes luminescent white. The Monah receives +1 die on all attacks and +1 die to parry or dodge. While in Angelic form the Monah is impervious to all toxins and poisons and takes only half damage from Kore based attacks.

Armor of the Devoted

Required Skill Level: 4
Damage: none
Range: self
Duration: MoS = rounds
Dodge: no
Resist: no

Armor of the Devoted surrounds the Monah in an invisible armor which has a DC of 30. The armor cannot be damaged by heat or cold attacks and electricity attacks do only half damage (physical attacks behave as normal). Anyone the Monah has physical contact with while under the effects of the prayer is also protected by the armor.

Bless

Required Skill Level: 5
Damage: see description
Range: touch
Duration: 1 day
Dodge: no
Resist: no

Bless is used on an inanimate object bestowing it with the power to repel undead. Whenever the undead creature sees the object they will cringe or attempt to get away from the object. The mere sight of a blessed object angers the undead.

Circle of Repulsion

Required Skill Level: 3
Damage: none
Range: 4 feet radius
Duration: see description
Dodge: no
Resist: no

Circle of Repulsion creates a circle of glowing white light around the Monah that repels undead creatures. No undead creature will break the boundary of the circle during the prayers duration.

Cleanse

Required Skill Level: 4
Damage: none
Range: touch
Duration: instant
Dodge: no
Resist: no

Cleanse removes poisons and toxins from the target. Poisons and toxins can be removed which are equal to or lesser than the Prayer level of the user. The effects of this ability can be transferred to another individual by touching the individual. All damage and effects from the poison or toxin cease instantly when the prayer is successful.

Consummate

Required Skill Level: 6
Damage: none
Range: touch
Duration: instant
Dodge: no
Resist: no

This powerful prayer allows the Monah to touch any damage target and restore it to full health instantly. All physical wounds and damage are instantly healed. Because of the power of this prayer the Monah cannot use any other prayer for at least 5 rounds following.

Damnation

Required Skill Level: 6
Damage: MoS x 3
Range: 10 feet
Duration: instant
Dodge: no
Resist: yes
Damnation creates a group of fiery rings around the target. The target suffers initial damage plus 2 damage per round for 2 rounds (if the target is wearing combustible material)after the prayer has run its course.

Divine Light

Required Skill Level: 3
Damage: none
Range: touch
Duration: instant
Dodge: no
Resist: no
Divine Light removes the effects of any Kore power on a target. When the prayer is used the target appears to be consumed in a dull blue light. Instantly, the Divine Light dispels all Kore magic, prayer and psionics previously existing on the target.

Divine Strike

Required Skill Level: 5
Damage: MoS
Range: carried weapon
Duration: MoS + 5 = rounds
Dodge: no
Resist: no

Divine Strike allows the individual to gain a bonus to hit with the weapon carried during the prayer. Whatever weapon the Monah is using at the time of the prayer will be imbued with Kore power enhancing its ability to strike (+1 die) and the damage it causes (+3). While the weapon is fueled by Kore it will glow yellow and hum gently.

Fallen

Required Skill Level: 3
Damage: none
Range: touch
Duration: instant
Dodge: no
Resist: no

The Monah can touch any unconscious target reviving them. The target is instantly awakened from sleep, coma, or any other form of naturally induced unconsciousness. Fallen works only on naturally unconscious targets and has no effect against Kore causes of unconsciousness. Fallen cannot be used to temporarily resurrect the dead.

Flame Smite

Required Skill Level: 5
Damage: MoS
Range: weapon carried
Duration: MoS = rounds
Dodge: yes
Resist: no

Flame Smite imbues any weapon the Monah is carrying with the power of Kore in the form of fire. The weapon will burst into flames (which has no effect on the Monah carrying the weapon). The weapon damaged is increased by the MoS of the Monah's roll. Along with the increased initial damage the weapon also does +2 damage per round for 2 rounds from the fire (if fire damage applies).

Grace

Required Skill Level: 3
Damage: none
Range: 20 feet
Duration: see description
Dodge: no
Resist: yes

Grace is used to calm angry or irate targets. The Monah speaks in a gentle voice attempting to bring the target under control and create a sense of peace. Grace requires a calm environment. Loud noises, attacks or bright flashes can disrupt the attempt at Grace and return the creature into its former state of anger. Grace can only work on a target which has an intelligence of 0.

Healing Light

Required Skill Level: 2
Damage: none
Range: 10 feet
Duration: instant
Dodge: no
Resist: no

Healing Light covers the target in a white light which heals 5 Health.

Holy Aura

Required Skill Level: 5
Damage: none
Range: 10 feet radius
Duration: MoS + 3 = rounds
Dodge: no
Resist: no

Holy Aura creates a transparent shield around the caster in a given area. The shield has a DC of 100 and is immune to fire damage. The shield cannot be entered from the outside although those within the shield may exit. The shield remains in place for the duration of the prayer or until it is destroyed.

Holy Ground

Required Skill Level: 6
Damage: MoS per round
Range: 20 feet radius
Duration: MoS = rounds
Dodge: no
Resist: yes

Holy Ground creates an area of the ground imbued with the power of Kore. Any enemy of the Monah will suffer damage when on the area of ground affected. As long as the enemy is in the area of the prayer it will take damage.

Mighty Courage

Required Skill Level: 4
Damage: none
Range: 20 feet
Duration: MoS = rounds
Dodge: no
Resist: no

The Monah can bestow combat bonuses upon an ally using Mighty Courage. The bonuses can be given to any ally within the range of the prayer. These combat bonuses consist of; +1 die to attack, +2 damage.

Resurrection

Required Skill Level: 6
Damage: none
Range: touch
Duration: instant
Dodge: no
Resist: no

Resurrection resurrects the dead restoring +5 points of Health. The target to be resurrected must have been dead less than 24 hours, otherwise they are considered fully dead and unable to be resurrected.

Solace of the Mind

Required Skill Level: 4
Damage: none
Range: 10 feet
Duration: instant
Dodge: no
Resist: no

Solace of the Mind allows the Monah to remove any mental influence on a target. The influence can be anything from a psionic influence to a magical influence. The influence is instantly removed and the target returns to normal. Solace of the Mind has no ef-

fect on physical mental conditions such as insanities, phobias or chemicals.

Spiritual Anointing

Required Skill Level: 3
Damage: none
Range: 10 feet
Duration: MoS = rounds
Dodge: no
Resist: no

Spiritual Anointing allows the Monah to bestow a blessing on the target allowing the target to only take half damage during the period the anointing lasts. The target will glow with a dull green color while under the effects of the prayer.

Stable

Required Skill Level: 6
Damage: none
Range: 10 feet
Duration: MoS + 6 = rounds
Dodge: no
Resist: yes

Stable allows the Monah to temporarily take control of an undead creature. The Monah uses voice commands to direct the target creature. While under the control of the Monah the target creature will respond to any command the Monah gives. This prayer is only effective on a target which has a Wits score lower than that of the Monah.

Undead Detection
Required Skill Level: 1
Damage: none
Range: 100 feet
Duration: instant
Dodge: no
Resist: no

Undead Detection allows the Monah to detect any undead creature within 100 feet. The Monah has the ability to detect the general direction of the creature and how many creatures are located within the sensed area.

Vanquish
Required Skill Level: 6
Damage: see description
Range: touch
Duration: instant
Dodge: no
Resist: yes

Vanquish allows a Monah to simply touch an undead creature and turn it to dust. This prayer is only effective against targets which have a Wits score equal to or lower than the Wits score of the Monah.

Well of Souls
Required Skill Level: 5
Damage: none
Range: 10 feet
Duration: MoS = minutes
Dodge: no
Resist: no

Well of Souls allows the Monah to communicate with the undead and the recently deceased. The Monah can communicate telepathically with undead creatures as if it were normal speech. The Monah can also communicate with recently deceased humans (no more than 24 hours since death).

Monster Slayer

The Monster Slayer is the celebrity of modern day society. These individuals are known for their exploits in the harsh regions of the world where they seek out treasure and fortune by battling the most evil and fearsome of beasts. Upon returning to their towns or cities these individuals are often met with warm reception, celebrations and gifts for their adventures and much praise from the locals. Although all Monster Slayers are not fame seeking individuals many are and enjoy having their names known and spoken throughout the land.

The Monster Slayer is one who focuses time, energy and resources on the hunting of beasts. Those who are successful often become filthy rich while those who fail are often dismembered, crippled, insane or dead. Monster Slayers are known for their fierce attitudes and their combat ability. They rely heavily on armor and weapons as well as strength and speed. Because they put so much effort into their physical bodies they usually don't spend much time on reading or learning and therefore lack intelligence. However, the most successful Monster Slayers are well rounded individuals who know that thought and intelligence goes a long way in a battle.

Monster Slayers often start off sponsored by someone rich who wishes a certain deed done. These deeds may entail everything from the killing of a beast to the exploration of a certain area to retrieving someone or something. Monster Slayers make excellent guards for a group and as such they are generally paid well. Money that is earned is often spent on gear or training to ensure success in the future.

Monster Slayers are often trained from a young age by a private trainer. Many grow up to train others or go out on their own in exploration of the world. It is not uncommon for a Slayer to make some money from a private patron and then go out into the world seeking their own fortune.

Attributes: 1,1,2,2,3,4
Att. Bonus: Endurance: +1

Age: 17 + d10 = years
Health: Endurance +22
Kore: unavailable
PE: Endurance +14
ME: Wits +4

Base Skills
Blacksmithing: 2
Evaluation: 2
Orientation: 2
Taming: 2
Tracking: 2

Weapon Skills
One-Handed Weapons: 2
Two-Handed Weapons: 3
Parry: 2

Bonus Skills
Multiply your Wits score by 1. This is how many extra skill points you get. These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
1 week of rations
50 feet of rope
Backpack
Bedroll
Boots
Flint and Steel
Heavy Coat
Leather Bag
Set of Clothing

Beginning Weapons and Armor
Two-Handed Weapon of choice
2 Knives or Daggers
Full Suit of Ring Armor

Starting Money: 3 gold pieces

Monster Slayer Abilities

Monster Slayers receive all Monster Slayer abilities which have an XP cost of 0; Battle Run, Berserker Strike, Earth Shaker. Monster Slayers also reciev an additional +3 Health bonus at the time of creation.

Armageddon

Requirements: MCR 4+
XP Cost: 200
Burn 3 dice and light up the night with Armageddon. Armageddon allows the Monster Slayer to generate raw energy into a spinning attack that, if successful, hits all opponents in range.

Armor Bypass

Requirements: MCR 3+
XP Cost: 150
Armor Bypass allows the Monster Slayer to burn 2 attack dice in order to make a direct hit on the targets Health, bypassing the armor.

Battle Cry

Requirements: MCR 3+
XP Cost: 150
Burn 2 dice on your net attack and release a Battle Cry and give all your allies +1 die on their attack in the following round. Allies within range of the cry (earshot) receive the bonus.

Battle Run

Requirements: Monster Slayer Class
XP Cost: none
Battle Run allows the Monster Slayer to make a charging attack with no penalty.

Berserker Strike

Requirements: Monster Slayer Class
XP Cost: none
All the anger in you is amplified and released in a fury of attacks on your enemy. For each die burnt you do an extra +3 damage to the target.

Blitz Assault

Requirements: MCR 3+
XP Cost: 150
This fast moving attack substitutes accuracy for speed and damage. Burn 2 dice and do normal damage plus a 1 round stun on a successful strike.

Bone Duster

Requirements: MCR 3+
XP Cost: 150
Dust your enemies with the Bone Duster. Burn 2 dice to do an extra +5 damage with any blunt weapon.

Combo Attack

Requirements: MCR 6+
XP Cost: 300
Wielding two weapons? Why not make two attacks simultaneously? Two dice must be burnt per strike. The strikes are rolled independently and must be directed at the same target.

Defensive Posture

Requirements: MCR 2+
XP Cost: 100
You take a battle stance and prepare for war. You burn 1 die on this dodge attempt in order to gain an automatic +1 die to your next parry/dodge attempt.

Disarm

Requirements: MCR 4+
XP Cost: 200
Burn 3 dice on your parry attempt and if successful you disarm your opponent.

Eagle Defense

Requirements: MCR 2+
XP Cost: 100
Burn 1 die on your attack attempt and gain +1 die on your next attempt to strike, parry or dodge.

Earth Shaker

Requirements: Monster Slayer Class
XP Cost: none
Release raw fury into the ground and damage enemies nearby. Refuse your attack this round (you can still parry and dodge) while you swell with power. Now release your power into the ground via your blunt weapon. All enemies within a 10 feet radius of you will take 1d10 damage each.

Monster Slayer Multi-Melee Attack

Requirements: MCR 3+
XP Cost: 150
The Monster Slayer can attack multiple targets by dividing the melee attack rolls. Each die can be rolled independently for a specific target. Each target can only be hit once.

Power Smash

Requirements: MCR 3+
XP Cost: 150
Smash through an opponent's defense with this special move. Power Smash lets you burn 2 dice and concentrate all your power and effort into a block breaking strike. Targets receive -2 dice on their parry/dodge attempt due to the ferocity of this strike.

Reversal

Requirements: MCR 3+
XP Cost: 150
Burn 2 dice on your parry attempt and reverse your opponents strike. Your opponent is forced to take their lowest number while you use your highest.

Skull Cleaver

Requirements: MCR 3+
XP Cost: 150
Big heavy blade weapons cut and cleave, and so do you! Burn 2 dice and if your strike is successful you pass through the opponent's armor and do damage directly to their Health. Your strike damages the armor by half the total amount of damage (this is addition to the full damage done to Health).

Victory Roar

Requirements: MCR 3+
XP Cost: 150
Burn 2 dice. If this attack kills your enemy you release a Victory Roar which increases your MCR +1 die for the next 3 rounds.

Warmonger

Requirements: MCR 5+
XP Cost: 250
Peace hater. Refuse your attack this round while you build up raw energy. The next round you release your energy in a fury of death as you gain +1 die to your MCR and brush off all physical damage (up to 20 points) dealt to you by opponents. This lasts for 1 round. (The round you build energy still allows you to parry and dodge as normal).
Warmonger only applies to melee attacks.

Ragewine

Ragewine are those individuals who posses the ability to harness Kore and use it by means of Psionics. Ragewine are known for their bizarre personalities and mental inconsistencies which result from the use and abuse of Kore of a long period of time. Due to the extreme nature of their Kore usage, most Ragewine develop severe psychosis and mental disorders throughout their lives.

Ragewine are known for their powerful mental abilities which allow them to manipulate the world around them. They are just as feared and misunderstood as the Korlock Witches but with an added sense of mystery surrounding them. The fact that so many Ragewine lose their minds over time has added to this mystery and enveloped them in a shroud of fear.

Ragewine are not well liked by society and generally hated. Many towns and villages refuse admittance to known Ragewine because of their unstable nature and the problems they bring with them. Most normal folk view the Ragewine as miscreants, killers and thieves.

Ragewine are intent on the development and focus of their mental abilities. Most Ragewine become aware of their mental abilities during their adolescent years. These are the most dangerous years of the Ragewine's development as their psionic abilities begin to take shape while the world around them appears distorted and confusing. Many teenage Ragewine are unable to control their powers and have outbursts which result in damage or injury to themselves and others. Many parents are ill equipped to deal with the nature of the Ragewine. Teenage Ragewine often find that they have been abandoned and are forced to live alone on the streets.

As a Ragewine develops control over her psionic abilities she becomes more in tune with the Kore flowing through her. Many Ragewine eventually (early to mid 20s) find a bond with Kore and seek to understand it in greater detail. They view Kore as their guide in life and actions.

Attributes: 2,2,2,2,3,3
Att. Bonus: Wits +1

Age: 15 + d10 = years
Health: Endurance +18
Kore: Wits +10
PE: Endurance +8
ME: Wits +6

Base Skills
Evaluation: 3
Item Lore: 2
Manipulation: 1
Poisons: 2

Weapon Skills
Bare Knuckle: 2

Bonus Skills
Multiply your Wits score by 1. This is how many extra skill points you get. These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
Backpack
Bedroll
Boots
Flint and Steel
Set of Clothing
Tent

Beginning Weapons and Armor
Bare Knuckle Weapon of choice
Leather Torso
Leather Gloves

Starting Money: 3 silver pieces

Ragewine Abilities

Ragewine get 3 starting Psionic powers at the time of character creation (powers should not exceed a Skill Level of 3). Ragewine begin with a Kore Psionics score of 3.

Kore Psionics Acquisition

Psionic Abilities are acquired naturally by the psionic. This is achieved in game by the psionic making an Wits check against the TN of the psionic ability that is to be acquired (TN = Required Skill Level). If the roll is a success, the psionic may then pay the XP required to purchase the ability. If the check is a failure the ability cannot be purchased and the psionic must wait at least 1 day before trying again. If the Wits check is a success or a failure, the psionic will immediately suffer a loss of 10 M.E. due to the strain and effort in acquiring the ability.

Psionic Schools

Psionic Abilities are divided into what are known as psionic schools. Each school has different properties of psionic energy.

Aerokinesis/Sonokinesis

The manipulation of air and sound.

Biokinesis

The manipulation of ones own body.

Electrokinesis

The manipulation of magnetism and electricity.

Photokinesis

The manipulation of light.

Psychokinesis
The manipulation of matter.

Telepathy
The manipulation of thought.

Thermokinesis
The manipulation of temperatures (hot and cold).

Psionic Attributes

Required Skill Level
The Required Skill Level indicates the level of Kore Psionics required in order to cast the spell. If the Kore Psionics level is less than the required level, the psionic power is considered out of the characters range and cannot be used. The Required Skill Level is equal to the amount of Kore the psionic power consumes when successfully used. The Required Skill Level plus 2 is equal to the TN of the psionic ability.

Damage
Damage indicates the damage that a psionic ability causes. Damage is based on the MoS of the roll which is multiplied by the Skill Level Required.

Example: Gatex attempts to use a Psionic power which has a skill level requirement of 6. Gatex rolls an 8 giving him an MoS of 2. 2 x 6 = 12. Gatex does 12 damage.

Range
Range indicates the effective range of the psionic power. Powers which are used over a distance are measured in feet. Psionic abilities on ones self are indicated by the word "self". A psionic power cannot exceed its given range. It is considered that a psionic power which moves out of its given range is rendered null because the psionic cannot control the Kore and the power fades.

Duration
This indicates how long the psionic power lasts. Some powers last a period of time while others have an instantaneous effect. Often times the power will have a more complex duration which will be defined in the description.

Dodge
Dodge indicates whether the psionic power can be dodge with a normal physical dodge (Agility check). Yes indicates the power can be dodged with a normal dodge. No indicates the power cannot be dodged.

Resist
Resist indicates whether or not a psionic power can be resisted by making a Wits check against psionics. Yes indicates the target can resist the power by successfully rolling their Wits score and getting a number higher than that of the psionics score. No indicates that the power cannot be resisted.

Psionic Dice Burn
Dice Burn indicates if dice can be burned in order to have an effect on the psionic powers normal properties. If dice can be burned, then the psionic can choose to sacrifice X amount of dice to give the psionic power a greater effect. The following list indicates what dice burning can accomplish. Examples are given with each instance.

Damage Increase

For every die burned on the attempt, the damage of the power is increased plus the level of the casters Kore Psionic ability. Non-damaging psionics cannot be made to cause damage by burning dice.

Example: Garlan has a Kore Psionic level of 4 and burns 2 dice to increase the damage. If the psionic attempt is successful, Garlan will do an extra +8 damage on top of the psionic powers normal damage because of the burned dice.

Range Increase

For every die burned the range of the psionic ability is increased by 25%.

Example: Garlan decides to burn 2 dice using a psionic power which has a range of 40 feet. If the attempt is a success, the range of the psionic ability will increase by 50% (in this case, 20 feet). This will allow Garlan's power to have a range of 60 feet during this usage.

Duration Increase

For every die burned, the duration of the psionic power is increased +1 round. This only applies to psionics which have a time of duration (instant effect psionic powers are unaffected by this).

Example: Garlan uses a psionic ability which has a duration of MoS + Wits = rounds. Garlan decides to burn 2 dice when attempting the psionic power which will extend the duration of the power +2 rounds if successfully used.

Kore Reduction

For every die burned, 1 point of Kore is saved on the psionic usage.

Example: Garlan has a level 4 Kore Psionic skill and is using an ability which requires 4 Kore. Garlan only has 3 Kore points left so he decides to burn two dice. If Garlan successfully uses the psionic ability he will spend only 2 Kore because of the burned dice.

Psionic Power Descriptions

Aerokinetic and Sonokinetic

Air Depletion
Gust
Maelstrom
Perfect Pitch
Phono Blast
Pressure Bubble
Purify
Sonic Shielding
Tornadic Fury
Toxic Vapor

Biokinetic

Adrenal Focus
Aqualung
Healing Factor
Health Leech
Iron Skin
Night Vision
Play Dead
Regeneration
Somatokinesis

Electrokinetic

Electro Sear
Levitation
Power Arc
Power Blast
Repulsor Wave
Shocking Touch
Tazer
Warping Field

Photokinetic

Blinding Light
Corona
Illuminate Object
Illusion
Photonic Cloak
Prominence Whip

Psychokinetic

Ground Spike
Ground Wall
Hallowed Ground
Psychokinetic Sensitivity
Stone to Mud

Telepathic

Animal Telepathy
Cause Fear
Enhanced Focus
Grotesque
Kore Leech
Memory Block
Memory Gouge
Mind Shaft
Possess Mind
Psionic Mask
Psy Blur
Psychic Healing
Recall
Social Camouflage

Thermokinetic

Circle of Fire
Flame Stab
Flare
Freezing Rain
Ice Pick
Manipulate Flame
Plasma Strike
Wall of Flame
Pyroclastic Discharge

Aerokinesis and Sonokinesis Ability Descriptions

Air Depletion

Required Skill Level: 5
Damage: see description
Range: 30 feet (radius of 15 feet)
Duration: MoS = rounds
Dodge: no
Resist: yes

Air Depletion removes all air from a specified area creating a vacuum. Any air breathing creatures within the zone of depletion lose -4 points of PE per round during their stay within the zone. This loss of PE begins immediately as the air from the targets lungs is re-moved. The target immediately begins choking from lack of air and if their PE reaches 0, they become unconscious and will suffocate if they remain within the zone for an extended period of time.

Gust

Required Skill Level: 2
Damage: see description
Range: 15 feet
Duration: instant
Dodge: yes
Resist: no

The psionic creates a powerful gust of wind (100 mph) which forces all individuals of man size or smaller to make an Endurance check (-2 dice penalty) versus the psionics roll. Failure to make this check successfully results in the target being knocked back by the wind up to 15 feet. The target will suffer no more than 3 damage from being knocked back (unless other factors occur).

Maelstrom

Required Skill Level: 6
Damage: MoS x 6
Range: 30 feet radius
Duration: MoS = rounds
Dodge: no
Resist: no

Maelstrom creates a small hurricane like storm which comes complete with rain, wind, lightning and thunder. The storm surrounds the caster with winds blowing up to 150 mph. All targets caught in the storm will take damage per round until they are free of the storm. The current of the storm is designed to keep targets within the storm and anyone attempting to escape must make a Brute check against a TN of 8.

Perfect Pitch

Required Skill Level: 4
Damage: see description
Range: 20 feet
Duration: instant
Dodge: no
Resist: yes

Perfect Pitch is a psionic ability in which the psionic produces a high pitch sound which emanates from the body (the psionic is immune to the sound). Anyone in the sounds ranged will hear an extremely loud, high pitched whining sound which causes nausea (Endurance check vs. psionics roll). The nausea is accompanied by dizziness and vomiting incapacitating the target and giving them penalties of -2 on all attacks and -2 on all parry or dodge attempts. Although the initial sound is instant the effects from the sound will last the MoS of the psionics roll.

Phono Blast

Required Skill Level: 4
Damage: MoS x 4
Range: 10 feet
Duration: psionics level x 2 = rounds
Dodge: Yes
Resist: No

The ability to generate sound from ones own hands. Phono Blast delivers impact damage and should be treated as a blunt weapon. In order to successfully use this ability, the psionic must roll against the abilities TN which is 5. The target receives a chance to dodge (Agility check).

Pressure Bubble

Required Skill Level: 5
Damage: see description
Range: 40 feet (15 feet radius)
Duration: MoS
Dodge: no

Resist: yes (see description)
The psionic creates a bubble around the target which has various levels of fluctuating pressure. These severe pressure changes cause extreme dizziness in the target. All targets within the pressure zone must make Endurance checks against the psionics roll or fall to the ground. Incapacitated targets are considered stunned. Victims of the pressure bubble may bleed from their eyes, ears and noses.

Purify

Required Skill Level: 3
Damage: none
Range: 30 feet radius
Duration: instant
Dodge: no
Resist: no

Purify allows the psionic to purify all toxic air within a given range. All of the toxins or poisons within the air are immediately removed and replaced with clean air.

Sonic Shielding

Required Skill Level: 3
Damage: none
Range: 5 feet
Duration: MoS
Dodge: no
Resist: no

Sonic Shielding creates high density pulse of sound which surrounds the psionics body. This sound barrier cre-
ates an invisible shield which protects the psionic from all missile and firearm attacks. Slower moving attacks such as melee attacks do normal damage.

Tornadic Fury

Required Skill Level: 5
Damage: see description
Range: see description
Duration: MoS = rounds
Dodge: yes
Resist: no

Tornadic Fury is a small (about 40feet tall) tornado which the psionic creates. The tornado has winds at speeds reaching 125 mph.. Anyone caught in the tornado will be flung through the air and suffer 1d10 damage. The Psionic has no control over the tornado once it is created (the GM rolls for the tornados direction). Targets may make dodge attempts against the tornado (-2 dice penalty)

Toxic Vapor

Required Skill Level: 4
Damage: MoS + 4 per round
Range: area of 30 feet radius
Duration: MoS
Dodge: yes
Resist: yes

Toxic Vapor allows the psionic to extract all harmful gases from the surrounding air and concentrate them into a dense cloud of poison. Targets within the cloud of poison will suffer MoS + 4 damage per round. Targets can roll Endurance vs. poison with a penalty of -2 dice. The poison cloud will dissipate after the duration of the power ends.

Biokinetic Abilities

Adrenal Focus
Required Skill Level: 4
Damage: none
Range: self
Duration: MoS = rounds
Dodge: no
Resist: no

Adrenal Focus releases a burst of adrenaline in the psionic which enhances combat abilities. All melee attacks receive +1 die to hit. All parries receive +1 die.

Aqualung
Required Skill Level: 2
Damage: none
Range: self
Duration: 1 hour
Dodge: no
Resist: no

Aqualung gives the psionic the ability to breath underwater as if in normal air. The psionic has the ability to inhale water and extract the oxygen allowing them to breathe normally.

Healing Factor
Required Skill Level: 4
Damage: none
Range: self
Duration: instant
Dodge: no
Resist: no

Healing Factor is the ability to heal ones self using biokinetic powers. The psionic can heal damage equal to the MoS + 4 of the Healing Factor roll. Any type of physical damage can be healed using this ability. Healing Factor has no effect on mental damage.

Health Leech
Required Skill Level: 6
Damage: see description
Range: touch
Duration: instant
Dodge: no
Resist: yes

Health Leech allows the psionic to remove health from a target by a simple touch. The targets health is transferred to the psionic and added to their health. The psionic can leech the MoS + 6 health from the target in a single use.

Iron Skin
Required Skill Level: 3
Damage: none
Range: self
Duration: MoS = rounds
Dodge: no
Resist: no

Iron Skin allows the psionic to harden their skin giving them a natural armor over their entire bodies. This natural armor appears like normal skin with the same elasticity and color. The armor has an AR of 5 and greatly reduces damage. The armor cannot be destroyed and continues to repel damage during the duration of the power.

Night Vision
Required Skill Level: 1
Damage: none
Range: self (normal vision range)
Duration: 1 hour
Dodge: no
Resist: no

Night Vision gives the psionic the ability to see in the dark as if it were day. The psionic can see normally without hindrance. The range of the Night Vision is equivalent to to normal vision.

Play Dead

Required Skill Level: 3
Damage: none
Range: self
Duration: MoS = hours
Dodge: no
Resist: no

Play Dead is the psionics ability to lower all of their vital signs such as heart beat, blood pressure, brain activity and breathing. Anyone examining a psionic who has used Play Dead will believe the psionic to be dead. The psionic will have no reflex actions and will not respond to any stimulus. Even if the psionic is injured while under the effects of Play Dead, they will remain catatonic. When the psionic awakens from the slumber, all body functions instantly return to normal.

Regeneration

Required Skill Level: 6
Damage: none
Range: self
Duration: 1 day
Dodge: no
Resist: no

Regeneration allows the psionic to use biokinesis in order to restore damaged body tissue. Regeneration can allow the psionic to re-grow severed extremities, heal large wounds and fix damaged internal tissues. The psionic must remain in a state of full concentration while using Regeneration or the effects will be minimal. The following is a sample list of grow times for severed body parts.

Body Part	Regenerative time
Arm	2 days
Ear	4 hours
Finger	8 hours
Leg	4 days

Somatokinesis

Required Skill Level: 6
Damage: none
Range: Self
Duration: MoS
Dodge: No
Resist: No

The ability to harness Kore energy around ones own body allowing for superhuman strength and speed. The Psionic gains +2 Brute and +2 Agility for the duration of this ability.

Electrokinetic Abilities

Electro Sear

Required Skill Level: 4
Damage: MoS x 4
Range: 15 feet radius
Duration: instant
Dodge: yes
Resist: no

Electro Sear creates an explosive blast of electric energy which radiates out from the psionics body in the form of lightning. The psionic appears to be engulfed in the lightning while the Electro Sear is taking place. All targets within 15 feet radius are susceptible to damage from the sear. Thos who suffer more than 7 damage from the Sear must make an Endurance check or be stunned for 1 round.

Levitation

Required Skill Level: 3
Damage: None
Range: Self
Duration: see description
Dodge: No
Resist: No

Levitate allows the psionic to levitate her own body up to 10 feet vertically. The psionic can remain levitated as long as they wish. While levitated the psionic may attack and defend with no penalties.

Power Arc

Required Skill Level: 5
Damage: MoS x 5 (see description)
Range: see description
Duration: Instant
Dodge: yes
Resist: no

Power Arc creates a powerful blast of lightning energy that jumps from target to another target. The psionic creates a powerful bolt of lightning that strikes the primary target. Anything of similar height to the target within a 15 feet radius will receive a secondary strike as the first energy bolt splits and arcs. Secondary targets take damage equal to the MoS. Targets wearing metal armor will take double damage.

Power Blast

Required Skill Level: 4
Damage: MoS x 4
Range: 40 feet
Duration: instant
Dodge: yes
Resist: no

Power Blast is a concentrated blast of electric energy released from the psionics hands. Power Blast is a single stream of blue electric energy which strikes the target. The blast is loud and makes a cracking sound similar to thunder. Any target wearing metal armor will take double damage.

Repulsor Wave

Required Skill Level: 4
Damage: MoS x 4
Range: 20 feet radius
Duration: instant
Dodge: yes
Resist: no

Repulsor Wave is a wave of electrical energy that explodes out from the psionics body in a circular pattern damaging all targets within the 20 feet radius of the blast. The blast is blue in color and any target hit by the blast must make an Endurance check vs. the Repulsor Wave or be stunned 1 round.

Shocking Touch

Required Skill Level: 2
Damage: stun (MoS = rounds)
Range: touch
Duration: instant
Dodge: yes
Resist: no

Shocking Touch is a silent discharge of electrical energy which temporarily stuns the target. The touch does no damage but incapacitates the target for the MoS of the attack in rounds.

Tazer

Required Skill Level: 3
Damage: stun (see description)
Range: 20 feet
Duration: instant
Dodge: yes
Resist: no

Tazer is a shocking strike which is designed to incapacitate the target causing no damage. Tazer creates a flash burst of electric energy which cripples the opponent for the MoS of the strike in rounds. The Tazer makes a slight hissing sound about as loud as a snake hiss.

Warping Field

Required Skill Level: 6
Damage: None
Range: Self
Duration: instant
Dodge: No
Resist: No

Warping Field is an electrically generated field which the psionic forms around their own body. Any fast moving objects such as bullets or arrows are deflected by the field (although slower moving attacks, like melee attacks damage as normal). The Warping Field is invisible and creates a dull humming noise which only the psionic can hear.

Photokinetic Abilities

Blinding Light

Required Skill Level: 3
Damage: see description
Range: 20 feet
Duration: instant
Dodge: no
Resist: yes

Blinding Light creates a concentrated burst of light which temporarily blinds anyone who fails to make a Wits check vs. the Blinding Light. The temporary blindness has a duration of 2 rounds (blind penalties apply).

Corona

Required Skill Level: 4
Damage: MoS x 4
Range: 30 feet radius
Duration: instant
Dodge: yes
Resist: no

Corona creates a burst of bright light which causes burn damage. The flash of light radiates from all directions of the caster. Any targets within the Corona's range will suffer damage.

Illuminate Object

Required Skill Level: 1
Damage: none
Range: touch
Duration: see description
Dodge: no
Resist: no

Illuminate Object allows the psionic to imbue any held object with light. The object will glow brightly as long as it is not exposed to direct sunlight.

Illusion

Required Skill Level: 2
Damage: none
Range: 40 feet
Duration: MoS = rounds
Dodge: no
Resist: yes (see description)

Illusion allows the psionic to create a holographic illusion of his/her own body (psionic copies) in every detail. The psionic copies spring forth from the real psionic causing any enemies to instantly lose track of the real psionic. The psionic can create up to 3 illusions simultaneously. These illusions are used to confuse enemies. The illusions are simply tricks of light and have no material makeup. The psionic determines how the copies move and where they move. Anyone attempting to distinguish the real psionic from the copies can only do so by touch.

Photonic Cloak

Required Skill Level: 5
Damage: see description
Range: self
Duration: MoS = rounds
Dodge: no
Resist: no

Photonic Cloak allows the psionic to absorb light in order to become invisible. While absorbing the light the psionic eventually builds up energy around their body becoming visible again (they will appear as a yellow outline). Once the duration of the ability ends, the psionic can release the built up energy in the form of a laser blast which does 5 points of damage to anyone within 10 feet.

Prominence Whip

Required Skill Level: 3
Damage: MoS x 3
Range: 10 feet
Duration: MoS + 3 = rounds
Dodge: yes
Resist: no

Prominence Whip is a concentrated string of light which the psionic can use as whip like weapon. The Prominence Whip appears like a white, flaming whip and does fire damage to any target it hits. Combustible objects hit by the whip will suffer an extra 2 points of burn damage.

Psychokinetic Abilities

Fling

Required Skill Level: 3
Damage: MoS x 3
Range: 20 feet
Duration: instant
Dodge: yes
Resist: no

The psionic can use Fling to throw an object simply by thinking about it. The object can weigh a maximum of 3 stones and can be thrown up to 30 feet. For every die the psionic burns on the attempt, add +1 stone to the maximum weight and +5 feet to the range.

Ground Wall

Required Skill Level: 4
Damage: none
Range: see description
Duration: MoS x 2 = rounds
Dodge: no
Resist: no

Ground Wall creates a wall of stone and dirt which springs forth from the ground. The wall is 3 feet thick, 12 feet long and 8 feet tall. The stone and dirt are compacted and held together in a densely formed style. The wall has the strength of reinforced concrete. If the area where the wall is to be formed is blocked by an object or individual, the wall will simply form around the object or push the object up when it forms. The wall will crumble into gravel and sand when the duration is complete.

Hollow Ground

Required Skill Level: 4
Damage: none
Range: touch
Duration: MoS x 2 = rounds
Dodge: no
Resist: no

Hollow ground allows the psionic to create a hole in the ground, walls, or any other solid, non-living structure. The hole has a maximum depth of 5 feet and a diameter of 8 feet. In order to create the hole, the psionic must touch the surface where the hole is to be created. The hole remains even after the duration of the power.

Psychokinetic Sensitivity

Required Skill Level: 3
Damage: none
Range: touch
Duration: instant
Dodge: no
Resist: no

Psychokinetic Sensitivity allows the psionic to feel the very molecules of a substance by merely touching the object. Using this ability, the psionic can identify objects by merely touching them. (An example of this is reading the ink on paper by running their fingers over the surface.) The psionic can also identify any traces of foreign particles on an object or individual.

Telepathic Abilities

Animal Telepathy

Required Skill Level: 3
Damage: None
Range: 120 feet
Duration: psionics level x 2
Dodge: No
Resist: Yes

Animal Telepathy is the ability to communicate mentally with animals. The Psionic has the ability to communicate with the animal for as long as he/she wishes (or as long as the animal wishes). Communication can only take place with creatures which possess an intelligence less than the casters but greater than 0. This communication usually consists of yes or no questions or simple instructions. Elaborate or complex attempts at discussion will result in instant failure. Creatures which are frightened or angry will not converse. In order to successfully use this

ability, the psionic must roll against the abilities TN which is 3.

Cause Fear

Required Skill Level: 2
Damage: (see description)
Range: 40 feet
Duration: psionics level x 2 = rounds
Dodge: No
Resist: Yes

The ability to cause fear in an individual. This ability will only work on targets of lesser or equal intelligence. Cause Fear can be used to cripple a target mentally. This ability places overwhelming fear in the targets mind. Whatever the target fears most will come to fruition in their own mind sending them into a state of panic. Individuals or creatures with intelligence of 0 are not affected by this ability.

Enhanced Focus

Required Skill Level: 3
Damage: none
Range: self
Duration: instant
Dodge: no
Resist: no

The psionic can activate this ability to receive a Focus bonus of +1 die on the initiative roll. The psionic need not make any roll to activate this ability to receive the bonus.

Grotesque

Required Skill Level: 4
Damage: none
Range: self
Duration: MoS = minutes
Dodge: no
Resist: no

The psionic can contort the muscles, skin and fat in their own face in order to change the very shape of it. The change is undetectable and the face appears as normal face with no resemblance to the original.

Kore Leech

Required Skill Level: 6
Damage: see description
Range: 40 feet
Duration: instant
Dodge: no
Resist: yes

Kore Leech allows the Psionic to leech Kore from a target and apply it to their Kore supply. Kore Leech allows the psionic to literally steal 2 points of Kore from the target per round. This ability will last until the target is drained of Kore or until the psionic takes damage. The psionic cannot use any other Kore based ability while the leech is

Memory Block

Required Skill Level: 5
Damage: see description
Range: 20 feet
Duration: MoS = hours
Dodge: no
Resist: yes

Memory Block allows the psionic to temporarily block the memory of an intelligent target. The psionic stipulates which memories will be blocked in the target. The memories can range from short term such as something that was just said or done to long term memories from years earlier. The psionic can only block the memories that they know to exist.

Memory Gouge

Required Skill Level: 6
Damage: see description
Range: touch
Duration: permanent
Dodge: no
Resist: yes

Memory Gouge is similar to Memory Block except that instead of merely blocking the memory of a target, the psionic removes the memory permanently. The memory to be gouged can only be a memory that is known to exist by the psionic. Memory Gouge works on both short and long term memories.

Mind Shaft

Required Skill Level: 4
Damage: None
Range: Touch
Duration: Instant
Dodge: No
Resist: Yes

Mind Shaft allows the psionic to delve into the mind of the target. This ability can be used on any intelligent creature within range of the psionic. Mind Shaft allows psionic to peer into the mind of the target and see not only what the target is currently thinking but also allows the psionic to view any memories the target has. Mind Shaft is generally used in conjunction with Memory Gouge and Memory Block.

Possess Mind

Required Skill Level: 6
Damage: see description
Range: touch
Duration: MoS = minutes
Dodge: no
Resist: yes

Possess Mind allows the psionic to temporarily place their mind inside the mind of another body taking over the target mind while also taking control of the body. The psionics mind actually leaves their body and enters into the target body. The body of the psionic appears to be asleep during this time (the psionic cannot attack, defend, move etc. while the mind is vacant). Once the psionic takes control of the target mind they can choose to do anything they wish. However, if damage is taken while in the target body health points are removed from the psionics Health score as well as that of the target body. The psionic can choose to leave the target body at any time (but is forced to leave after the powers duration is complete).

Psionic Mask

Required Skill Level: 5
Damage: none
Range: self
Duration: MoS = rounds
Dodge: no
Resist: no

Psionic Mask allows the psionic to create a field around their entire body which renders them impervious to all mental attacks.

Psy Blur
Required Skill Level: 5
Damage: None
Range: 85 feet radius
Duration: psionics level x 2 = rounds
Dodge: No
Resist: Yes

The psionic creates a "blur field" around them which disrupts all psionic activity making it nearly difficult to focus. All psionic users or psionic weapons within the vicinity of the Psy Blur take penalties to hit (-3 dice) while the blurring is active. Non-psionics will sense nothing while psionic users will hear an intense ringing which drowns out all other sound. The Psy Blur creator must remain focused during the duration of the blur in order to keep the effect up. In order to successfully use this ability, the psionic must roll against the abilities TN which is 5.

Psychic Healing
Required Skill Level: 3
Damage: None
Range: 30 feet
Duration: Instant
Dodge: No
Resist: Yes

Psychic Healing allows the psionic to heal damage with a thought. The psionic can heal their body or the body of a target of the MoS x 3 in damage.

Recall
Required Skill Level: 4
Damage: none
Range: self
Duration: MoS = minutes
Dodge: no
Resist: no

Recall allows the psionic to remember everything around them during the duration of the ability. The psionic will remember with complete accuracy all noises, smells, sounds, images, spoken and written words, etc. while Recall is in effect.

Social Camouflage
Required Skill Level: 4
Damage: None
Range: 40 feet radius
Duration: psionics level x 2 = rounds
Dodge: No
Resist: Yes

The ability to project an aura around oneself that makes one fit into the social surroundings. The Psionic does not become invisible but rather takes on the attributes of those in the setting. People who perceive the Psionic will believe the Psionic is their same race, has their same accent, is wearing their same clothes etc. This is a trick played in the mind of those who perceive the Psionic. A Wits check can be made but at penalties depending on the level of the psionic (a psionic with a skill level of 4 would make the opposition lose 4 dice on the Wits check.)

Thermokinetic Abilities

Circle of Fire
Required Skill Level: 4
Damage: MoS x 4 (burn damage)
Range: 10 feet radius
Duration: MoS = minutes
Dodge: yes
Resist: no

Circle of Fire creates a circle of flames around the psionic. The flames burn

blue and cause MoS x 4 damage to anyone in the vicinity of the flames (+1 burn damage for 2 rounds). The psionic cannot be damaged by the flames even if they stand directly in the fire. The circle is stationary and forms around the psionic.

Flame Stab
Required Skill Level: 5
Damage: MoS x 5 (burn damage)
Range: melee
Duration: MoS = rounds
Dodge: yes
Resist: no

The psionic turns their arm into a large flaming blade. Attacking with the flame blade is achieved by making and MCR roll for One-Handed Weapons. The Blade deals extensive damage, MoS x 5 (+2 burn damage per round for 2 rounds). The blade is approximately 3 feet long and burns with blue and white flames.

Flare
Required Skill Level: 3
Damage: MoS x 3 (burn damage)
Range: 10 feet
Duration: instant
Dodge: yes
Resist: no

The psionic creates a bright burst of radiant energy which burns a target. The Flare is a short range attack good up to about 10 feet. The flare flies from the psionics hand appearing like a fiery missile. The missile will ignite anything flammable and will cause an extra +2 damage per round due to the burn damage.

Ice Pick
Required Skill Level: 4
Damage: MoS x 4
Range: melee
Duration: MoS = rounds
Dodge: yes
Resist: no

Ice Pick allows the psionic to transform their arm into an icy stabbing weapon. The weapon is approximately 3 feet long with a large blade at the far end. When using the weapon the psionic must make a One-Handed Weapon MCR roll to attack. The damage done is that of the MoS on the MCR roll.

Manipulate Flame
Required Skill Level: 2
Damage: see description
Range: Level x 10
Duration: instant
Dodge: yes
Resist: no

Manipulate Flame allows the psionic to take control over an existing fire or flame and manipulate it to do what they wish. The psionic can increase the heat, size, movement of the flame to do what they wish. Generally the flame is used to create a whip which lashes out striking a target. The maximum damage this attack can do is the MoS x 2.

Plasma Strike
Required Skill Level: 6
Damage: MoS x 6
Range: 40 feet
Duration: instant
Dodge: yes
Resist: no

The psionic creates a concentrated

blast of plasma energy which is focused into a beam. The Plasma Strike does MoS x 6 damage to the target. The Plasma Strike erupts from the palms of the psionic in a beam of bright purple.

Pyroclastic Discharge
Required Skill Level: 6
Damage: MoS x 6 (burn damage)
Range: 20 feet radius
Duration: instant
Dodge: yes
Resist: no

Pyroclastic Discharge creates an explosive moving cloud of dust and debris which emanates outward from the psionic on all sides. The cloud is scorching hot and will do MoS x 6 damage to any target it hits. Combustible materials such as cloth and wood will be incinerated from the intense blast of heat. The heat is so intense that it causes an extra +2 damage per round for 2 rounds after the initial cloud has dissipated.

Wall of Flame
Required Skill Level: 3
Damage: see description
Range: 12ft x 3ft x 8ft
Duration: MoS x 2 = rounds
Dodge: yes
Resist: no

Wall of Flames creates a massive wall of blue and white fire which is 3 feet thick, 12 feet wide and 8 feet tall. The wall has intense heat which causes damage equivalent to the MoS + 3 (+2 burn damage per round for 2 rounds). The wall will set ablaze anything that is combustible within is range.

Psionic Critical Failure

A Psionic Critical failure occurs when a Psionic attempts to use an ability and fails by rolling more 1's than any other number. When a psionic failure occurs, the character takes brain damage and must make a roll on the Psionic Mental Snap Table to find the outcome of the damage.

Psionic Mental Snap Table

Roll	Outcome
1	Quick to Anger
2	No Self Control
3	Uncontrollable Laughter
4	Severe Depression
5	Bipolar Disorder
6	Manic Disorder
7	Violent Tendencies
8	Short Term Memory Lapse
9	Long Term Memory Lapse
10	Self Mutilator
11	Blood Lust
12	Paranoia
13	Bizarre Tendencies
14	Compulsion
15	Intense Hatred
16	Megalomania
17	Schizophrenia
18	Mute
19	Dementia
20	Self Pity/Loathing

Kore Psionic Abilities Creation

The GM oversees all creation of Psionic abilities. Players should be encouraged to create psionic abilities but it should be noted that the GM is the ultimate authority on the subject. Psionic abilities are considered part of the individual, an innate ability that develops overtime.

Skill Level Required

Determine the skill level of the psionic ability. The skill level required is the minimum Kore Psionic score needed in order to use the power.

Kore Required

The Kore Required to use the ability should be equal to the Skill Level Required.
Example: Skill Level 5 requires 5 Kore.

Psi-Time

To use a psionic ability requires 1 turn.

Damage

Skill Level	Damage
1	x1
2	x2
3	x3
4	x4
5	x5
6	x6

Range/Radius

The GM should determine the range/radius of the psionic effect based on the psionic ability.

Duration

The GM should determine the range/radius of the psionic effect based on the psionic ability.

Dodge

If the Psionic ability is Psychokinetic it can be dodged with a normal dodge attempt.

Resist

If the psionic ability is telepathic, it can be resisted by a Resist Psionic check.

Rogue

Rogues are those individuals who steal, burgle, cutpurses, pick pockets, you name it. Rogues are the thieves of society and as such they are looked down upon by society. Rogues tend to stay within the confines of their own worlds; around those they are familiar with and in places in which they are familiar. They find strength in the numbers in Thieves Guilds and other organized institutions which keep them safe.

Rogues are usually trained from the time they were children to be petty thieves. Many have been in and out of jail numerous times for petty crimes they committed as children. Rogues differ in their areas of interest when it comes to theft. Some enjoy breaking and entering while others prefer picking pockets or working in conjunctions with other Rogues and Con Artists to rip people off. Rogues live to steal and often have elaborate plans on how to get what they want from a mark. Some have more simple plans and others do not plan at all.

Rogues are known to be impulsive and often spend their earnings as fast as they make it. They are known to be untrustworthy (except with those who are guild members) and often dangerous. Some Rogues prefer to steal only while others will use their combat ability to hurt an opponent before robbing them. These Rogues who hurt others and then steal are often looked down upon for lacking in skill and are known as Black Sheep.

Depending on the type of Rogue one will find numerous styles. Some are boisterous and dress lavishly while others are more subdued and try and fit in with normal society. Most Rogues wear very little armor (or none at all). Speed and dexterity are their primary focuses as is information and setting. Rogues almost always know the shortcuts, the best hiding spots, those who can and can't be trusted and those who are dangerous or easy marks.

Rogue Abilities

Rogues receive all Rogue abilities which have an XP cost of 0; Backstab, Body Language, Close Quarter Combat, Code, Conceal Item, Contortion, Disarm Traps, Eavesdrop, Hot Hands, Language Affinity, Scaling, Sneaky Feet, Stealth.

Backstab
Requirements: Rogue Class
XP Cost: none
The Rogue receives a bonus of +1 die on all surprise melee attacks.

Body Language
Requirements: Rogue Class
XP Cost: none
The Rogue is an expert at reading body language and receives +1 die on all Evaluation checks.

Cheap Shot
Requirements: MCR 2+
XP Cost: 100
Cheap Shot allows the Rogue to burn 1 die on a Bare Hand attack. If the attack is successful the target takes normal damage but is stunned for 1 turn.

Close Quarter Combat
Requirements: Rogue Class
XP Cost: none
Close Quarter Combat allows the individual to battle in close confines receiving less of a penalty. All Close Quarter Combat conditions are increased by CR +1 die for individuals who possess this ability. This applies only to Close Quarter Combat (meaning that penalties must be applied before the +1 bonus is given).

Attributes: 1,2,2,2,3,3
Att. Bonus: Dexterity +1

Age: 15 + d10 = years
Health: Endurance +16
Kore: unavailable
PE: Endurance +8
ME: Wits +8

Base Skills
Evaluation: 2
Lock Picking: 3
Pick Pocket: 3
Mechanics: 2
Poisons: 1

Weapon Skills
One-Handed Weapons: 2
Missile Weapon: 2

Bonus Skills
Multiply your Wits score by 2. This is how many extra skill points you get. These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
Backpack
Bedroll
Boots
Flint and Steel
Leather Bag
Leather Pouches
Lock Picks
Set of Clothing
Tent

Beginning Weapons and Armor
One-Handed Weapon of choice
Leather Torso

Starting Money: 6 silver pieces

Code

Requirements: Rogue Class
XP Cost: none
Code allows the Rogue to use and identify spoken codes and written symbols. When communicating with another individuals who have knowledge of codes and symbols the Rogue receives a +2 Charisma bonus.

Conceal Item

Requirements: Rogue Class
XP Cost: none
The Rogue has the ability to hide and conceal items. The Rogue can roll their Wits score to oppose any search because of this ability.

Contortion

Requirements: Rogue Class
XP Cost: none
The Rogue is naturally flexible and agile and as such gains a +1 on all attempts to escape cuffs, binds, ropes etc. Because of this flexibility the Rogue can also fit into tight spaces normal people cannot.

Disarm Traps

Requirements: Rogue Class
XP Cost: none
The Rogue is well versed in the disarming of traps and receives a +1 die bonus to all checks involving the disarming of traps.

Eavesdrop

Requirements: Rogue Class
XP Cost: none
Eavesdrop gives the Rogue +1 die on all Wits checks involving hearing.

Hot Hands

Requirements: Rogue Class
XP Cost: none
Rogues love to steal. Hot Hands gives the Rogue a Pick Pocket bonus of +1 die on all stealing attempts.

Language Affinity

Requirements: Rogue Class
XP Cost: none
The Rogue has the ability to quickly become fluent in spoken and written language and as such receives +1 language.

Rogue Multi-Melee Attack

Requirements: MCR 3+
XP Cost: 150
The Rogue can attack multiple targets by dividing the melee attack rolls. Each die can be rolled independently for a specific target. Each target can only be hit once.

Scaling

Requirements: Rogue Class
XP Cost: none
The assassin receives +1 die to all Agility checks when scaling an edge, walking a tight rope or any other feat of balance.

Sneaky Feet

Requirements: Rogue Class
XP Cost: none
The Rogue receives +1 die to all Move Silent checks.

Stealth

Requirements: Rogue Class
XP Cost: none
Burn 2 dice on a Move Silent check to move silently at normal speed.

Symbiote

Symbiotes are those individuals who have a symbiotic relationship with a creature known as the Qiliqim. The Qiliqim are a species indigenous to Phaethos who require another body to live within in order to survive. Although Qiliqim bond primarily with humans they have been known to take up residence in others humanoid creatures as well.

The bonding process of the Qiliqim and the human must be a mutual decision in order for the relationship to progress (forced bonding results in the death of both the host and the Qiliqim, usually). The bonding takes place in early adulthood after the host is fully developed. The Qiliqim then attaches itself to the back of the host where it "roots" into the body of the host. After several months the Qiliqim dissolves the tissue of the host replacing it with its own body instead. A year after the bonding process occurs it is completed with the Qiliqim being fully bonded inside the host. The Qiliqim is visible inside the host and appears like a dark brown oval with a bumpy spine.

The Qiliqim are naturally telepathic (even outside the host) and this is how they choose their host. The Qiliqim literally asks the host permission to bond with them. If the host responds positively to the request the bonding occurs. If the potential host refuses to allow the Qiliqim to bond the Qiliqim will seek out another potential host. Qiliqim can live outside a host for up to a decade before their bodies begin to break down.

Once successfully bonded, the host and the Qiliqim are as one. Whatever pain one feels so does the other, whatever damage one suffers so does the other.

The Qiliqim bring many positive aspects to the bonding with the host. Qiliqim offer the ability for the host to communicate telepathically with other Symbiotes. The host's life expectancy is lengthened by nearly 50 years because of the Qiliqims regenerative properties and slow metabolism. The amount of food and water that the host requires to live is nearly cut in half as the Qiliqim reroutes the body's functions to make it more dynamic and less wasteful.

Many Symbiotes live in secret with few knowing their secret. Symbiotes are considered freaks and like all things misunderstood, are generally frowned upon and discriminated against. According to the Church of Eu, Symbiotes are abominations of the Underworld and sent to Earth to manipulate humanity for purpose of evil. As such, Symbiotes within the Shoan Empire are usually hunted down and killed or thrown into prison.

Attributes: 2,2,2,2,2,3
Att. Bonus: Endurance: +1

Age: 30 + d10 = years
Health: Endurance +20
Kore: unavailable
PE: Endurance +12
ME: Wits +8

Base Skills
Control Mount: 2
Move Silent: 2
Orientation: 2
Taming: 3

Weapon Skills
One-Handed Weapons: 2

Bonus Skills
Multiply your Wits score by 2. This is how many extra skill points you get. These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
Backpack
Bedroll
Boots
Cloak
Flint and Steel
Horse
Set of Clothing
Tent

Beginning Weapons and Armor
Choice of weapon which belongs to beginning skill group

Starting Money: 3 silver pieces

Symbiote Abilities

Symbiotes receive all Symbiote abilities which have an XP cost of 0; Decreased Food Intake, Decreased Breath, Decreased Water Intake, Disease Resistance, Healing Factor, Long Life, Metabolic Coma, Poison/Toxin Resistance, Regeneration, Selective Telepathy.

Thanks to the Qiliqim, the host needs only ½ the normal amount of food, water and air. The Qiliqim also has healing properties which protects the individual from most diseases and can lengthen their lifetime by more than 50 years. This healing property of the Qiliqim gives the host a great deal of resistance to poisons and toxins because the body has the ability to quickly fight off the effects (Resist Poison/Toxin +2). Recovery from physical wounds and damage requires only ½ the normal time.

Decreased Food Intake

Requirements: Symbiote Class
XP Cost: none
The Symbiote can go up to a week without eating and suffers no penalties.

Decreased Breath

Requirements: Symbiote Class
XP Cost: none
The Symbiote has the ability to hold their breath for up to 20 minutes without suffering damage.

Decreased Water Intake

Requirements: Symbiote Class
XP Cost: none
The Symbiote maximizes the body's storage of fluids and can go without water for nearly a week.

Disease Resistance

Requirements: Symbiote Class
XP Cost: none
The Symbiote has a natural immunity to disease and does not get sick.

Healing Factor

Requirements: Symbiote Class
XP Cost: none
The Symbiote has a healing factor which causes tissue to re-grow at a rate twice the normal rate.

Long Life

Requirements: Symbiote Class
XP Cost: none
The life expectancy of a Symbiote is about 150 years.

Metabolic Coma

Requirements: Symbiote Class
XP Cost: none
The Qiliqim inside the host can shut the host's body down if too much damage is taken (drops to 3 or less Health).

This makes the host appear to be dead as all vital signs cease (heart beat, breathing, brain activity etc.). After the danger has passed the Qiliqim will revive the host.

Poison/Toxin Resistance

Requirements: Symbiote Class
XP Cost: none
The Symbiote is resistant to most toxins and poisons.

Regeneration

Requirements: Symbiote Class
XP Cost: none
The Symbiote has a regeneration factor which allows it to re-grow severed extremities and digits. Symbiotes have been known to re-grow an entire finger within a week.

Selective Telepathy

Requirements: Symbiote Class
XP Cost: none
The Symbiote has the ability to speak telepathically with other Symbiotes or lone Qiliqim. This type of telepathy is not Kore based. The range of this power is 100 feet.

Witch Hunter

Witch Hunters are those individuals who have made it there life work to rid the world of those who are seen as abominations (this list includes Korlock Witches, Ragewine, Kineck May, Monah, and any other Kore users). Witch Hunters are a cautious lot who use cunning and skill to dispose of their opponents. They are known to travel alone or with a single companion.

Witch Hunters rely on their abilities to use a wide variety of weapons along with their natural abilities of hunting and tracking. They often use their talents for specific purposes such as; bringing in a wanted criminal or law breaker, "removing a threat" for someone who does no wish to dirty their own hands and even all out revenge. Witch Hunters are viewed as an acceptable evil by most of society and although their methods are somewhat gruesome and unorthodox, most people see them as the lesser of two evils (Korlock Witches being the greater evil).

Although Witch Hunters can be grouped in a single mass of Kore hating people, this is not necessarily true. Many times Witch Hunters will utilize a companion who has Kore abilities in order to get the job done (rarely if ever is this companion a Kore Magic user though). In the public eye, Witch Hunters are seen as violent psychopaths who prey upon Kore users. This perception can be thanked in part to several instances where Witch Hunters massacred innocents in order to bring a lone Kore user to justice.

Attributes: 1,2,2,2,3,3
Att. Bonus: Brute +1 or Wits +1

Age: 22 + d10 = years
Health: Endurance +20
Kore: Wits + 4
PE: Endurance +10
ME: Wits +8

Base Skills
Arcane Knowledge: 2
Control Mount: 2
Evaluation: 2
Poisons: 3
Tracking: 3

Weapon Skills
One-Handed Weapons: 3
Two-Handed Weapons: 2
Missile Weapons: 2

Bonus Skills
Multiply your Wits score by 2. This is how many extra skill points you get. These points must be applied during character creation and must be applied to skills which you did not receive with your character class. No "new" skill can have more than 3 points.

Beginning Equipment Set
Backpack
Bandages
Bedroll
Boots
Flint and Steel
Horse
Set of Clothing
Tent

Beginning Weapons and Armor
Two-Handed Weapon of choice
One-Handed or Missile Weapon of choice
Jack Torso
Leather Arms

Starting Money: 2 gold pieces

Witch Hunter Abilities
Witch Hunters receive all Witch Hunter abilities which have an XP cost of 0; Conceal Item, Enhanced Senses, Living Circle, Riding Strike, Second Chance, Sense Kore, Stalking.

Blood Feud
Requirements: MCR/RCR 3+
XP Cost: 150
The Witch Hunter can burn 2 dice on an attack. If the Witch Hunter has a successful attack he/she will receive +2 dice on future attacks against the opponent. Changing opponents deactivates Blood Feud. This applies only to melee attacks.

Blood Letting
Requirements: MCR 3+
XP Cost: 150
The Witch Hunter can burn 2 dice on a melee attack to activate Blood Letting. If the Witch Hunter damages the target during the attack they immediately receive +1 die on all further attacks with the weapon during the encounter. Blood Letting applies only to melee attacks.

Conceal Item
Requirements: Witch Hunter Class
XP Cost: none
The Witch Hunter has the ability to hide and conceal items. The Witch Hunter can roll their Wits score to oppose any search because of this ability.

Enhanced Senses
Requirements: Witch Hunter Class
XP Cost: none
All of the Witch Hunters senses are enhanced (nearly twice normal human senses). All checks of sight, hearing, touching, tasting and smelling receive +1 die on the Wits roll.

Living Circle
Requirements: Witch Hunter Class
XP Cost: none
The Witch Hunter has the ability to draw a circle around them that wards off undead creatures. One turn is re-

quired to draw the circle. The circle is a shield of sorts which repels undead creatures. If at any time the circle is broken its effects are destroyed.

witch Hunter Multi-Melee Attack

Requirements: MCR 3+
XP Cost: 150
The Witch Hunter can attack multiple targets by dividing the melee attack rolls. Each die can be rolled independently for a specific target. Each target can only be hit once.

Multi-Ranged Attack

Requirements: RCR 4+
XP Cost: 200
The Witch Hunter can attack multiple targets by dividing the ranged attack rolls. Each die can be rolled independently for a specific target. Each target can only be hit once.

Poison Strike

Requirements: Poisons Skill 3+
XP Cost: 150
The Witch Hunter can burn 2 dice to receive a poison damage bonus. If the strike is successful the poison will do an extra +2 damage per round for the duration of the poison.

Riding Strike

Requirements: Witch Hunter Class
XP Cost: none
The Witch Hunter is adept on a mount and takes no penalties when attacking from a mount at any speed.

Second Chance

Requirements: Witch Hunter Class
XP Cost: none
When the Witch Hunter's Health reaches 0 they will immediately regain 5 points of Health through an Adrenaline surge. This ability can be used about once a week.

Sense Kore

Requirements: Witch Hunter Class
XP Cost: none
The Witch Hunter has the ability to sense concentrated Kore (individuals, objects etc.) up to 200 feet.

Stalking

Requirements: Witch Hunter Class
XP Cost: none
The Witch Hunter has the ability to follow those they track without being seen. Witch Hunters receive +1 die to all Hide checks (or checks related to hiding and remaining unseen while tracking) when tracking.

Chapter 4

Skills

SKILLS

Overview

Skills are learned abilities which your character has. Anything that your character is not naturally born with is considered to be a learned skill. Skills enable you to perform certain tasks such as identifying dead bodies, making items and treating wounds.

Skills are based on levels from 1 (the least skilled) to 6 (the most skilled). The level of your skill represents the number of dice you roll when attempting to use the skill. The highest number rolled is the number that is used on the attempt. If doubles, triples, quads etc. are rolled you take the number rolled and add the number of dice on which that number was rolled. Always take the highest number.

> *Example: Kryax has a Black-smithing skill of 4 so he rolls 4d10. Kryaz gets a 3,5,6,6. Kryax has dou ble 6. Since 6 was rolled on 2 dice Kryax has a total of 8 (6+2) for his skill check.*

Using Skills

Many skills are rolled against a TN in order to determine the success. If the TN is tied or surpassed, the skill is successfully used. If the TN is not met the roll is considered a failure. Severe failures (those with a high MoE) often have added effects (such as materials being destroyed during crafting).

> *Example: Kryax wishes to play an instrument. All instruments have a TN of 6. Kryax has a Music skill of 1. Kryax gets a 4 and fails to hit the TN. Kryax is unable to play the instrument.*

Some skills are used against other people or monsters. When using skills against another individual you roll against the individuals opposition roll. Each skill will identify the opposition roll to be made. If the rolls are tied, the opposition roll always wins.

> *Example: Kryax is playing cards with Redex. Kryax decides to use a gambling Bluff against Redex. Kryax has a Bluff skill of 3 and rolls 2,5,7. Redex now makes an opposition roll against Kryax's roll. Bluff states that it is opposed by Wits. Redex has a Wits score of 3 and rolls 4,5,8. Redex wins and Kryax's bluff fails. Redex is aware of the bluff attempt.*

Substituting Skills

In certain circumstances one skill check may be used in place of another skill, or a skill may be used in place of an attribute check or vice versa. This rule is situation dependent.

The player makes it known that they wish to use another skill or attribute in place of the one intended. The player then states their case for why this is to be citing as many reasons for their case as possible. The GM then decides if the player's argument is convincing or not. A successful argument may result in the player getting their wish, while a failed argument will result in the player being unable to convince the GM and being forced to make the check as it stands.

Skill Level Zero

If the individual has no skill level then it is considered that the skill is 0 and only 1d10 is rolled with a -4 penalty.

New Skills

The list of skills contained within this book in no way covers everything that can be accomplished by the use of a skill. In the case that a skill is needed that is not listed the GM should create the skill using attributes similar to the skills listed. The GM should also write a description of the skill indicating what the skill allows the PC to do. Players can also create new skills but they must be approved by the GM.

New Skills advance in the same way as all other skills.

Skill Attributes

All skills have several attributes which help define them. The following is a list of these attributes with their definitions.

Success

This indicates what happens if the skill is successfully used.

Failure

This is indicates what happens if the skill attempt fails.

Burn

This indicates if dice can be burned in order to modify the outcome of the skill.

Opposition Roll

Opposition Roll indicates whether the skill attempt is made against an opposing roll or a TN.

Tools

Tools indicate what tools are required to successfully use the skill.

Time Required

Time Required indicates the amount of time it takes to successfully use the skill.

Skill Classes

Skills have been broken up into five categories. The categories along with their definitions are listed as follows…

Crafting (c)

Crafting Skills are skills which are used to create various items. Crafting skills generally require the user to have tools, ingredients or some other materials which are needed in order to successfully craft the item.

Alchemy (c)
Blacksmithing (c)
Jeweler (c)
Masonry (c)
Mechanics (c)
Poisons (c)
Woodworking (c)
Tailoring/Weaving (c)

The titles for Crafting Skills are based on the level of the skill.

Level	Title
1	Neophyte
2	Apprentice (young)
3	Apprentice (elder)
4	Journeyman
5	Master
6	Grandmaster

Knowledge (k)

Knowledge Skills are skills which pertain to knowledge about a specific subject. Knowledge skills are almost always related to Wits as they require the mind in order to be properly used.

Evaluation (k)
Forensics (k)
Forgery (k)
Item Lore (k)
Manipulation (k)
Veterinary (k)
Reading/Writing (k)
Music (k)
Orientation (k)
Anatomy (k)
Arcane Knowledge (k)
Bluff (k)
Drawing (k)

Magic (m)

Magic Skills are skills which pertain to magic and things associated with magic.

Meditation (m)
Inscription (m)

Physical (p)

Physical Skills are skills which pertain to the physical body or skills which require a physical effort in order to use.

Control Mount (p)
Control Vehicle (p)
Escapism (p)
Taming (p)
Tracking (p)

Thief (t)

Thief Skills are skills which pertain to thieves.

Hide (t)
Lock Picking (t)
Mathematics
Move Silent (t)
Pick Pocket (t)

Skill List

Alchemy	Masonry
Anatomy	Mathematics
Arcane Knowledge	Mechanics
Blacksmithing	Meditation
Bluff	Move Silent
Control (Mount)	Music
Control (Vehicle)	Orientation
Drawing	Pick Pocket
Escapism	Poisons
Evaluation	Reading/Writing
Forensics	Tailoring/Weaving
Forgery	Taming
Hide	Tracking
Inscription	Veterinary
Item Lore	Woodworking
Jeweler	Everyman Skills
Lock Picking	Weapon SKills
Manipulation	

Alchemy (c)

Alchemy allows one to create, identify and decipher potions and the components that a potion is composed of. Alchemy allows one to create and bottle potions so that they may be saved for later use, sold or hoarded. Alchemy is the combined knowledge of all things related to potions. Roll your Alchemy score against the TN of the item to be created.

Level	TN
1	2
2	4
3	6
4	8
5	9
6	10

Success: You successfully create a potion.
Failure: You fail in the creation of the potion and must restart with all new ingredients. You can try again.
Burn: For every die burnt, crafting time is reduced by 10%.
Opposition Roll: TN of potion
Tools: bottles, potion ingredients
Time Required: Potion Dependent. Composition assessment is potion dependent.

Anatomy (k)

Possessing the skill of Anatomy gives one the knowledge of the human body, how it works and what harms it. Those who possess the skill of Anatomy are able to identify and heal wounds and cure disease in humans. Anatomy allows one to understand all things associated with the human body and how it functions (with the knowledge of the day of course). Roll your Anatomy score against the TN.

Familiarity	TN
Very familiar	2-3
Somewhat	4-5
Unfamiliar	6-7
Never seen	8-9
Unknown	10+

Success: You are able to identify the problem. If the problem is a wound, you are able to stop the bleeding and restore Health equal to your MoS. If the problem is a disease, you are able to identify the disease and know the cure and the ingredients that make up the cure.
Failure: You cannot heal the wounds and you do not know the disease or a cure. You cannot try again.
Burn: For every die burned you restore +2 Health to the target.
Opposition Roll: TN
Tools: Surgeon Kit, Bandages etc.
Time Required: 1 round

Arcane Knowledge (k)

Those who possess this skill have the ability to identify Kore markings and magical symbols. Arcane Knowledge also allows one to identify magical weapons and artifacts; to appraise them and have a chance of knowing the items general history. Roll your Arcane Knowledge skill against the TN of the item.

Item	TN
Common	2-3
Uncommon	4-5
Rare	6-7
Very Rare	8-9
Never Seen	10+

Success: You successfully identify the marking or the text. You are able to translate the marking or text (by making a successful Reading/Writing check versus the TN) and you have a general knowledge of the history of the marking/text.
Failure: You are unable to identify the marking or text. You cannot try again until you increase your Arcane Knowledge skill level.
Burn: n/a
Opposition Roll: none
Tools: none
Time Required: 1 round

Blacksmithing (c)

Blacksmithing allows one to understand the composition of different metals and how to create useable items from raw materials such as ore and ingots. One who is adept in Blacksmithing has the ability to create everything from weapons and armor to pieces of art. Blacksmithing is the combined knowledge of all things related to metal and the working of metal. Roll your Blacksmithing score against the TN of the item to be created or repaired. The TN of the item to be created or repaired is equal to its level.

Success: You successfully create an item.
Failure: You fail to create the item. Your materials are still useable but you must restart the project from the last completed step.
Burn: For every die burned, crafting time is reduced by 10%.
Opposition Roll: TN of item
Tools: anvil, hammer, forge, ingots
Time Required: Item Dependent. Repair assessment requires 1 round.

Bluff (k)

Bluff allows you to mislead an individual. In order to make a successful Bluff, roll the appropriate amount of dice. The opponent can make a Wits check to oppose the roll.

Combat: Bluff can be used in combat to mislead an opponent. The feint is used to draw the opponents attention away from the real motive leaving them exposed for a brief moment. Roll your Bluff score which is opposed by the opponents Wits score. If the Bluff is a success, the opponent loses -1 die on a dodge or parry attempt. If the Bluff fails, the target the Bluff was used against receives an extra die to dodge or parry.

Gambling: Bluff can also be used against an NPC playing poker. Roll your Bluff dice. The opponent may make a Wits check. If the Wits check is a success, the opponent will call you. If the Wits check fails, the opponent will fold from the hand.

Success: You successfully mislead your opponent.
Failure: You fail to mislead your opponent. You may try again the next round. If you fail the second attempt (only in succession), you will suffer a -1 die penalty on checks with the opponent thereafter.
Burn: For every die you burn your opponent loses -1 die on the opposition.
Opposition Roll: Wits
Tools: none
Time Required: instant (does not count as a turn action)

Control Mount (p)

This is a measure of ones ability to control a mount. This skill comes into play when one wishes to ride a difficult mount or loses control of a mount. The characters Control Mount skill is added to the mounts control attributes (this indicates the total number of dice rolled on the control check). Those without the Control Mount skill can only roll the mounts control attribute scores for checks.

Success: You successfully bring the mount under control.
Failure: You fail to bring the mount under control. If you are still mounted, you may try again.
Burn: n/a
Opposition Roll: none
Tools: Mount
Time Required: instant

Control Vehicle (p)

This is a measure of ones ability to control a vehicle and understand how the vehicle operates. Control Vehicle covers all vehicles including boats, wagons, airships etc. The characters Control Vehicle skill is added to the Vehicles attributes to determine the number of dice rolled during a control roll.

Success: You successfully control the vehicle.
Failure: You lose control of the vehicle. You may try again in the next round.
Burn: n/a
Opposition Roll: Opposing vehicle control check or recovery check
Tools: Vehicle
Time Required: instant

Drawing (k)

Drawing allows the user to make detailed drawings of places, events, or even maps. Drawing can be used to create works of arts such as paintings or sculpture. Those who possess this skill have the ability to transmit images to paper. The higher the roll on the skill check the more accurate the drawing. (The character's skill level in Drawing is equal to the maximum Map Level they can successfully decipher. Drawing 3 can read a level 3 map, Drawing 4 a level 4 map etc.)

Success: You successfully create a work of art. You successfully create or decipher a map.
Failure: You fail to create the work

you were striving for. You fail to decipher the map.
Burn: n/a
Opposition Roll: none
Tools: paints, brushes, quill, ink, canvas or parchment etc.
Time Required: work dependent

Escapism (p)

Escapism is the ability escape knots, binds, cuffs etc. Escapism is also the knowledge of tying knots and binding. Roll your Escapism score against the TN of the binds or knots.

Bind Strength	TN
Childs Play	2-3
Easy	4-5
Moderate	6-7
Difficult	8-9
Very Difficult	10+

Success: You successfully escape.
Failure: You fail to escape. You cannot try again.
Burn: n/a
Opposition Roll: TN of binds
Tools: none
Time Required: escape dependent (TN is equal to rounds needed to escape)

Evaluation (k)

The Evaluation skill is used to size up an opponent. Evaluation allows one to look at the physical characteristics of another person or creature and determine, based on what they see, how "fit" that opponent is. Evaluation only allows the person to determine physical characteristics such as approximate Health and Brute and in no way does it give any indication of the magical ability or any other characteristics which is not physically visible. When this skill is used to evaluate another human one can determine if that person is carrying any hidden weapons or is wearing armor etc. For each skill die rolled which beats a TN of 6, the player can ask the GM 1 question pertaining to the target being evaluated.

Example: Hank has an Evaluation score of 4 and rolls Evaluate against John. Hank rolls 2,3,7,8. Two of his rolls are better than 6 so he can ask the GM two questions related to his evaluation of John.

If a character has an Evaluation skill level of 5 or better, he/she receives +1 die to roll for initiative.

Success: You successfully evaluate the target.
Failure: You fail to evaluate the target and receive no information.
Burn: none
Opposition Roll: TN of 6
Tools: none
Time Required: instant (does not count as a turn action)

Forensics (k)

This skill allows characters to examine the dead and determine cause of death and time of death. Details of how the person was killed, when the person was killed and what was used to kill them can be deciphered by someone trained in

Forensics. This skill is primarily for humans. Using this skill on non-human creatures' results in a penalty of -2 dice on the check roll. The following chart is used to determine the skill level and the maximum time frame since death when Forensics can be successfully used.

TN	Time of death
1-2	a day or two
3-4	a week
5-6	several weeks
7-8	several months
9-10	up to a year
11+	over a year

Success: You are able to determine the cause of death and the time of death.
Failure: You are unable to determine the cause or time of death. You cannot try again.
Burn: For every die you burn you can ask the GM one question about the victim's death.
Opposition Roll: none
Tools: none
Time Required: 1-2 rounds

Forgery (k)

Forgery allows one to falsify written documents by painstakingly copying them. Forgery includes the falsifying and duplication of signatures, documents and insignias. Forgers can reproduce letters, stamps, signatures, and basically any type of printed document. The roll during the creation of the document is the TN against the opponents Wits check. If the Forgery TN skill wins, the forge goes undetected.

Success: You successfully forge the document.
Failure: You fail to forge the document (it is easily recognized as a forged document). Your materials are destroyed. You may try again.
Burn: n/a
Opposition Roll: Wits
Tools: magnifying glass, quill and ink, appropriate paper etc.
Time Required: 10 minutes per page for simple, 30 minutes a page for complex.

Hide (t)

The ability to use ones surroundings to hide oneself. In order to successfully hide you make a Hide check and subtract any armor bulk from the roll. You cannot hide while running, attacking, dodging/parrying or while you are being watched by someone. Once successfully hidden you may attack with normal surprise modifiers for melee attacks. For missile attacks you may snipe an opponent who is at least 15ft in distance. Once you snipe you must make a Hide check against an opposing Wits roll (+1 die bonus to the Wits roll). If the Hide check is successful you remain hidden and unseen. Melee attacks expose you immediately.

Success: You successfully hide.
Failure: You fail to hide. You may try again if you are not seen or those looking at you are distracted.
Burn: n/a
Opposition Roll: Wits
Tools: none
Time Required: 1 action

Inscription (m)

Inscription is the ability to inscribe runes and scrolls. Kore Magic can be written by those proficient in Inscription transferring Kore into runes and scrolls. A normal quill and ink is used to make the Kore mark on the rune or the scroll. As soon as the mark is complete the ink will flash blue with light and vanish leaving an etching in runes and embossing the words upon the scroll. To successfully make any inscription, roll the Inscription score against the TN of the spell.

Spell Level	TN
1	3
2	4
3	5
4	6
5	7
6	8

Marking a Rune with Inscription
Marking a rune creates a memory in the rune of the area where it was marked. Marked runes allow groups of Korlock Witches to create Rune Gates to teleport over great distances. To successfully mark a rune, roll against a TN of 7.

Success: You successfully create an inscription.
Failure: You fail to make the inscription. The material on which you attempted the inscription is destroyed. You may try again.
Burn: n/a
Opposition Roll: none
Tools: rune or scroll, quill and ink
Time Required: 1 action

Item Lore (k)

Item Lore allows one to look at and assess items and weapons. In the examination of an item or weapon one has the ability to tell the value of the item, where the item came from, the age of the item, who made the item and any significant details or markings the weapon or item may carry. Roll the characters Item Lore skill against the TN of the item.

Item	TN
Common	2-3
Uncommon	4-5
Rare	6-7
Very Rare	8-9
Never Seen	10+

Success: You are successful at appraising the item and you have general knowledge and information about the item
Failure: You fail to appraise the item. You cannot try again until you increase your Item Lore skill level.
Burn: For every die you burn you can ask the GM one specific question about the item.
Opposition Roll: TN of item
Tools: none
Time Required: approx 1 minute

Jeweler (c)

Jeweler is the skill used for making jewelry and cutting gems. Those with the skill of Jeweler possess knowledge as to how jewelry is made. They have the ability to cut gems and appraise values for both gems and jewelry.

Success: You successfully create a piece of jewelry or appraise an item.
Failure: You fail to create the item or appraise the item. You can try again.
Burn: For every die burnt, crafting time is reduced by 10%.
Opposition Roll: TN of item.
Tools: Jeweler tools, Lapidary tools
Time Required: Item dependent

Lock Picking (t)

The ability to pick locks. Roll your Lock Picking skill against the TN of the lock.

Success: You successfully pick a lock.
Failure: You fail to pick a lock. You may try a maximum of three times or you must wait until you gain a level in your Lock Pick skill.
Burn: Burn 1 die to get a +1 TN modifier on your roll.
Opposition Roll: TN of the lock (TN is based on Lock Level)
Tools: Lock Picks
Time Required: TN = pick time in rounds

Manipulation (k)

Manipulation covers a wide range of skills which include peacemaking, bribery, peacemaking, provocation and seduction. Manipulation also covers the telling of stories and how believable they are. One who is skilled in the ways of Manipulation can easily sway how others behave and act.

Bribery: So you want to give a guard some money so they will let you in? Well, Bribery is the way to go. Passing a Bribery check against the opponents Wits check means you successfully Bribe an individual. The briber should receive +1 die per unit of bribe (money, items etc.) to increase the chance that the bribe is accepted. Cheap bribe attempts may insult the target of the bribe and could result in losing dice on the attempt.

Peacemaking: So, you want to put an end to the heartache and fighting? Well, Peacemaking is the way to go. If you pass a Peacemaking check against the opponents Wits check you can calm someone down, stop a fight or even talk sense into a drunk. Peacemaking can also be countered by a Provocation check utilizing the Manipulation skill.

Provocation: So, you have grown tired of peace and want to start some trouble? Provocation will allow you to stir up as much trouble as you want. Decide how you want to use the skill and then make your roll against the opponents Wits check. If you win, you successfully provoke the opponent. If you lose, they may become angry with you. Provocation can also be countered a Peacemaking check utilizing the Manipulation skill.

Seduction: So, you want to seduce someone. Well, if you are male you automatically lose 2 dice on your seduction attempt. If you are female you gain +1 die on your seduction attempt. If the seduction attempt is successful, you successfully seduce someone. At this point their guard has been dropped a bit and they are open to give a little info, forget that there could be danger etc.

Success: You successfully manipulate the target into doing what you want.
Failure: You fail to manipulate the target and the target is possibly aware of your tactics.
Burn: Burn 3 dice on any manipulation attempt and the target of the bribe can only roll 1 die.
Opposition Roll: Wits
Tools: none
Time Required: instant

Masonry (c)

Masonry is the character knowledge of cutting and setting stones as well as architectural information regarding building with stone and rock. The character has a good deal of knowledge concerning how to shape and set stones in an architectural setting. The character also has a good deal of knowledge pertaining to different styles of stone setting and brick laying, as well as a working knowledge of various architectural styles.

Success: You successfully create the item or portion of the build.
Failure: You fail to create the item or portion of the build how you intended.
Burn: For every die burnt, crafting time is reduced by 10%.
Opposition Roll: TN of the job.
Tools: Masonry tools, stone
Time Required: Job dependent

Mathematics

Mathematics is a gage to measure how well one understands mathematic equations and numbers. Mathematics covers all forms of math including algebra, calculus, trigonometry and geometry. Mathematics problems are represented by TN.

Equation	TN
Childs Play	2
Easy	3
Moderate	4-5
Hard	6-7
Very Hard	8+

Success: You are successful at solving the problem.
Failure: You fail in solving the problem and you may try again. If you fail you second attempt you are not allowed to try again until you increase your Mathematics skill level.
Burn: n/a
Opposition Roll: TD of the equation
Tools: none
Time Required: difficulty dependent

Mechanics (c)

Mechanics allows one to create complex machinery and firearms. Mechanics entails the understanding of machinery, how machines function and allows one to repair broken or damaged machinery. Mechanics is the combined knowledge of all things mechanical and the components that make up a mechanical device. Mechanics can be used to disassemble, sabotage, repair or

build complex mechanisms. (The Crafting Section explains how to build and repair in great detail).

Mechanics also allows one to build and disarm traps. When building or disarming a trap the character must make a Mechanics check against the TN of the trap. An MoE of 3 or more on a disarm trap attempt will result in the trap being activated.

Trap Level	TN
1	2
2	4
3	6
4	8
5	9
6	10

Success: You successfully create or repair the item. You successfully build or disarm the trap.
Failure: You fail to create the item. You fail to build or disarm the trap (see description for trap failure).
Burn: For every die burned, crafting time is reduced by 10%.
Opposition Roll: TD of the repair, build or disarm
Tools: Mechanic Tool Set
Time Required: Item Dependent. Repair assessment requires 1 round.

Meditation (m)

Meditation is the ability to regenerate Kore. Meditation allows a Kore user to restore their Kore level. If the Kore User is disturbed during this meditation phase the entire phase must be restarted. Meditation can be used by those who use any type of Kore ability. In order to successfully meditate, you must surpass a TN of 6.

Success: You are successful and restore Kore equal to the MoS of the roll.
Failure: You fail to restore Kore. You may try again.
Burn: For every die burned you gain +2 Kore on a successful attempt.
Opposition Roll: none
Tool: none
Time Required: 5 rounds

Move Silent (t)

The ability to move silently and unheard. Using this skill makes footsteps lighter and better placed insuring quietness and maximum sneakiness. Moving silently reduces speed by ½. Roll your Move Silent score against the targets Wits (hearing check) score.

Success: You are successful at moving silently.
Failure: You fail to move silently and you might be heard.
Burn: Burn 2 dice to move at 75% normal speed. Burn 4 dice to move at normal speed.
Opposition Roll: Wits (hearing)
Tools: none
Time Required: n/a

Music (k)

The Music skill allows one to read and write music as well as play instruments. Each time a new instrument is attempted to be played, the character makes a skill check to see if they are successful. Success with an instrument means that the character retains the ability to play that instrument in the future. Failure means that the character is unable to the play the instrument and must wait until their music skill increases before they try again. Roll your Music score against the TN of the instrument. All instruments have a TN of 6 unless they are exotic in which case it will be greater than 6.

Success: You successfully play the instrument.
Failure: You fail to play the instrument. You cannot try again until you increase your Music skill level.
Burn: n/a
Opposition Roll: TN of 6
Tools: Instrument
Time Required: n/a

Orientation (k)

Orientation is the ability to understand where one is located in the world by using the signs and evidence around them. Those who are proficient with Orientation have the ability to use stars, the sun and moon and terrain as guides. Roll your Orientation score against the TN of the surrounding area.

Surroundings	TN
Familiar	2-4
Unfamiliar	5-7
Lost	8+

Success: You are able to discern your position and the general directions and time of day.
Failure: You fail to discern your location. You may try again after 1 hour of movement.
Burn: n/a
Opposition Roll: TN of surroundings
Tools: none
Time Required: instant

Pick Pocket (t)

The ability to pick pockets and steal. Roll your Pick Pocket skill against a Wits check of your opponent. If you win the check, you successfully steal the item. Picking pockets allows for only some items to be stolen. Heavier items are more difficult to steal and come with penalties against the Pick Pocket check. Items in excess of 5 stones are impossible to steal using the pick pocket method. An object up to 0.5 stones can be picked with no penalty. If your Dexterity score is 4 or more, you receive +1 die in making all pick pocket checks.

Weight	Penalty
0.1 to 1 stone	none
1.1 to 2 stones	-1 dice
2.1 to 3 stones	-2 dice
3.1 to 4 stones	-3 dice
4.1 to 5 stones	-4 dice

Success: You successfully pick the pocket or steal without being seen.
Failure: You fail to successfully pick the pocket or steal and you are caught. You may not try again. (If the targets Wits check exceeds the Pick Pocket check by 2 or more, the attempt is failed and the target is made aware.)
Burn: n/a
Opposition Roll: Wits
Tools: none
Time Required: 1 action

Poison Level	TN
1	2
2	4
3	6
4	8
5	9
6	10

Success: You successfully create the poison.
Failure: You fail to create the poison and your ingredients are destroyed. You may try again.
Burn: For every die burnt, crafting time is reduced by 10%.
Opposition Roll: TN of poison
Tools: Bottles, Poison ingredients
Time Required: Poison dependent. Composition assessment is poison dependent.

Poisons (c)

Poisons allows one to create, identify and decipher the ingredients a poison is composed of. Poisons is a skill that allows one to use raw poison ingredients in combination to create effects from sleepiness to love to death and everything in between. Poisons also enables one the ability to apply a poison to a weapon so that the poison will have maximum effectiveness. Roll your Poison score against the TN of the poison to be created. In order to successfully avoid the effect of a poison make an Endurance check vs. the TN of the poison (the TN to avoid the poisons effect is equal to the TN required to create the poison). To apply a poison to a weapon, the character must have the same Poison skill level as the level of the poison being applied. *(Example: A level 3 character can only apply a level 3 or weaker poison.)*

Reading and Writing (k)

Reading and Writing allows one the ability to read and write in their own language or multiple languages. The characters skill level in Reading/Writing dictates how many languages can be spoken and written. There is no Reading/Writing skill check made as it gauges the language you already know. If your Wits score is 4+, you receive +1 extra languages.

Success: n/a
Failure: n/a
Burn: n/a
Opposition Roll: none
Tools: none
Time Required: instant

Tailoring and Weaving (c)

Tailoring allows one to create and repair items made of flexible materials such as cloth or leather. Tailoring is a skill that allows one to create everything from shirts and shoes to leather armor. Tailoring encompasses all things related to sewing and garment design. Tailoring also enables one to sow up minor wounds. Roll your Tailoring/Weaving score against the TN of the item to be created or repaired.

Success: You successfully tailor an item.
Failure: You fail to create the item. Your materials are still useable but you must restart the project from the last completed step.
Burn: For every die burnt, crafting time is reduced by 10%.
Opposition Roll: TN of item
Tools: cloth, needle, thread
Time Required: Item dependent. Repair assessment requires 1 round.

Taming (p)

Taming is the ability to tame and train animals. After attempting to tame an animal or creature, the individual must wait at least one full day before trying again. Failure to tame a creature can result in the creature becoming annoyed or angered. The number of "pets" a character can have is equivalent to the characters Wits score. Roll your Taming score against the creature's Tame opposition.

Success: You successfully tame the creature. Within a week (or less) the creature will obey your commands.
Failure: You fail to tame the creature. You may not try again on the same individual creature until your Taming skill level increases.
Burn: Each die burned lowers the Tame number of the creature by -1.
Opposition Roll: Tame score of creature
Tools: none
Time Required: 1 day per difficulty level

Tracking (p)

Ones ability to track and follow. Use the Trail Age chart to determine the age of the trail. If the age of the trail exceeds the Trackers skill level the trail is considered to be impossible to find (or follow). Tracking is also ones ability to cover or hide a trail. When covering a trail one moves at ½ normal speed. The modifiers in the Hide Tracks chart are penalties against one who is attempting to follow the trail. If attempting to follow a trail, roll your Tracking score against the TN of the trail. If you are attempting to cover a trail, roll your Tracking score against the Wits of the individual attempting to discover the trail.

Success: You successfully find or cover a trail.
Failure: You fail to find or cover the trail. You may try again after 10 minutes of movement.
Burn: Burn 3 dice while covering your trail to move at normal speed.

Opposition Roll: Wits (on those attempting to follow a covered trail.
Tools: none
Time Required: instant

Veterinary (k)

Knowledge of animal anatomy, animal surgery, identifying animal diseases…

Veterinary is the knowledge of animal bodies, animal bone setting, stitching wounds, surgery, and disease identification in animals. Possessing the skill of Veterinary gives one the knowledge of animal bodies, how they work and what harms them. Those who possess the skill of Veterinary are able to identify and cure wounds and disease in animals. Anatomy allows one to understand all things associated with animal bodies and how they function (within the knowledge of the day of course). To use this skill, roll your Veterinary score against the TN of the animal wounds.

Wound Level	TN
Minor	2-3
Moderate	4-5
Heavy	6-7
Severe	8-9
Lost Cause	10+

Success: You are able to identify the problem. If the problem is a wound, you are able to stop the bleeding and restore Health equal to your MoS. If the problem is a disease, you are able to identify the disease and know the cure and the ingredients that make up the cure.
Failure: You cannot heal the wounds and you do not know the disease or a cure. You cannot try again.
Burn: For every die burned you restore +2 Health to the target.
Opposition Roll: TN of wound or disease
Tools: Surgeons Tools
Time Required: Difficulty dependent

Woodworking (c)

Bow crafting and carpentry, repairing wood products (carts, wagon wheels)…

Woodworking allows one to create and repair items made of wood. With the woodworking skill one can successfully build items such as furniture, carts and wagons, weapons and shields and even houses and buildings. Woodworking encompasses all skills related to working with and repairing wood. To use this skill, roll your Woodworking score against the TN of the project.

Success: You successfully create the item.
Failure: You fail to create the item. Your materials are still useable but you must restart the project from the last completed step.
Burn: For every die burnt, crafting time is reduced by 10%.
Opposition Roll: TN of item
Tools: Woodworking Tools
Time Required: Project dependent. Repair assessment requires 1 round.

Everyman Skills

There are certain skills that everyone possesses (like the ability to cook) to some degree. The following list is a list of skills that all player characters are said to possess naturally.

Example: Davin the Ragewine has found himself deep in the woods and decides to make camp. He chooses a spot where he will be able to get maximum rest (like not sleeping on an ant hill or yellow jacket nest). Davin decides to build a fire and collects the wood. Davin makes no roll to build the fire, it's just considered built.

Camping

Camping entails the ability to set up a proper campsite (out of the way of floods or fire ants etc.). Camping also entails the building of a fire in and out of the rain with or without matches, where to get dry wood and fire making supplies (like kindling). Camping also assumes that one has basic knowledge of food preservation (like burying food or tying it up to keep animals from it).

Cooking

Cooking entails the ability to take raw meat and build a fire and cook it so that it can be eaten. Cooking also entails basic knowledge of wild plants which can be used to season food and which animals taste the best. It is assumed that most player characters also have the ability to distinguish between commonly found poisonous and edible plants (this is considered local knowledge so if you come from an area with forest this would not apply to jungles).

Local Lore

Local Lore entails the common knowledge one possesses about the area from which they come. This includes the knowledge of the seasons and local plant and animal life. Local lore also includes knowledge of all the local gossip and the history of the area as well as the history of the people within the area.

Riding Mounts

It is assumed that most everyone has the ability to ride a horse. Most people (at least from the country) have grown up around horses and have the general knowledge required to maintain and take care of a horse. Because horseback is the common means of transportation for a large portion of the world it is assumed that everyone has the ability to ride. It is also assumed that individuals have the ability to ride other mounts such as Blaze Wolves, Bone Ridges and Salt Worms.

Swimming

It is assumed that most everyone has at least some ability to swim and tread water (as far as player characters are concerned). As such all normal swimming tests should be passed by player characters with little problem.

Weapon Skills

Bare Knuckle

The Bare Knuckle weapon skill encompasses all combat without weapons. Bare Knuckle refers to punches, kicks, hold, wrestling etc. To find your Bare Knuckle MCR add your Bare Knuckle skill plus your Brute plus your Agility and then divide by 3.

Bare Knuckle MCR = (Bare Knuckle Skill + Brute + Agility)/3

Firearm

The Firearm skill refers to all firearm weapons such as pistols, rifles, scatterguns etc. To find your Firearm RCR add your Firearm skill plus your Dexterity and divide by 2.

Firearm RCR = (Firearm Skill + Dexterity)/2

Missile

The Missile skill refers to all hand-held weapons which fire a projectiles which are not firearms. Weapons such as bows, crossbows, spears and slings fall into the category. To find your Missile RCR add your Missile skill plus your Dexterity and divide by 2.

Missile RCR = (Missile Skill + Dexterity)/2

One-Handed

One-Handed weapons refer to non-ranged weapons which require only one hand to hold. Weapons such as knives, small swords, axes, and clubs fall into this category. To find your One-Handed MCR, add your One-Handed skill plus your Brute plus your Agility and divide by 3.

One-Handed MCR = (One-Handed Skill + Brute + Agility)/3

Parry

The Parry skill refers to your ability to use a shield in combat. To find your Parry MCR, add your Parry skill score plus your Brute plus your Agility score and divide by 3.

Parry = (Parry Skill + Brute + Agility)/3

Siege Weapons

Siege Weapons pertain to weapons which are used in the siege of castles and other fortifications. Weapons such as catapults, trebuchets and ballista fall into this category. To find your characters Siege Weapon RCR, add your Siege Weapon score plus your Dexterity score and divide by 2.

Siege Weapon RCR = (Siege Weapon Skill + Dexterity)/2

Thrown Weapon

The Thrown Weapon skill refers to weapons which are normally thrown in combat. Weapons such as throwing knives, throwing axes, spears and shurikens are common examples of Thrown Weapons. To find your Thrown Weapon MCR, add your Thrown Weapon skill plus your Brute score plus your Agility score and divide by 3. Thrown Weapons of Man size or smaller have a maximum range of 2.

Thrown Weapon RCR = (Thrown Weapon Skill + Brute + Agility)/3

Two-Handed Weapon

Two-Handed weapons refer to non-ranged weapons which require two hands to hold. Weapons such as bardiches, halberds, broadswords and battle axes fall into this category. To find your Two-Handed MCR, add your Two-Handed skill plus your Brute plus your Agility and divide by 3.

> *Two-Handed Weapon = (Two-Handed Skill + Brute + Agility)/3*

Weapon Proficiencies

Characters can become proficient with any type of weapon they wish. XP is used to purchase weapon proficiencies. Weapon proficiencies have 3 levels. The level determines the "to hit" bonus and the "to damage" bonus. To hit and to damage bonuses are separate proficiencies and must be purchased separately. (In order to purchase a level 2 proficiency the character must have a weapon skill of at least 4, level 3 proficiency requires at least a 5 weapon skill).

Weapon Proficiencies and Cost

Level	Hit/Parry	Damage
1	+1 die/250	+1/250
2	+2 dice/350	+2/350
3	+3 dice/450	+3/450

Example: Josen has a Claymore proficiency of Hit/Parry Level 1. So when Josen is using a Claymore, he receives +1 die to roll on strike attempts and parry attempts.

Special Abilities

The following list contains special abilities which are available for all classes. Two numbers are given for XP cost. The first number indicates the ability cost for the classes listed. This cost is cheaper than the second number which is the cost for non-class characters.

Special Ability Attributes
Requirements

Requirements indicates any requirements needed in order for the character be able to purchase the ability. If the character does not possess the requirements, the ability cannot be purchased.

Recommended Class

This is the recommended class for the particular ability. The recommended class can purchase the ability at a cheaper XP cost than other classes.

XP Cost

This is the amount of XP which must be paid in order to purchase the ability. The first number represents the XP cost for the recommended class. The second number (in parenthesis) represents the cost for non-recommended classes.

Special Ability Descriptions

Adams Apple

Requirements: MCR 3+
Recommended Class: Grifter
XP Cost: 150 (300)
Adams Apple is a throat punch designed to stun a target. The character burns 2 dice on the attack roll. If the attack is a success the target is considered hit in the throat and will be stunned for one turn.

Advanced Repair

Requirements: none (Wits 3+)
Recommended Class: Engineer
XP Cost: none (250)
The character's vast knowledge of all things mechanical allows them to be able to fix just about anything that is in need of repair. Characters receive a +1 die bonus on all repair rolls no matter the type of repair.

Architecture

Requirements: none (Wits 3+)
Recommended Class: Engineer
XP Cost: none (500)
Architecture allows the character to create and devise ways to build structures such as homes, castles, hideouts, bridges etc. The character understands how to coordinate work and workers, keep workers happy and keep work moving on schedule. The character has in-depth knowledge of building techniques concerning wood, metal, stone, plumbing, steam, and all things related.

Armageddon

Requirements: MCR 4+
Recommended Class: Monster Slayer
XP Cost: 200 (400)
Burn 3 dice and light up your opponent with Armageddon. Armageddon allows the character to generate raw energy into a spinning attack that, if successful, hits all opponents in range of the weapon.

Armor Bypass

Requirements: MCR 3+
Recommended Class: Monster Slayer
XP Cost: 150 (300)
Armor Bypass allows the character to burn 2 attack dice in order to make a direct hit on the targets Health, bypassing the armor.

Backstab

Requirements: none
Recommended Class: Rogue
XP Cost: none (250)
The character receives a bonus of +1 die on all surprise melee attacks.

Battle Cry

Requirements: MCR 3+
Recommended Class: Monster Slayer
XP Cost: 150 (300)
Burn 2 dice on your next attack and release a Battle Cry and give all your allies +1 die on their attack in the following round. Allies within range of the cry (earshot) receive the bonus.

Battle Run

Requirements: none
Recommended Class: Monster Slayer
XP Cost: none (250)
Battle Run allows the character to make a charging attack with no penalty.

Berserker Strike

Requirements: none
Recommended Class: Monster Slayer
XP Cost: none (250)
All the anger in you is amplified and released in a fury of attacks on your enemy. For each die burnt you do an extra +3 damage to the target.

Blitz Assault

Requirements: MCR 3+
Recommended Class: Monster Slayer
XP Cost: 150 (300)
This fast moving attack substitutes accuracy for speed and damage. Burn 2 dice and do normal damage plus a 1 round stun on a successful strike.

Blood Feud

Requirements: MCR/RCR 3+
Recommended Class: Witch Hunter
XP Cost: 150 (300)
The character can burn 2 dice on an attack. If the character has a successful attack he/she will receive +2 dice on further attacks against the opponent. Changing opponents deactivates Blood Feud. This applies only to melee attacks.

Blood Letting

Requirements: MCR 3+
Recommended Class: Witch Hunter
XP Cost: 150 (300)
The character can burn 2 dice on a melee attack to activate Blood Letting. If the character damages the target during the attack they immediately receive +1 die on all further attacks with the weapon during the encounter. Blood Letting applies only to melee attacks.

Body Language

Requirements: none
Recommended Class: Rogue
XP Cost: none (150)
The character is an expert at reading body language and receives +1 die on all Evaluation checks.

Bone Duster

Requirements: MCR 3+
Recommended Class: Monster Slayer
XP Cost: 150 (300)
Dust your enemies with the Bone Duster. Burn 2 dice to do an extra +5 damage with any blunt weapon attack.

Cheap Shot

Requirements: MCR 2+
Recommended Class: Grifter
XP Cost: 100 (200)
Groin Strike allows the character to burn 1 die on a Bare Knuckle attack. If the attack is successful the target takes normal damage but is stunned for 1 turn.

Cheap Shot

Requirements: MCR 2+
Recommended Class: Rogue
XP Cost: 100 (200)
Cheap Shot allows the character to burn 1 die on a Bare Hand attack. If the attack is successful the target takes normal damage but is stunned for 1 turn.

Chink in Armor

Requirements: MCR 3+
Recommended Class: Assassin
XP Cost: 150 (300)
Chink in the Armor allows the assassin to strike in the weak spot of armor doing damage directly to the targets health. In order to utilize this ability the assassin must burn 2 dice.

Climbing

Requirements: none
Recommended Class: Assassin
XP Cost: none (150)
The assassin receives +1 die to all Brute checks while climbing.

Close Quarter Combat

Requirements: none
Recommended Class: Rogue
XP Cost: none (200)
Close Quarter Combat allows the individual to battle in close confines receiving less of a penalty. All Close Quarter Combat conditions are increased by CR +1 die for individuals who possess this ability. This applies only to Close Quarter Combat (meaning that penalties must be applied before the +1 bonus is given).

Code

Requirements: none
Recommended Class: Grifter
XP Cost: none (350)
Code allows the character to use and identify spoken codes and written symbols. When communicating with another individual who has knowledge of codes and symbols the character receives a +2 dice Charisma bonus.

Code

Requirements: none
Recommended Class: Rogue
XP Cost: none (350)
Code allows the character to use and identify spoken codes and written symbols. When communicating with another individual who has knowledge of codes and symbols, the character receives a +2 Charisma bonus.

Combo Attack

Requirements: MCR 6+
Recommended Class: Monster Slayer
XP Cost: 300 (600)
Wielding two weapons? Why not make two attacks simultaneously? Two dice must be burnt per strike. The strikes are rolled independently and must be directed at the same target.

Conceal Item

Requirements: none
Recommended Class: Rogue, Witch Hunter
XP Cost: none (150)
The character has the ability to hide and conceal items. The character can roll their Wits score to oppose any search because of this ability.

Contortion

Requirements: Agility 3
Recommended Class: Rogue
XP Cost: none (150)
The character is naturally flexible and agile and as such gains a +1 on all attempts to escape cuffs, binds, ropes etc. Because of this flexibility the character can also fit into tight spaces "normal" people cannot.

Death Blow

Requirements: MCR 3+
Recommended Class: Assassin
XP Cost: 150 (300)
Death Blow allows the character to burn dice in order to do extra damage on a melee attack. For every die burned on the attack the character will do +2 damage. (Burn 1 die = +2 damage, 2 dice = +4 damage etc.)

Defensive Posture

Requirements: MCR 2+
Recommended Class: Monster Slayer
XP Cost: 100 (200)
You take a battle stance and prepare for war. You burn 1 die in order to gain an automatic +1 die to your next parry/dodge attempt.

Disarm

Requirements: MCR 4+
Recommended Class: Monster Slayer
XP Cost: 200 (400)
Burn 3 dice on your parry attempt and if successful you disarm your opponent.

Disarm Traps

Requirements: none
Recommended Class: Rogue
XP Cost: none (300)
The character is well versed in the dis-

arming of traps and receives a +1 die bonus to all checks involving the disarming of traps.

Double Jeopardy
Requirements: MCR 6+
Recommended Class: Assassin
XP Cost: 300 (600)
The assassin makes two melee strikes simultaneously. Two dice must be burned per strike (the character must have an MCR of at least 6 in order to do this). The strikes are rolled independently and must go toward the same target.

Eagle Defense
Requirements: MCR 2+
Recommended Class: Monster Slayer
XP Cost: 100 (200)
Burn 1 die on your parry or dodge attempt and gain +1 die on your next attempt to strike, parry or dodge.

Earth Shaker
Requirements: none
Recommended Class: Monster Slayer
XP Cost: none (200)
Release raw fury into the ground and damage enemies nearby. Refuse your attack this round (you can still parry and dodge) while you swell with power. Now release your power into the ground via your blunt weapon. All enemies within a 10 feet radius of you will take 1d10 damage each.

Eavesdrop
Requirements: none
Recommended Class: Grifter, Rogue
XP Cost: none (150)
Eavesdrop allows the character +1 die on all Wits checks involving hearing.

Enhanced Senses
Requirements: none
Recommended Class: Witch Hunter
XP Cost: none (250)
All of the character senses are enhanced (nearly twice normal human senses). All checks of sight, hearing, touching, tasting and smelling receive +1 die on the Wits roll.

Heart of the Lion
Requirements: none
Recommended Class: none
XP Cost: none (400)
The character is nearly inexhaustible and loses PE at a rate of half the normal level.

Hot Hands
Requirements: none
Recommended Class: Rogue
XP Cost: none (350)
Hot Hands gives the character a Pick Pocket bonus of +1 die on all stealing attempts.

Impersonate/Disguise
Requirements: none
Recommended Class: Grifter
XP Cost: none (150)
Impersonate allows the character to convincingly mimic an individual by adopting certain mannerisms such as syntax, body language and gestures. Disguise is the ability to create a false persona. Disguise pertains to styles of dress, wigs, makeup and fake facial hair. The character receives +2 dice when making a Wits check concerning Impersonation and Disguise.

Language Affinity

Requirements: none
Recommended Class: Rogue
XP Cost: none (250)
The character has the ability to quickly become fluent in spoken and written language and as such receives +1 language.

Leadership

Requirements: none
Recommended Class: Engineer
XP Cost: none (400)
While in the presence of allies, the character inspires and boosts morale. Because of this ability all allies of the character receive a +1 die in melee combat while within 20 feet of the character using leadership.

Lip Reading

Requirements: none
Recommended Class: Grifter
XP Cost: none (200)
The character can read lips in all languages he/she speaks. As long as the lips are visible, the character can read them.

Misdirect

Requirements: none
Recommended Class: Grifter
XP Cost: none (300)
The character receives +1 die to any Bluff check during combat.

Multi-Melee Attack

Requirements: MCR 3+
Recommended Class: any
XP Cost: 300
The individual can attack multiple targets by dividing the melee attack rolls. Each die can be rolled independently for a specific target. Each target can only be hit once. (This applies only to classes which do not have their own Multi-Melee Attack ability.)

Pain Focus

Requirements: see description
Recommended Class: open
XP Cost: 300
Pain Focus allows any character to draw power from the pain of injury. If the character has suffered any amount of damage, they may use Pain Focus. For every die burned Pain Focus allows the character to increase the outcome of their attack roll +1.

Poison Strike

Requirements: Poisons Skill 3+
Recommended Class: Witch Hunter
XP Cost: 150 (300)
The character can burn 2 dice to receive a poison damage bonus. If the strike is successful the poison will do an extra +2 damage per round for the duration of the poison.

Power Smash

Requirements: MCR 3+
Recommended Class: Monster Slayer
XP Cost: 150 (300)
Smash through an opponent's defense with this special move. Power Smash lets your character burn 2 dice and concentrate all your power and effort into a block breaking strike. Targets receive -2 dice on their parry/dodge attempt due to the ferocity of this strike.

Pressure Points

Requirements: MCR 2+
Recommended Class: Assassin
XP Cost: 100 (200)
Pressure Points allow the character to hit vital body location (with bare hands) in order to incapacitate the target. The character can burn 1 die for each round

of stun to be applied to the target. The attack does no damage but stuns the victim in rounds per die burnt. Armored targets are immune to this attack.

Quick Draw

Requirements: none
Recommended Class: Guine
XP Cost: none (300)
The character never makes a check when drawing a pistol. Characters also receive +1 die on all Focus checks made with a pistol.

Recruit

Requirements: none
Recommended Class: Engineer
XP Cost: none (250)
The character has the ability to recruit hirelings with a great deal of ease. Characters are well spoken and intelligent and generally command respect from the normal citizens of the world. When recruiting, the character rolls an extra die on his/her Charisma check.

Reduced Build Time

Requirements: none
Recommended Class: Engineer
XP Cost: none (400)
The character can repair or build items in half the normal amount of time. (This ability requires a specific crafting skill.)

Reversal

Requirements: MCR 3+
Recommended Class: Monster Slayer
XP Cost: 150 (300)
Burn 2 dice on your parry attempt and reverse your opponents strike. Your opponent is forced to take their lowest number while you use your highest. A successful use of Reversal results in no damage being done.

Riding Strike

Requirements: none
Recommended Class: Witch Hunter
XP Cost: none (200)
The character is adept on a mount and takes no penalties when attacking from a mount at any speed.

Sacrifice

Requirements: MCR 4+
Recommended Class: open
XP Cost: 400
Sacrifice allows the character to sacrifice a portion of their Health on their attack in order to deal greater damage to a target. For every point of Health the character sacrifices on an attack, that much extra damage is done if the strike is successful. If the attack is unsuccessful, no damage is done and the sacrifice fails (no Health is lost).

Scaling

Requirements: none
Recommended Class: Assassin, Rogue
XP Cost: none (100)
The character receives +1 die to all Agility checks when scaling an edge, walking a tight rope or any other feat of balance.

Sense Kore

Requirements: none
Recommended Class: Witch Hunter
XP Cost: none (500)
The character has the ability to sense concentrated Kore (individuals, objects etc.) up to 200 feet.

Silent Strike

Requirements: MCR 2+
Recommended Class: Assassin
XP Cost: 100 (200)
Silent Strike allows the character to burn 1 die in order to make a silent at-

tack. The attack can be made with a bare knuckle, melee or ranged weapons (not firearms).

Skull Cleaver

Requirements: MCR 3+
Recommended Class: Monster Slayer
XP Cost: 150 (300)
Big heavy blade weapons cut and cleave, and so do you! Burn 2 dice and if your strike is successful you pass through the opponent's armor and do damage directly to their Health. Your strike damages the armor by half the total amount of damage (this is addition to the full damage done to Health).

Sneak Attack (Assassin)

Requirements: none
Recommended Class: Assassin
XP Cost: none (250)
The character receives +1 die on all Move Silent checks and +1 die when attacking from a surprise position. The attack bonus applies to both melee and ranged weapons.

Sneak Attack (Engineer)

Requirements: none
Recommended Class: Engineer
XP Cost: none (150)
The character receives +1 die when attacking from a surprise position. The attack bonus applies to both melee and ranged weapons.

Sneaky Feet

Requirements: none
Recommended Class: Rogue
XP Cost: none (150)
The character receives +1 die on all Move Silent checks.

Snipe Attack

Requirements: RCR 3+
Recommended Class: Assassin
XP Cost: 150 (300)
Snipe Attack allows the character to move and attack while hidden (ranged weapons only). The character burns 2 dice on the ranged attack in order to receive a +2 dice bonus to his/her Hide skill check (opposed by a Wits check) after the attack to avoid detection. If the weapon used for the Snipe Attack is a firearm, the character receives a hide bonus of +1.

Staggering Blow

Requirements: MCR 2+
Recommended Class: Assassin
XP Cost: 100 (200)
Staggering Blow allows the character to burn 1 die in order to stun an opponent with a Bare Knuckle attack. The stun occurs on a successful attack and lasts for 1 turn.

Staggering Strike

Requirements: MCR 3+
Recommended Class: Assassin
XP Cost: 150 (300)
Staggering Strike allows the character to burn 2 dice in order to stun an opponent with a melee weapon strike. The stun occurs on a successful strike and lasts for 1 turn.

Stalking

Requirements: none
Recommended Class: Witch Hunter
XP Cost: none (200)
The character has the ability to follow those they track without being seen. Characters receive +1 die to all Hide checks when tracking.

Stealth

Requirements: none
Recommended Class: Rogue
XP Cost: none (250)
Burn 2 dice on a Move Silent check to move silently at normal speed.

Stunning Maneuver

Requirements: MCR 3+
Recommended Class: Grifter
XP Cost: 150 (300)
The character can burn 2 dice on a melee attack. If the attack is successful the character stuns the target for 1 round.

Sweep

Requirements: MCR 2+
Recommended Class: Assassin
XP Cost: 100 (200)
If on the ground, the character may burn 1 die on an attack in order to sweep the leg of the target knocking the target to the ground. If successful the target is brought to the ground. This attack does no damage.

Trailblazer

Requirements: RCR 6+
Recommended Class: Guine
XP Cost: 300 (500)
Time to fill someone with lead! Trailblazer allows the character to fire two shots in a single turn. Each shot must be rolled independently and must be fired at the same target.

Victory Roar

Requirements: MCR 3+
Recommended Class: Monster Slayer
XP Cost: 150 (300)
Burn 2 dice. If this attack kills your enemy you release a Victory Roar which increases your MCR +1 die for the next 3 rounds.

Vulnerability

Requirements: Wits 4+
Recommended Class: none
XP Cost: 400
Vulnerability allows the character to sense any weakness an opponent has (if a weakness exists). The weakness can only be sensed if the target has been previously been damaged by the character attempting to use Vulnerability. In order to use Vulnerability, the character must make a Wits check against the opponents Wits check. The character must burn 2 dice during the check. The discovered weakness is any combat weakness the target may have. 1 turn is required to use this ability.

Warmonger

Requirements: MCR 5+
Recommended Class: Monster Slayer
XP Cost: 250 (500)
Peace hater. Refuse your attack this round while you build up raw energy. The next round you release your energy in a fury of death as you gain +1 die to your MCR and brush off all physical damage (up to 20 points) dealt to you by opponents. This lasts for 1 round. (The round you build energy still allows you to parry and dodge as normal). Warmonger only applies to melee attacks.

Wide Open

Requirements: MCR 3+
Recommended Class: Grifter
XP Cost: 150 (300)
Wide Open can be used during a parry attempt. The character burns 2 dice on the parry attempt. If the parry attempt is successful the character creates an opening for attack which gives a bonus of +2 dice.

Chapter 5

Equipment

EQUIPMENT

Overview

Grab your sword, grab your pack, pull on your boots and get ready to go on an adventure. Your character will need to purchase equipment at some point, whether it be weapons, armor or items. The equipment section should have just about everything you need to get started.

Money

The common currencies used in the world of Phaethos are gold, silver and copper.The following section defines how money can be exchanged and what denominations it is found in.

10 copper pieces = 1 silver piece
10 silver pieces = 1 gold piece
100 copper pieces = 1 gold piece

Copper pieces come in 1,5,10, and 50 piece bits.
Silver pieces come 1,5, and 10 piece shekels.
Gold pieces come in 1,5,10 and 25 piece crowns.

The avergae daily wage is about 3 silver or 30 copper.

Armor

If you plan on lasting anytime at all in the wilderness, you best purchase some armor. Armor acts as an extra layer of skin, fortifying your character from all the horrible things the world has to throw at them.

Although hundreds of types of armors exist throughout the world there are five main categories; Leather, Jack, Chain, Plate and Scale. Certain specialized armors (like natural armor taken from a defeated creature, such as the scales of a Firebowel Herensuge) possess special characteristics and may not fall into the before mentioned categories. These types of armor will always have their own attributes that define them.

Armor Attributes

Piece

Piece indicates what the specific piece of armor is. The following is a list of common armor pieces.

Arms

represents armor which covers the armor.

Gloves/Gauntlets

Gloves and Gauntlets represent armor which covers the hands and wrists.

Gorget

Gorget is a piece of armor which protects the neck and throat.

Helm/Coif

Helms and coifs represent armor which is designed to protect the head.

Legs

Leggings indicate armor which covers the legs.

Shirt

Shirt indicates a piece of armor which protects the body and the arms.

Torso

Torso is a piece of armor which protect the trunk or the body of the wearer.

Armor Rating (AR)

Armor Rating (AR) dictates which weapons can and cannot pierce the suit. The AR of a suit is Each time the armor is hit, damage is removed from DC. Attacks involving fire, water, poison gas, electricity are unhindered by a suit of armor.

Damage Capacity (DC)

Damage Capacity is a measure of how much damage a piece of armor can take. Each point of DC is equivalent of 1 point of damage. (DC is the "Health" of a non-living object.) Once DC is reduced to 0, the armor can no longer absorb damage and is considered destroyed.

Weight

This is the weight of the armor in stones.

Standard Armor

Leather Armor

Leather armor is composed of thick pieces of leather which have been sown or studded together. Leather armor provides minimal protection but still allows for a good deal of dexterity and agility.

Piece	AR	DC	Weight	Cost
Arms/Gloves	1	15/10	1.5/.5	2 gp
Gorget	1	10	.5	6 sp
Helm	1	15	1	1 gp
Legs	1	20	2	3 gp
Torso	1	25	4	4 gp

Jack Armor

Jack armor is similar to leather armor with the exception that thin metal plates have been sown or studded between the layers of leather. These plates allow for extra protection and a good deal of flexibility.

Piece	AR	DC	Weight	Cost
Arms/Gloves	2	30/20	4.5/.5	4 gp
Gorget	2	20	.5	6 sp
Helm	2	30	1.5	1 gp
Legs	2	40	6	6 gp
Torso	2	50	8	8 gp

Chain Armor

Chain Armor is composed of small interlaced chains which form a flexible mesh. Although chain armor can be cumbersome, it does allow for flexibility and ease of movement.

Piece	AR	DC	Weight	Cost
Coif	3	45	1	12 gp
Shirt	4	100	12	60 gp

Plate Armor

Plate armor consists of large plates of metal which encase the wearer's body. Plate armor provides excellent protection but is extremely heavy and cumbersome (not to mention very noisy).

Piece	AR	DC	Weight	Cost
Arms/Gauntlets	6	65/65	10/1	100 gp
Gorget	6	60	1.5	15 gp
Helm	6	60	3.5	35 gp
Legs	6	120	15	150 gp
Torso*	6	150	20	200 gp

*requires a minimum Brute score of 4 to wear.

Scale Armor

Scale Armor is primarily made from the scales of Herensuge. There are six types of Scale Armor; Angry Horn, Boltmouth, Caustic, Gas Bladder, Firebowel and Glacial.

Angry Horn Scale Armor

Angry Horn Scale Armor is usually brown in color. The armor is flexible and easily maintained and has a great amount of durability.

Piece	AR	DC	Weight	Cost
Arms/Gauntlets	8	220/220	4/.5	600 gp
Gorget	8	180	.5	120 gp
Helm	8	220	1.5	200 gp
Legs	8	260	5	1,400 gp
Torso*	8	300	8	3,000 gp

Boltmouth Scale Armor

Boltmouth Scale Armor is blue in color and provides the wearer with protection from electricity attack. All electricity attacks which strike the armor are negated and do no damage.

Piece	AR	DC	Weight	Cost
Arms/Gauntlets	9	235/235	5/1	1,000 gp
Gorget	9	190	1	300 gp
Helm	9	235	2	600 gp
Legs	9	280	6	3,000 gp
Torso*	9	325	9	6,000 gp

Caustic Scale Armor

Caustic Scale Armor is black in color and has a strong, oily scent. Caustic Scale offers the wearer protection from acid and other type of corrosive attacks. Any acid or corrosive attack which hits the armor is negated and does no damage.

Piece	AR	DC	Weight	Cost
Arms/Gauntlets	8	220/220	4/.5	600 gp
Gorget	8	180	.5	120 gp
Helm	8	220	1.5	200 gp
Legs	8	260	5	1,400 gp
Torso*	8	300	8	3,000 gp

Gas Bladder Scale Armor

Gas Bladder Scale Armor is orange and green in color. This armor is light weight and offers the wearer a large amount of protection. Because the scales of this armor are so small it is also regarded for its great flexibility.

Piece	AR	DC	Weight	Cost
Arms/Gauntlets	7	205/205	4/.5	500 gp
Gorget	7	170	.5	120 gp
Helm	7	175	1.5	200 gp
Legs	7	240	5	1,000 gp
Torso*	7	275	8	2,000 gp

Firebowel Scale Armor

Firebowel Scale Armor is red in color and offers a huge amount of protection to the wearer. Firebowel Armor also protects the wearer from any fire attacks. Because of the nature of fire and heat, the armor only protects the wearer from 50% of damage caused by fire attacks.

Piece	AR	DC	Weight	Cost
Arms/Gauntlets	10	250/250	4/.5	2,000 gp
Gorget	10	200	.5	600 gp
Helm	10	250	1.5	1,000 gp
Legs	10	300	5	5,000 gp
Torso*	10	350	8	10,000 gp

Glacial Scale Armor

Glacial Scale Armor is white and grey in color and offers massive amounts of protection to the wearer. Glacial Scale Armor also protects the wearer from cold based attacks. This armor reduces cold damage to the wearer by 50%.

Piece	AR	DC	Weight	Cost
Arms/Gauntlets	10	250/250	5/1	2,000 gp
Gorget	10	200	1	600 gp
Helm	10	250	2	1,000 gp
Legs	10	300	6	5,000 gp
Torso*	10	350	9	10,000 gp

Culorian Monk Suit

Culorian Monk Suits are a type of armor made from a densely woven material. This type armor provides greater protection than similar armors of the same wight. The Culorian Monk Suit is the armor preferred to be worn by Monah.

Piece	AR	DC	Weight	Cost
Legs	3	60	2	20 gp
Shirt	3	75	3	30 gp

Assassin Armor

Assassin Armor is flexible, light weight armor designed to add greater protection to the wearer while sacrificing durability. Assassin armor is composed thin metal plates which are generally covered in a layer of cloth or leather. Assassin armor is usually black or grey in color.

Piece	AR	DC	Weight	Cost
Arms/Gauntlets	4	40/15	3/.5	10 gp/3 gp
Helm	4	30	1	2 gp
Torso	4	50	4	12 gp

Superior Armor

Superior armor is armor of the finest craftsmanship. As such, these armors are quite expensive but provide several bonuses to the wearer.

Superior Armor grants the following bonuses (these bonuses are used in conjunction with the attributes of normal armor of the same design).

AR of 1-5 is increased +1
AR of 6+ is increased +2
DC is increased +50%
Weight is decreased by 50%
Cost is increased by at least 500%.

Armor for Other Races

Generally speaking, all humanoids can wear humanoid type armor as long as the armor is the same size (or nearly the same size). Armor that is too small will provide minimal protection or not fit at all, while armor that is too large will be too heavy and cumbersome to be worn.

Non-humanoid style armor can only be worn by that specific race (or similar races). Natural armors (such as scales or hides) taken from defeated creatures can be fashioned into armor using the Tailoring skill.

Weapons

The Weapon section of the book will give you a walkthrough of basic weapons found in the world. While this list is nowhere near complete, it is meant to provide a basis on which to develop your own custom weapons for your campaigns.

Weapon Quality (Normal and Superior)

Weapons exist at two levels of quality; Normal and Superior. Weapons are always listed with their Normal Quality attributes.

Normal Quality

A Normal quality weapon is a weapon that is commonly made and found in the world. Its craftsmanship is worthy of combat but it does not exceed a common level.

Superior Quality

A weapon of Superior quality is a weapon which is above average quality, it is of superior design. Superior quality weapons receive the following bonuses because of their build

Superior Melee Weapons

Superior quality melee weapons gain the following modifiers...

Weight is decreased 10%
Bulk Decrease: -1
Bonus to Damage: +50% of Normal weapon damage

Superior Ranged Weapons

Weight Decrease: Weight is decreased 10%
Bulk Decrease: -1
Range Increase: Range is increased +25%
Bonus to Damage: +50% of Normal weapon damage

Weapon Attributes
Type
The type of weapon. Weapons listed are given abbreviations which are listed...

Auto: Automatic
Axe: Axe
B: Bow
Blt.: Blunt
C: Crossbow
F: Fist Weapon
K: Knife
M: Massive
P: Pistol
PA: Pole Arm
R: Rifle
Scat: Scattergun
Shld: Shield
Sp.: Spear
Sw: Sword
X: Special

Damage (Dam)

This is the damage the weapon deals. Damage is generally plus (+d) or multiplied (xd) by, where d is damage. This number is used in conjunction with the MoS.

Example: Kilek attacks and rolls an 8. Horus attempts to defend and rolls a 5. 8-5= 3 (MoS is 3). Kilek was using a knife which does +2. So the total damage from Kilek's attack is 5. Horus is wearing armor with an AR 3 so Kilek's attack does 3 points of damage to Horus's armor and 2 points of damage to Horus's Health.

Weight (Wt.)

This is how much the weapon weighs. Stones are used as the base measurement of weight with 1 stone weighing approximately 1 pound.

Bulk

This is how awkward or bulky the weapon is. The Bulk of the weapon is generally rolled against in circumstances concerning drawing the weapon or attempting to move through a difficult location with the weapon in hand.

Example: Thyne attempts to draw his weapon which has a Bulk score of 5. Thyne makes a Dexterity check versus the weapons bulk. Thyne has a Dexterity of 3 and rolls 3,5,9. Thyne successfully draws the weapon.

Range

Range represents the weapons effective range. Weapon range is covered in more depth in the combat section.

Range Chart

Range 1: Melee, close, small weapons
Range 2: Melee, far, pole arms (5-10 feet)
Range 3: Medium, crossbows (11-30 feet)
Range 4: Distant, long, firearms and bows (31-75 feet)
Range 5: Extreme, firearms (76-200 feet)
Range 6: Siege Range, siege weapons (201+ feet)

Brute

This is the Brute score required in order to use the weapon with no penalty. A character loses a die for each point of Brute under the requirement.

Example: Kilek has a Brute of 2 and wishes to use a bardiche which has a Brute requirement of 4. Kilek takes a penalty of -2 dice to hit when using the bardiche because he failed to meet the Brute requirement.

Size

This is the size of the weapon. Weapon sizes are primarily used to determine if the weapon can be used to parry against another weapon and if any penalties occur because of the difference in weapon size.

Cost

This is the average cost of the weapon.

Bare Knuckle Weapons

Weapon	Type	Dam.	Wt.	Bulk	Range	Brute	Size	Cost
Iron Knuckles	F	+2	1	1	1	1	1	1 gp
Lead Gloves	F	+2	1	1	1	1	1	5 sp
Spiked Knuckles	F	+2	1	1	1	1	1	1 gp

Firearms

Weapon	Type	Dam.	Wt.	Bulk	Range	Brute	Size	Cost
Eagle Rifle	R	x8	8	4	5	2	3	1,100 gp
Guine Revolver	P	x5	3	2	4	1	1	1,000 gp
Rifle (3 shot)	R	x8	6	4	5	1	2	500 gp
Scattergun	Scat	x10	5	4	4	2	3	400 gp
Scattergun (dbl)	Scat	X10	6	4	4	2	3	600 gp
Single Shot Pistol	P	x5	3	2	4	1	1	250 gp

Missile Weapons

Weapon	Type	Dam.	Wt.	Bulk	Range	Brute	Size	Cost
Composite Bow	B	x5	5	4	5	2	2	100 gp
Crossbow	C	x5	4	5	4	2	2	30 gp
Crossbow (heavy)	C	x6	9	6	5	3	3	60 gp
Longbow	B	x5	3	3	5	1	2	60 gp
Sling	X	x2	.5	1	4	1	1	1 sp

Parry (Shields and Bracers)

Weapon	Type	Dam.	Wt.	Bulk	Range	Brute	Size	Cost
Bracers	Shld	+1	1	3	1	1	1	4 gp
Heater Shield	Shld	+2	15	5	1	2	3	20 gp
Kite Shield	Shld	+2	10	4	1	3	4	12 gp
Round Shield	Shld	+2	6	3	1	2	2	10 gp

One-Handed Weapons

Weapon	Type	Dam.	Wt.	Bulk	Range	Brute	Size	Cost
Axe (hand)	Axe	+3	4	2	1	1	1	2 gp
Club	Blt.	+2	3	2	1	1	1	n/a
Club (spiked)	Blt.	+3	3	2	1	1	1	n/a
Flail	Blt.	+5	6	5	1	3	3	10 gp
Knife/Dagger	K	+3	.5	1	1	1	1	1 gp
Mace	Blt.	+3	4	3	1	2	3	4 gp
Pick Axe	Axe	+4	5	3	1	2	2	5 gp
Rapier	Sw.	+3	2	2	1	1	2	15 gp
Scimitar	Sw.	+5	5	4	1	2	3	13 gp
Short Spear	Sp.	+4	3	2	1	1	2	3 gp
Short Sword	Sw.	+4	3	2	1	2	2	10 gp
Whip	X	+2	½	2	1	1	1	1 gp

Thrown Weapons

Weapon	Type	Dam.	Wt.	Bulk	Range	Brute	Size	Cost
Dart	X	+1	.5	1	2	1	1	1 sp
Shuriken	X	+1	.5	1	3	1	1	5 sp
Spear	Sp.	+6	4	3	3	2	2	5 gp
Throwing Axe	Axe	+5	3	2	3	2	2	4 gp
Throwing Knife	K	+4	1	1	3	1	1	3 gp

Two-Handed Weapons

Weapon	Type	Dam.	Wt.	Bulk	Range	Brute	Size	Cost
Bardiche	PA	+9	12	6	2	4	4	12 gp
Claymore	Sw	+7	5	5	1	3	4	12 gp
Halberd	PA	+8	10	6	2	4	4	12 gp
Lance	PA	+12	15	6	2	4	4	14 gp
Long Sword	Sw	+6	3	3	1	3	3	15 gp
Staff	Blt.	+3	2	3	2	1	2	1 gp
Trident	Sp	+4	4	4	2	2	3	2 gp
War Axe	Axe	+7	6	5	1	3	3	14 gp
War Club	Blt	+5	5	4	1	2	3	6 gp
War Hammer	Blt	+6	6	5	1	2	3	10 gp

Projectiles and Ammunition

Projectile	Weapon	Quantity	Dam. Bonus	Cost
Small Caliber Ammunition	Firearm	Box of 20	n/a	10 gp
Large Caliber Ammunition	Firearm	Box of 10	n/a	10 gp
Scattergun Ammunition	Firearm	Box of 10	n/a	15 gp
Bolt	Missile (Crossbow)	10	n/a	5 sp
Arrow	Missile (Bow)	10	n/a	5 sp
Arrow (Poison)*	Missile (Bow)	1	Poison Damage	Varies
Bolt (Poison)*	Missile (Crossbow)	1	Poison Damage	varies

Weapon Types

The following section details the various types of weapons along with a brief description of several specific weapons.

Bare Knuckle Weapons

Iron Knuckles

Iron Knuckles are worn around the knuckles. Each of the users fingers slips through a hole. Iron Knuckles enhance the damage done by a punch.

Lead Gloves

Lead gloves are made of thick leather and have a weight of powdered lead in the fist. These gloves enhance damage done by punching.

Spiked Knuckles

Spiked Knuckles are worn just like iron knuckles. Spiked knuckles have a series of raised metal spikes which are used to puncture targets when punched.

Firearm Weapons

Eagle Rifle

The Eagle Rifle is a long distance rifle of great accuracy. This rifle holds 1 round of large caliber ammunition and requires 1 turn to load.

Guine Revolver

The Guine Revolver is the weapon of all Guine. This revolver is considered the most sophisticated of all firearms and its workings are kept a closely guarded secret by most Guine. The Guine Revolver holds six rounds of small caliber ammunition and requires 2 turns to load (3 per turn).

Rifle (3 shot)

The 3 Shot Rifle is a long barreled rifle which holds three rounds of ammunition. The rifle holds 3 rounds of small caliber ammunition and requires 1 turn to load.

Scattergun

A Scattergun is a large bore rifle type weapon which is capable of firing a spread of tiny lead pellets. The scattergun holds 1 round of scattergun ammunition and requires 1 turn to load.

Scattergun (dbl)

The double barreled scattergun has two barrels which can be fired simultaneously increasing the damage done. A double barreled scattergun can hold two rounds of scattergun ammunition and requires 1 turn to load.

Single Shot Pistol

The Single Shot Pistol is a small pistol which holds and fires a single round of small caliber ammunition. The Single Shot pistol requires 1 turn to load.

Missile Weapons

Composite Bow

A composite bow is a bow composed of composite woods which is smaller than a longbow but offers just as much power.

Crossbow

A crossbow is a trigger fired weapon which shoots a projectile called a bolt (similar to an arrow). Crossbows are loaded and readied to fire with a lever.

Crossbow (heavy)
A heavy crossbow is a larger, more powerful version of a crossbow. Heavy crossbows are loaded and readied to fire using a crank mechanism which pulls the string of the bow.

Longbow
A longbow is a bow made from a single piece of shaped wood. Longbows are used by most archers as they are cheap and accurate.

Sling
A sling consists of a single leather pouch with two leather bands. The pouch is used to carry a smooth stone which is launched as a projectile.

Spear
A spear is any wooden shaft which has a pointed head. In this case, the spear has a metal tip used for stabbing and piercing. Spears can be used in hand to hand combat or thrown as missile weapons.

Parry (shields and bracers)
Bracers
Bracers are worn on the inside of the forearms. Bracers are generally metal or leather and are used for protecting the wearer's arms.

Heater Shield
A heater shield is a small triangular shield which is lightweight and durable. The shield has two leather bands inside which allow the user to hold the shield.

Round Shield
A round shield is a shield which is round in shape. Round shields are generally made of metal and offer both protection and speed of movement.

Kite Shield
The Kite shield is a teardrop shaped shield which is heavier and more durable than both the heater and round shields.

One-Handed Weapons
Axe (hand)
The axe has a wooden handle with a metal head. The head is sharp on one end and flat on the other.

Club
Any blunt club like object.

Club (spiked)
Any blunt club like object which has protrusions at its striking point.

Flail
The Flail is a club like weapon which has a chain attached to a large, round metal ball which is covered in spikes.

Knife/Dagger
A bladed weapon approximately 6 to 12 inches in length.

Mace
The Mace is a club like weapon generally made entirely of metal. The striking end of the mace is generally designed with tiny points (or spikes) so that impact of the weapon causes greater damage.

Pick Axe

A pick axe is an axe type weapon which has a long curved end which tapers to a point. The opposing end is flat, like a garden hoe. The head is connected to a long wooden handle.

Rapier

The Rapier is a thin bladed sword. The blade is flexible and light.

Scimitar

The scimitar is a long bladed sword which is defined by the sharp curvature of the blade.

Short Spear

The Short Spear is a spear like weapon which has a long blade attached to a short wooden handle. The blade is sometimes serrated.

Short Sword

A short sword is generally about 2 feet in length. Short swords are small versatile weapons which are fast and easy to use.

Whip

A Whip is a braided length of leather which generally has small pieces of metal or bone in one end which are used to deal greater damage.

Thrown Weapons

Dart

Darts are small metal tipped weapons which inflict small damage. Darts can be thrown or shot. Darts are generally tipped with poison to provide greater amounts of damage.

Shuriken

Shuriken refers to any small, hand-held bladed weapons which can be thrown. Shuriken are generally symmetrical in shape and consist of several sharpened points.

Spear

A spear is any wooden shaft which has a pointed head. In this case, the spear has a metal tip used for stabbing and piercing. Spears can be used in hand to hand combat or thrown as missile weapons.

Throwing Axe

The Throwing Axe is a small axe which is used primarily for throwing. The axe is perfectly weighted to achieve greater distance and accuracy.

Throwing Knife

Throwing Knives are small knives designed specifically for throwing. The knife is perfectly balanced and aerodynamically shaped for greater distance and accuracy.

Two-Handed Weapons

Bardiche

The Bardiche is a pole arm with a long wooden handle and a huge axe blade type head.

Claymore

A two-handed sword with a blade approximately 3.5 feet in length. The blade of claymore is thick and heavy and causes considerable damage.

Halberd
Similar to a Bardiche, the Halberd is a pole arm weapon with an axe head type blade at one end.

Lance
A lance is a long wooden weapon used when mounted. The tip of the lance can be covered in metal to add additional damage.

Long Sword
A sword with a blade about 3 feet in length. Long swords are commonly used.

Staff
A wooden staff about 5 ½ feet in length.

Trident
A Trident has three prongs on one end similar to a pitch fork. The prongs are attached to a wooden handle. The Trident is used like a spear to pierce a target.

War Axe
A War Axe is a large double bladed axe weapon. The handle of the axe is usually metal which is attached directly to the axe head.

War Club
A War Club is a large club weapon with massive spikes or sharpened metal protruding from the striking end. War Clubs differ from normal clubs in size and the fact that they require two hands to wield.

War Hammer
A War Hammer is a large mallet type weapon with a large spike protruding from one end. The War Hammer gener-

ally has a wooden handle held together with metal straps.

Heavy/Siege Weapons
Heavy weapons (or siege weapons) are weapons which require more than one individual to operate. Heavy Weapons are generally large cumbersome weapons used in war and sieges against fortifications and castles.

In order to successfully hit a stationary target with a Heavy Weapon, the weapon must be within the maximum effective range of the target and

Heavy Weapon Attributes
Rate of Fire
Rate of Fire is written as a ratio (like 1:3). This first number in the ratio represents how many times the weapon can be fired with the specified number of operators while the second number represents how many minutes it takes to ready the weapon to fire.

Example: The Ballista has a Rate of Fire (RoF) of 1:7. This means that the Ballista can fire one shot every 7 minutes.

Damage
Damage is the amount of damage the weapon inflicts in a single attack. Heavy weapons are powerful and do great deals of damage to their target. The MoS of the weapon attack is multiplied by a number in order to determine the amount of damage.

Range

Range determines the maximum effective range of the weapon in feet.

Operators

Operators signifies the number of operators needed to operate the weapon so that it may achieve its maximum rate of fire. For every operator absent the weapon requires 25% more time in order to fire. If more than half the operators are absent, the weapon cannot be fired.

Heavy/Siege Weapon Descriptions

The following is a list of Heavy/Siege weapons with attributes and descriptions.

Ballista

Rate of Fire: 1:7
Damage: MoS x 15
Range: 100-120 feet

A Ballista is a heavy siege weapon which fires a round stone projectile. The Ballista works by the operator ratcheting a crack in order to pull back the string which launches the projectile. The Ballista requires two operators to work efficiently.

Bombard

Rate of Fire: 1:30
Damage: MoS x 50
Range: 600+ feet

The Bombard is a large iron weapon which is used to hurl a rounded iron or stone projectile over large distances. The Bombard is simply a large, bored iron barrel which weighs no less than 400 stones. Bombards are transported on specially designed frames which allow the bombard to be easily moved. Operation of a bombard requires at least three persons to be effectively used. Bombards are considered new technology and are rarely used as they are expensive and extremely difficult to move.

Catapult

Rate of Fire: 1:15
Damage: MoS x 20
Range: 200 feet

The catapult is a light siege weapon which consists of four wheels attached to a frame. The catapult has a long arm which it uses to fire projectiles. The catapult operates on a tension mechanism and requires at least 3 operators

Flamer

Rate of Fire: 1:1 (see description)
Damage: MoS x 5 (burn damage)
Range: 40 feet

The Flamer is a pump operated mechanism which is contained inside a wheeled structure that resembles a tiny house. The pump operator sits behind the machine while a second operator is inside the house and directs the aim of the flamer's nozzle. A liquid called "Burning Water" which is made of a mixture of oil, sulfur, lime, and saltpeter is ignited and spewed from the nozzle of the flamer. The Burning Water sticks to whatever surface it hits and can even burn on top of the water. Because of the sticky nature of the burning water, the fire will continue to burn for up to 15 minutes (unless allowed to spread). Each round the fire burns it does an additional +4 damage.

Gunpowder

Gunpowder is used in several weapons on Phaethos, most notably in firearms and the siege weapon known as the Bombard. Gunpowder is a mixture of several chemicals such as salt peter, charcoal and sulfur. Gunpowder can also be used by itself as a bomb type weapon which is lit with some type of fuse. One stone (1/5 barrel) of Gunpowder has a blast radius of 30 feet and deals 12 points of damage to anyone in the radius. The blast also does an additional 5 points of fire damage. A barrel of gunpowder does 60 points of damage and has a blast radius of 60 feet (5 points of fire damage is also dealt).

Trebuchet

Rate of Fire: 1:30
Damage: MoS x 30
Range: 600 feet

The Trebuchet is similar to a catapult but much larger in size. The trebuchet consists of a long arm which is used to hurl massive loads at target enemies. The trebuchet is powered by a huge counterweight, which, when it falls releases the long arm sending the projectile flying. Due to the size of a trebuchet it is not considered a mobile weapon and is generally built at the site of the siege. The trebuchet requires at least 10 operators (in order to reset the massive counterweight of the machine).

Weapons of Other Races

When dealing with weapons of other races you will often be dealing with exotic designs. If no attributes are given for a specific weapon or if you just make it up on the fly, use standard human weapons as guidelines.

Example: If the creatures weapon is a pole arm type weapon with a large blade on one end, you would be wise to use a standard pole arm weapon, a Halberd or Bardiche perhaps, as a base for the weapons attributes.

Weapon Damage Modifiers Based on Size

Weapons of different sizes carry with them different modifiers because of the size. The following chart will allow you to easily determine weapons modifications depending on the size of the weapon. The chart uses a Man Sized weapon as the standard.

Class Size	Dam.	Wt.	Bulk	Range	Brute	Size Mod.
Gigantic	+16	+16	+6	+1, +2	+4	+4
Massive	+8	+8	+4	+1, +2	+3	+3
Huge	+4	+4	+2	n/a, +1	+2	+2
Large	+2	+2	+1	n/a, n/a	+1	+1
Man	n/a	n/a	n/a	n/a	n/a	n/a
Small	-1	-1	-1	n/a, -1	-1	-1
Tiny	-2	-2	-2	n/a, -2	-2	-2
Mini	-3	-3	-3	n/a, -3	-3	-3

*Ranged weapons have two numbers. The first number indicates melee weapon modifiers. The second number represents a ranged weapon modifier.

In order to modify a weapon's damage based on the size of the weapon find the weapon's damage for a normal sized weapon of that type (normal sized pertains to man sized). Now find the size of the creature and modify the normal weapons stats based on the size of the creature.

Example: A normal Long Sword has the following stats…

Weapon	Dam.	Wt.	Bulk	Range	Brt.	Size
Long Sword	+6	3	3	1	3	3

We want to find out what a Massive Long Swords stats would be so we modify the Man sized weapon. In the "Total" field we find the new attributes for our Massive Long Sword.

Weapon	Dam.	Wt.	Bulk	Range	Brt.	Size
Normal	+6	3	3	1	3	3
Massive Modifiers	+8	+8	+4	+75%	+3	+3
Total	+14	11	7	2	6	6

Items

Anvil
Cost: 30 gold
A large iron anvil (200 stones) used by professional blacksmiths.

Backpack (lg.)
Cost: 6 silver
A large canvas backpack which can store enough supplies for 2 or more weeks.

Backpack (sm.)
Cost: 4 silver
A small canvas backpack which can store enough supplies for 1 week.

Bandages
Cost: varies
Cloth bandages used to heal. Using bandages in conjunction with Anatomy adds +2 Health to the target. (This can include any clean cloth).

Bandanna
Cost: 1 copper
A cloth bandana.

Barrel (10 gallon)
Cost: 1 gold
A wooden barrel which holds 10 gallons of liquid.

Barrel (5 gallon)
Cost: 6 silver
A wooden barrel which holds 5 gallons of liquid.

Barrel (50 gallon)
Cost: 20 gold
A large barrel which holds 50 gallons of liquid.

Basket (empty)
Cost: 4 copper
A woven basket.

Bedroll
Cost: 3 silver
A sleeping roll consisting of brushed wool with feathers inside.

Bell
Cost: 10 copper
A small bronze bell.

Blanket
Cost: 1 silver
A wool blanket.

Block and Tackle
Cost: 12 gold
A system of ropes and pulleys.

Box (metal)
Cost: 5 gold
A small metal strongbox which has a lock (lock level 2).

Box (wood)
Cost: 4 silver
A small wooden box.

Bucket (5 gallon)
Cost: 6 silver
A metal or wooden bucket which can carry 5 gallons of liquid.

Caltrops
Cost: 2 gold (each)
Small metal tacks which land face up when thrown. Stepping on a caltrop by a Man size (or smaller) creature reduces the movement of the creature by ½ the normal movement for a period of two days.

Candle

Cost: 5 copper
A wax candle which can burn for up to 4 hours.

Canteen

Cost: 5 silver
A metal canteen which can carry ½ gallon of liquid.

Canvas (sq. yd.)

Cost: 15 copper
One square yard of canvas material.

Case

Cost: 2 gold
A leather case used to carry documents.

Chain (10 ft.)

Cost: 12 gold
An iron chain 10 feet in length.

Chalk

Cost: 5 copper (per stick)
Pieces of chalk of various colors.

Chest (wooden)

Cost: 10 gold
A wooden chest with a lock (level 3).

Cloak

Cost: 10 copper
A wool cloak.

Cloth (sq. yd.)

Cost: 5 copper
One square yard of wool cloth.

Coat

Cost: 15 copper
A heavy coat for cold nights.

Crowbar

Cost: 2 gold
A five pound crowbar.

Disguise Kit

Cost: 15 gold
Disguise Kits give the user +1 die bonus on all disguise checks.

Fishhook

Cost: 2 copper
Small tin fishhooks for fishing.

Fishing Net

Cost: 5 gold
A fishing net for fishing.

Flask (empty)

Cost: 3 silver
A small metal flask used for storing liquid.

Flask (silver)

Cost: 10 gold
A small silver flask for storing liquid.

Flint and Steel

Cost: 10 copper
Flint and steel for fire building.

Forge

Cost: 500 gold
A forge for blacksmiths.

Glass bottle

Cost: 2 gold
A glass bottle for liquids.

Grappling Hook

Cost: 6 gold
An iron, four pronged hook with a hole in one end used to attach a rope or chain.

Guitar

Cost: 8 gold
A simple wooden guitar.

Hammer

Cost: 8 silver
A hammer used for construction.

Harp

Cost: 30 gold
An elegant harp for making sweet music.

Hat (Stovepipe)

Cost: 15 silver
A black stovepipe hat.

Horn

Cost: 30 gold
A brass horn for making music.

Ingot (iron)

Cost: 5 silver
An iron ingot used for blacksmithing.

Jug, clay

Cost: 5 copper
A jug made of clay used to carry liquids.

Ladder (10 feet)

Cost: 6 silver
A wooden ladder ten feet in length.

Lamp (oil)

Cost: 1 gold
An oil burning lamp used to give light.

Lantern

Cost: 4 silver
A metal lantern with a handle.

Lock (level 1-2)

Cost: 5 silver
A metal lock and key of level 1 or 2.

Lock (level 3-4)

Cost: 1 gold
A metal lock and key of level 3 or 4.

Lock (level 5)

Cost: 5 gold
A metal lock and key of level 5.

Lock (level 6)

Cost: 10 gold
A metal lock and key of level 6.

Lock Picks

Cost: 1 gold
A set of metal lock picks.

Lute

Cost: 8 gold
A simple lute for playing music.

Magnifying Glass

Cost: 50 gold
A small magnifying glass with a metal handle.

Manacles

Cost: 2 gold
A set of iron manacles (handcuffs) used to restrain.

Mask

Cost: varies
Any type of simple mask.

Mechanic Tool Set

Cost: 15 gold
A mechanics tool set used to perform repair and maintenance on machinery.

Mirror (hand)
Cost: 2 gold
A small hand held mirror.

Mug
Cost: few copper
A ceramic mug for beer.

Needle
Cost: 1 copper
A small needle for sowing.

Paints
Cost: 5 copper
Various colors of oil paint.

Pants
Cost: 1 silver
Plain wool pants.

Parchment
Cost: 2 gold (per sheet)
A piece of parchment paper for writing.

Pick (miners)
Cost: 1 gold
A miners pick for mining.

Pipe
Cost: 15 copper
A wooden pipe for smoking tobacco.

Pitcher
Cost: 10 copper
A clay pitcher for pouring liquids.

Pot (iron)
Cost: 25 silver
An iron pot for cooking and washing.

Pouch (leather)
Cost: 10 copper
A leather pouch for holding trinkets.

Quill and Ink
Cost: 10 copper
A quill and ink for writing and drawing.

Rope (50 ft. hemp)
Cost: 1 silver
A rope 50 feet in length made of hemp.

Rune
Cost: 100 gold
A small smooth stone carved with a runic symbol.

Sack (empty)
Cost: 5 copper
A canvas sack used for holding things.

Scroll
Cost: 3 gold
A parchment scroll.

Shirt
Cost: 8 copper
A long sleeved wool shirt.

Shovel
Cost: 1 silver
A shovel for digging.

Soap (each)
Cost: 5 copper
A one stone cake of soap.

Spyglass
Cost: 60 gold
A spyglass used to view distance objects more closely.

Surgeon Kit
Cost: 20 gold
A surgeon's kit for doing surgery. Using the surgeon's kit in conjunction with the Anatomy skill gives the user a +1 on all anatomy rolls.

Tent

Cost: 6 gold
A canvas tent which sleeps 2 persons.

Thread

Cost: 1 copper (spool)
Various colored thread for sewing.

Torch

Cost: few copper
A torch used for seeing in the dark.

Vial (glass)

Cost: 6 copper
A small glass vial with a cork used for poisons, potions or perfumes.

Wax

Cost: 4 copper
A block of wax.

Whetstone

Cost: 3 copper
A whetstone used to sharpen knives.

Whistle

Cost: 3 silver
A metal whistle.

Woodworking Tools

Cost: 8 gold
Tools for woodworking. These tools include chisels, picks, clamps, saws, etc.

Kore Items

Kore Armor

The three types of Kore Armor listed in the following section are armors which have been Enchanted with Kore Markings. As such, these armors are extremely rare and extremely expensive. Full suits of these armors are hard to come by and those who have them wield great power.

Any type of armor can be enchanted with Kore. Determine the type of armor (like leather or plate) which is enchanted and then determine how powerful the enchanted armor is. Use the following tables to determine the properties of the Enchantment.

If the Kore armor DC reaches 0 points, the armor is considered to be destroyed and the Enchantment is broken. Similarly, Kore Armor that is repaired is reduced by one level each time it is repaired.

Example: Jarvin has a pair of Kore plate gauntlets of Level 3. The gauntlets have been badly damaged and are in need of repair. After the gauntlets have been repaired they are reduced to level 2 because the physical properties of the armor have been changed (the armor has been added to in order to repair thus disrupting the Enchantment and weakening it).

All Kore Armor has a value increase of at least x10 that of normal armor.

Kore Amplification Armor (Ka Armor)

Kore Amplification Armor (or Ka Armor) is armor that has been Enchanted with an Amplify Spell. This type of magical armor is used to amplify the Kore effects of the Kore User. This armor literally wraps the Kore User's body in a shell of Kore amplification which allows the user to gain great advantages when using Kore based powers.

To determine the amplification level of a single piece of Ka Armor, use the following chart. Roll d10 to determine the armors power level. (This is a one time roll made to determine the power of the armor.)

Roll	Level	Amplification
1-6	1	+1 damage, +5 feet range
7	2	+2 damage, +5 feet range
8	3	+3 damage, +10 feet range
9	4	+4 damage, +10 feet range, duration +1*
10	5	+5 damage, +15 feet range, duration +2*

*Indicates the measurement increment. If the duration is measured in rounds, add 1 or 2 rounds. If the measurement is in minutes, add 1 or 2 minutes etc.

Amplification effects are not cumulative. One cannot wear a pair of Kore Amplification Gloves which have a range enhancement of +15 feet and a pair of leggings which have +10 feet range enhancement in order to gain a cumulative bonus of +25 feet. You simply take the highest bonus, in this case, the gloves which would give you a maximum range of +15 feet.

Kore Annulment Armor (Kan Armor)

Kore Annulment Armor (or Kan Armor) is a magical armor that has been Enchanted with a Dispel spell. Kore Annulment Armor is designed to reduce the effects of Kore damage on the wearer of the armor. Basically, Kan Armor nullifies the effect of a Kore based ability when used against the wearer. All fire, electric, mental, cold, etc. attacks are reduced in power when attacking a target wearing Kan Armor (physical attacks still do full damage as do Kore Weapons). Because of the nullifying effects of Kan Armor, those wearing it are unable to use Kore based abilities. Use the following chart to determine how damage is reduced when a single piece of armor is being worn.

Roll	Level	Reduction Level*
1-6	1	1 point of Damage
7	2	2 points of Damage
8	3	3 points of Damage
9	4	4 points of Damage
10	5	5 points of Damage

*The Reduction Level is referred to as the Kan Rating. The number given for the Kan Rating represents how much Kore is nullified.

When tallying the Kore damage reduction level for Kan Armor, be sure to add each piece to determine the wearers overall resistance to Kore damage.

Example: If Serg is wearing a Helm with a level 5 resistance (5 poinst of reduction) and a torso piece of level 3 (3 points of reduction), Serg's total resistance to Kore damage is 8. Only Kore attacks which do more than 8 points of physical damage will harm Serg while he is wearing the Kan Armor.

Kore Reduction Armor (Red Armor)

Kore Reduction Armor (Kred Armor) is designed with Kore users in mind. This powerful armor is Enchanted with a Dampening Field spell and reduces the amount of Kore needed in order to harness Kore power. Kred Armor is the most highly valued and sought of all armors by Kore Users. Each piece of armor worn will reduce Kore by a certain amount. To determine the power of the armor use the following chart.

Roll	Level	Reduction Level
1-9	1	1 Kore Point
10	2	2 Kore Points

An entire suit of Red Armor can lower the users Kore use by a maximum of -10. This would allow the Kore User to utilize her Kore abilities and never lose any Kore points in the process.

Kore Jewelry

Wearing multiple pieces of the same jewelry will not increase the effect. In order to properly identify a piece of Kore jewelry, one must possess Arcane Knowledge of level 4+ and Item Lore of level 4. All Kore jewelry has an identification TN of Very Rare (8-9).

Ring, Necklace, Bracelet of Agility

Increases the wearers Agility score +1 die.

Ring, Necklace, Bracelet of Brute

Increases the wearers Brute score +1 die.

Ring, Necklace, Bracelet of Charisma

Increases the wearers Charisma score +1 die.

Ring, Necklace, Bracelet of Dexterity

Increases the wearers Dexterity score +1 die.

Ring, Necklace, Bracelet of Endurance

Increases the wearers Endurance score +1 die.

Ring, Necklace, Bracelet of Hard Skin

Increases the wearers natural AR to 3.

Ring, Necklace, Bracelet of Recall

Allows the wearer to remember and recall anything they hear or see while wearing the jewelry.

Ring, Necklace, Bracelet of Wits

Increases the wearers Wits score +1 die.

Ring, Necklace, Bracelet of Kore Reduction

Jewelry which reduces the cost of Kore. These rings come with various markings and designs. Jewelry of Kore Reduction will reduce Kore for only one of the known Kore uses (magic, psionics, prayer, markings). Generally a piece of Kore Reduction jewelry will reduce the Kore cost by -1.

Kore Wands

Wands are thin sticks made of either wood, metal or some other material which has been imbued with Kore. In order to successfully use a wand, the user makes a Wits roll vs. a TN of 7 to successfully use the wand. Failure to beat the TN results in no effect, while a successful roll results in whatever effects the wand offers. The target of the wand may make a dodge or resist as normal. A critical failure with a wand results in the wands effects backfiring and affecting the wand user. In order to properly identify a Kore wand, one must possess Arcane Knowledge of level 4+ and Item Lore of level 4. All Kore wands have an identification TN of Very Rare (8-9).

Wand of Flames

The Wand of Flames is a wand which when properly used discharges a stream of fire from its tip. The wand does MoS + 5 fire damage and has a range of 20 feet. The fire does an additional 2 damage each round it burns. The target may roll a normal dodge versus the wand.

Wand of Ice

The Wand of Ice is a wand which when properly used discharges a stream of ice from its tip. The wand shoots an icy projectile which does MoS + 3 damage and has a range of 20 feet. The target may roll a normal dodge versus the wand.

Wand of Shock

The Wand of Shock is a wand which when properly used discharges a stream of electricity from its tip. The wand does MoS + 5 electric damage and has a range of 20 feet. Targets wearing metal armor suffer twice the damage. The target may roll a normal dodge versus the wand.

Wand of Fear

The Wand of Fear is a wand which creates immense fear in the target. The fear is so intense that the target will drop anything held in hand and attempt to runaway. The fear lasts the MoS of the wand roll in minutes. The target of this attack receives an automatic resist check (Wits) against the effects of the wand. The Wand of Fear has a range of 20 feet.

Wand of Stunning

The Wand of Stunning stuns a target with a bolt of green light. The target is stunned for 1 round or until damaged (the Wand of Stunning does no actual damage). The Wand of Stunning has a range of 20 feet.

Wand of Creation

The Wand of Creation has the ability to create food and water from thin air. This wand will create a day of food and ½ gallon of water. Both the water and the food will go bad if they are not consumed within a 24 hours period.

Kore Miscellaneous Items

Just about any item can be imbued with the power of Kore. Besides wands and rings, certain objects have distinctive powers thanks to the nature of Kore. The following is a list of several Kore items known to exist in the world. To properly identify any Kore infused item, one must possess Arcane Knowledge of level 4+ and Item Lore of level 4. All Kore items have an identification TN of Very Rare (8-9).

Boots of Agility

Wearing these boots increases the Agility of the wearer by +1 die.

Boots of Water Walking

These boots allow the wearer to walk across water as if they were walking on dry land.

Bottomless Bag

Anything placed inside this bag will be lost forever. The bag is actually a doorway to the Void. All objects placed in the bag instantly appear in the Void. The bag has an opening approximately 1 foot in diameter. Only objects which are completely placed in the bag will disappear.

Chalk of Doors

This magical chalk (sometimes a stick of wax) allows the user to draw a completed shape on any non-living surface. As soon as the shape is completed a hole will form in the object (the same shape as the drawing). The hole formed has a maximum depth of 6 feet. The hole remains permanent. Only nonliving objects can be drawn on (drawing on a living creature such as a tree or an animal will have no effect).

Chest of Secrets

This small wooden chest allows the user to place any object within the chest. The object will not reappear unless the individual who placed the item into the chest wishes it to do so.

Cloak of Night

The Cloak of Night is a black cloak that when worn makes the wearer appear to be a shadow. All attempts to spot the wearer receive a -3 dice penalty on a Wits check.

Cloak of Transparency

The cloak of transparency is a brownish colored cloak that when worn make the wearer semi-transparent. The wearer will appear almost like fluid and those attempting to spot the wearer will take a -3 dice penalty to their Wits check.

Gauntlets of Brute

These spiked, iron gauntlets increase the Brute score of the wearer by +1 die.

Gauntlets of Endurance

These mechanical looking gauntlets will increase the Endurance score of the wearer by +1 die.

Gloves of Dexterity

This leather gloves increase the Dexterity score of the wearer by +1 die.

Gloves of Striking

These leather gloves increase the wearers MCR score by +1. Any melee weapon used while wearing these gloves receives the MCR bonus.

Helm of Great Health

Wearing this iron helmet will increase the Health score of the wearer by +5.

Hood of Wits

This hooded cloak when worn will increase the Wits score of the wearer by +1 die.

Lute of Discordance

The Lute of Discordance is a magically lute that when played angers all of those under the lutes effects. The lute player makes a Music check. Those within range of the Lute make an automatic Wits check versus the Music roll. If the Wits check fails the target will become infuriated beyond all comprehension and will lash out violently at the closest person or creature.

Magic Flute

A magic flute is a normal looking flute which has been imbued with the power of Kore (specifically a sleep spell). When the flute is played (Music check) all living creatures within hearing range of the flute must make a Wits check versus the Music roll. If the Wits check fails, the target instantly falls asleep and will sleep for up to four hours. A successful Wits check results in the flute having no effect.

Magic Coin

A magic coin is a coin which appears to be a normal silver coin with the head of a bull on one side and a Hawthorne flower on the other side. When the owner (the person doing the flip) of the coin flips the coin, the coin will always come up on the side opposite of what was called.

Mask of Ditto

The Mask of Ditto is a magical mask which takes on the appearance of another persons face. The wearer of the mask must have something that be- longs to the person they are impersonating (such as a piece of hair, fingernail, blood etc.). While the mask is worn the wearer appears to have the face of the other person. The mask in its normal form appears to be a crudely cut wooden mask. The mask only changes the facial appearance of the wearer (voice, body size, body language all remain the same).

Wig of Charisma

Wearing the Wig of Charisma increase the Charisma score of the wearer by +1 die.

Kore Weapons

Kore Weapons come in all shapes and sizes and offer a variety of powers for those who wield them. While Kore Weapons are rare in the world they do exist. Many appear to be normal weapons and the effects may not become known until the weapon is actually put into use.

Several genres of Kore weapons are listed here.

Great Damage

Weapons of Great Damage deal twice the normal damage of a weapon and have twice the DC. Weapons of Great Damage can be considered Superior quality weapons.

Example: A normal Bardiche does +9 damage. A Bardiche of Great Damage would do twice the normal damage, thus delivering +18 damage.

Increased Accuracy

A weapon with Increased Accuracy gives the user an extra +1 die on every attack with the weapon. This accuracy is something that is bestowed in the weapon and has little to do with the user's actual skill.

Kore Draining Weapons

Kore Draining Weapons are weapons that do both physical damage and at the same time drain Kore from the target.

Kore Leeching Weapons

Kore Leeching Weapons are similar to Kore Draining Weapons as they cause both physical damage and Kore damage but instead of simply draining the targets Kore, Leeching Weapons leech the Kore through the weapon and into the body of the individual wielding the weapon raising the individuals own Kore levels. The amount of Kore gained cannot exceed the wielders maximum Kore capacity (excess Kore streams off the weapon like blue tendrils).

Kore Spell Weapons

Kore Spell Weapons are weapons which have been imbued with a Kore power related to a Kore spell of some kind.

Prayer Weapons

Prayer Weapons are weapons which have been imbued with Kore in the form of a prayer or some power related to prayer.

Psionic Weapons

Psionic Weapons are weapons which have been imbued with Kore powers related to psionics.

Vehicles

Vehicles are often used to make transportation and the carrying of goods easier and less time consuming. Vehicles can provide protection as well as housing. Vehicles fall into three categories; land (l), sea (s) and air (a).

Vehicle Attributes
Handling

This is the vehicles Handling score which is added to the operators Control Vehicle score when a control check is needed. A Handling score of 0 indicates that the vehicle is extremely difficult to navigate and requires that the operator have a Control Vehicle score of at least 3.

Damage Capacity (DC)

This is the vehicles DC score which indicates how much damage the vehicle can take before being destroyed. Once a vehicles DC score drops to 0 it is considered to be destroyed and non-operational (vehicles which have a DC score of 0 are unable to be repaired).

Ram

This is the vehicles Ram score which indicates how many dice are added to the operators Control Vehicle skill when attempting to ram another vehicle.

Weight

This is how much the vehicle weighs in stones. Vehicles with a weight over one ton have no weight measurement given.

Cost

This is the cost of the vehicle in gold pieces.

Vehicle Descriptions

The following is a list of vehicles with attributes and descriptions.

Airship (a)

Handling: 0 (requires Control Vehicle skill)
DC: 1,600
Ram: 2
Weight: -
Cost: 60,000+ gp

An Airship is a long ship like vehicle which is suspended by one or more balloons filled with heated air. The ship uses Kore energy generators (powered by Kore Inscriptions) to create heat inside large balloons. These generators fire intermittently keeping the air at a specified temperature. Airships contain crew quarters, armaments and all the necessary survival gear for long treks through the open air.

An Airship can have a maximum armament of 6 canons.

Carriage (l)

Handling: 2
DC: 350
Ram: 2
Weight: 250 stones
Cost: 100 gp

A carriage is a four wheeled vehicle which is pulled by a horse or a team of horses. Carriages consist of a cab which allows up to six passengers to ride comfortably enclosed from the outside.

Cart (l)

Handling: 3
DC: 200
Ram: 1
Weight: 150 stones
Cost: 18 gp

A cart is vehicle that consist of two wheels which is open. Carts are used to transport people and goods. Carts are pulled by a horse or team of horses.

Flatboat (s)

Handling: 2
DC: 200
Ram: 1
Weight: -
Cost: 50 gp

A flatboat is a large flat boat which is similar to a giant raft. Flatboats are used to transports large amounts of goods using waterways such as rivers or lakes. Flatboats generally have a small cabin which houses the owner.

Houseboat (s)

Handling: 2
DC: 300
Ram: 1
Weight: -
Cost: 200 gp

A houseboat is a boat which consists of a large cabin organized like a small house. Houseboats generally keep to calmer waterways such as lakes, rivers and protected inlets and bays. A houseboat can vary in size but generally are capable of housing 3-5 people.

Rowboat (s)

Handling: 4
DC: 40
Ram: 0
Weight: 80 stones
Cost: 30 gp

A rowboat is a small 3 man boat which is used for fishing and other close to shore activities. Rowboats

Sailing Vessel (s)

Handling: 2
DC: 600
Ram: 3
Weight: -
Cost: 8,000+ gp

A sailing vessel refers to any ship which has sails and is used to traverse large bodies of water. Sailing vessels have sleeping quarters for at least 4 people. Sailing vessels rely on sails and wind currents in order to move about. Sailing Ships have the ability to travel on both inland waterways such as rivers and lakes as well as seas and oceans.

Wagon (l)

Handling: 3
DC: 225
Ram: 1
Weight: 400 stones
Cost: 40 gp

A wagon is a vehicle that consist of four wheels which is open. Wagons are used to transport people and goods. Wagons are pulled by a horse or team of horses and are generally used to carry loads too big for a cart.

Warship (s)

Handling: 0 (requires Control Vehicle skill)
DC: 3,000+
Ram: 8
Weight: -
Cost: 40,000 gp

A warship is a large wooden sailed vessel which is designed specifically for open seas and battles. Warships refer to any large war vessel. Warships contain sleeping quarters for the entire crew as well as large armaments which feature cannons and ballista type weapons. A Warship can have a maximum armament of 40 canons (this is size dependent).

Plants

Some plants within the world have qualities which create bizarre effects when they are eaten. Many plants grow in parts of the world which Kore is rich or they naturally have large amounts of Kore which grant them an enhanced effect. The GM should decide on the availability of these plants as well as the cost based on the scarcity in acquiring the plant.

Aqua Root

A thin plant which grows in moist wet areas such as swamps or alongside rivers or lakes. When this root is consumed it allows the eater to breath underwater for several hours. Aqua Root is associated with water.

Astralgalus

A naturally growing herb with five triangular leaves and a small yellow flower. Usually found in forests. Astralgalus has Kore properties associated with healing and health.

Black Root

The root of a Black Banish Bush. Usually found in forests. Black Root is associated with death, destruction, curses and harm.

Blindman's Root

This small purple flower is generally found in forests, jungles and plains. Eating the root allows the eater to see in the dark as if it were day time. The effects generally last a few hours.

Delver Plant

Found in mountains or on cliff edges, the Delver Plant is a small and green with leaves which look dead. Eating the leaves of the Delver plant allows the in-dividual to sense Kore up to 200 feet. The effects of eating this plant generally last a few hours.

Eaxes Leaf

A small brown and white plant which grows most commonly in forest and jungles. Eating the leaf will allow the individual to gain x-ray vision. The effects generally last for 1-2 hours.

Ellenal Seeds

Eating these seeds allows the individual to become immune to heat suffering no damage from fire or heat attacks of any kind. The effects of these seeds generally last about an hour.

Falcon Feather

Falcon feathers come from a falcon. The feathers have Kore properties associated with air and wind.

Flamestool

Flamestools are small black mushrooms with tiny red dots. Flamestools have Kore properties associated with fire enchantments.

Flower of Life

This blue and yellow flower has a liquid inside which can restore up to 5 points of Health. The effects of this flower are not cumulative and it can only be re-eaten (with effect) once the previous dose has been digested.

Gaus Weed

Gaus Weed is a thin dark green plant that produces a flower which is dried and smoked. The effect of smoking Gaus Weed ranges from numbness to sleepiness and in some cases, temporary paralysis. Gaus Weed is widely known throughout the world for its ad-

dictive nature. Smoking Gaus Weed will lower a character's Agility and Dexterity scores by 1 die each.

Giesel Moss

Consuming this light green moss allows the individual to understand any spoken language. The effects of the moss generally last about 3 hours.

Ice Flake

Ice Flakes are fragile crystals which resemble coral. Ice Flakes get their name from their Kore power which is associated with cold properties.

Lazarul Leaf

Lazarul is a plant which is known for its powerful leaves which are dried, crushed and snorted as a powder. When snorted, the leaves have an amphetamine effect which increases the users heart rate and creates adrenaline surges. While under the influence of the Lazarul Leaf, the user will gain +10 PE for a period not to exceed 4 hours. Lazarul Leaf is known for its highly addictive properties.

Toadshroom

An orange mushroom with orange and red spots which is usually found in forests or swamps. Once the Toadshroom is eaten it will distort the persons face twisting the muscles. The person will become unrecognizable and appear physically deformed. Toadshrooms are known to be used in the creation of Ditto Masks.

Waking Bane

Waking Bane is a grey and green leafy plant about half a foot tall. Usually found in forests or swamps. Waking Bane induces deep sleep which lasts several hours and leaves the eater reeling with an awful headache.

Witches Bane

A poisonous plant which if consumed will remove the eater's ability to use Kore for a period of time..

POTIONS

Potions are made using the Alchemy skill. Potions generally consist of a variety of ingredients which must be put together in a certain way so as to create a certain effect. Potions are almost always consumed orally (although some may be administered other ways). The GM should decide what ingredients make up each potion and how much each potion costs. Potion costs should be determined by the availability of the ingredients and degree of difficulty that goes into creating the potion.

Potion Attributes
Skill Level Required

This refers to the Alchemy skill level required in order to successfully create the potion. The number in parenthesis that follows the skill level required is the TN needed in order to create or avoid the effect of the potion.

Duration

This is how long the effects of the potion last.

List of Potions

The following is a list of commonly found potions and their attributes.

Agility Potion

Skill Level Required: 3 (6)
Duration: 4 rounds
Agility potions instantly increase the drinker's Agility score by +1 die.

Antidote Potion

Skill Level Required: Varies
Duration: Instant
Antidote potions are used specifically for counteracting poisons. If poisoned, an individual can drink an Antidote potion to stop the effects of the poison. In order for the Antidote potion to be effective, it must be of a strength greater than or equal to that of the poison it is attempting to neutralize. Antidote potions come in various strengths which are given on the following chart.

Level	Strength
1	Feeble
2	Weak
3	Moderate
4	Strong
5	Very Strong
6	Cure All

Aqua Tonic

Skill Level Required: 4 (8-9)
Duration: 1 hour
Aqua Tonic allows the drinker to breath underwater as if in normal air. Two gills form in the neck of the drinker. The gills will disappear when the effects of the potion wear off.

Brute Potion

Skill Level Required: 3 (6-7)
Duration: 4 rounds
Brute potions increase the drinker's Brute score by +1 die.

Elixir of Coagulation

Skill Level Required: 4 (8-9)
Duration: instant
Pouring this potion over severe wounds instantly stops bleeding. A white cocoon like substance instantly grows over the wound stopping further loss of Health points.

Elixir of Life

Skill Level Required: 6 (10+)
Duration: instant
The Elixir of Life is used to resuscitate an individual who's Health score has dropped to 0 (or less). The potion will instantly give the drinker 10 Health. The effects of this potion only work once in a 24 hour period.

Haunts Tonic

Skill Level Required: 5 (9+)
Duration: see description
Haunts Tonic renders the drinker invisible to undead creatures for up to 1 hour. If the drinker at anytime comes into physical contact with the undead, the effects of the potion are instantly gone and the drinker is totally visible.

Neutralizer

Skill Level Required: 4 (8-9)
Duration: instant
Neutralizer is a potion designed to neutralize acids and their corrosive effects. Pouring a Neutralizer potion over a corrosive acid will negate the effects of the acid and create a harmless liquid (you wouldn't want to drink it though).

Sleeping Potion

Skill Level Required: 2 (4-5)
Duration: 1 hour
Sleeping Potions instantly put the drinker to sleep. The drinker of the potion will fall into a deep sleep and awaken after about an hour. A headache follows consumption of this potion.

Truth Potion

Skill Level Required: 5 (9+)
Duration: 4 rounds
Truth potions force the drinker to tell the truth once the potion is consumed. The drinker may not want to tell the truth, but they will be forced to do so against their will with no control over what they say.

Poisons

Poisons are made using the Poison skill. Poisons come in six levels ranging from weak to deadly. Poison is measured in doses.

Poison Attributes
Skill Level Required

This is the minimal Poison skill level required in order to create the poison. The number in parenthesis that follows the skill level required is the TN needed in order to create or avoid the effect of the poison.

Duration

This indicates how long the poison will have an effect. The effect for poisons is measured in hours.

List of Poisons

The following is a list of common poisons.

Deadly Poison

Skill Level Required: 6 (10+)
Duration: 5 hours

This is a deadly poison which does 6 points of damage every hour. The effects of this poison will last for up to five hours. This poison can only be counteracted by an Antidote potion of Level 6 (cure all). If the poison is ingested orally it will require about 3 minutes before it begins to take effect. If the poison is administered directly to the blood stream it will take effect immediately. This poison causes nausea, vomiting, muscle spasms and dizziness which get increasingly worse during the duration of the poison.

Feeble Poison

Skill Level Required: 1 (3-4)
Duration: 4 hours

This is a weak poison which does 1 points of damage per hour. The effects of this poison rarely last for more than 4 hours. This poison can be counteracted with an Antidote potion of level 1 strength or higher. If the poison is ingested orally it will require about 3 minutes before it begins to take effect. If the poison is administered directly to the blood stream it will take effect immediately. This poison causes nausea, vomiting, muscle spasms and dizziness which get increasingly worse during the duration of the poison.

Moderate Poison

Skill Level Required: 3 (6-7)
Duration: 4 hours

This is a moderate poison which does 3 points of damage every hour. The effects of this poison will last for 4 hours. This poison can be counteracted by an Antidote potion of level 3 or higher. If the poison is ingested orally it will require about 3 minutes before it begins to take effect. If the poison is administered directly to the blood stream it will take effect immediately. This poison causes nausea, vomiting, muscle spasms and dizziness which get increasingly worse during the duration of the poison.

Severe Poison

Skill Level Required: 5 (9+)
Duration: 5 hours

This is a severe poison which does 5 points of damage per hour. The effects of this poison rarely last for more than 5 hours. This poison can be counteracted with an Antidote potion of level 5 strength or higher. If the poison is ingested orally it will require about 3 minutes before it begins to take effect. If the poison is administered directly to the blood stream it will take effect immediately. This poison causes nausea, vomiting, muscle spasms and dizziness which get increasingly worse during the duration of the poison.

Strong Poison

Skill Level Required: 4 (8-9)
Duration: 6 hours

This is a strong poison which does 4 points of damage per hour. The effects of this poison rarely last for more than 4 hours. This poison can be counteracted with an Antidote potion of level 4 strength or higher. If the poison is ingested orally it will require about 3 minutes before it begins to take effect. If the poison is administered directly to the blood stream it will take effect immediately. This poison causes nausea, vomiting, muscle spasms and dizziness which get increasingly worse during the duration of the poison.

Weak Poison

Skill Level Required: 2 (4-5)
Duration: 4 hours

This is a weak poison which does 2 points of damage per hour. The effects of this poison rarely last for more than 4 hours. This poison can be counteracted with an Antidote potion of level 2 strength or higher. If the poison is ingested orally it will require about 3 minutes before it begins to take effect. If the poison is administered directly to the blood stream it will take effect immediately. This poison causes nausea, vomiting, muscle spasms and dizziness which get increasingly worse during the duration of the poison.

Crafting System

Alchemy
Alchemy is used to make potions.

Blacksmithing
Blacksmithing is used to metal work.

Jeweler
Jeweler used to make jewelry and cut gems.

Masonry
Masonry is used in working with stone.

Mechanics
Mechanics is used with machines.

Poisons
Poisons is used to make poisons.

Tailoring/Weaving
Tailoring and Weaving is used to make clothing and material.

Woodworking
Woodworking is used for projects dealing with wood.

The 5 Steps of Crafting
1. Determine if the character has the necessary materials and tools needed in order to begin the crafting process.

2. Determine the Material Familiarity and the Item Familiarity in order to determine the TN of the Item to be made.

3. Use the items TN in order to determine the level of the item.

4. Subtract the level of the item to be made from the skill level of the crafter.

5. The character makes the crafting skill roll in order to beat the TN. Skill evel modifiers are applied to the roll.

Step 1 Materials
Items which are to be made require raw materials to be crafted from. In order to successfully make an item, the character must have access to the required materials.

Step 2 Crafting TN
The TN for creating items is based on the materials familiarity and the item familiarity with the crafter. Materials which are familiar to the creator are easier to work with since the crafter knows the properties, whereas materials which are unfamiliar are more difficult to work with because the crafter is not used to dealing with the properties of such materials.

Material Familiarity
Familiarity of materials are based on five categories; Very Familiar, Familiar, Unfamiliar, Never Worked and Unknown.

Very Familiar: The crafter has great experience with these materials and as such is generally able to create something of great value in little time.

Familiar: The crafter is familiar with the materials and can easily make items of value.

Unfamiliar: The crafter is somewhat unfamiliar with the materials but has used them and been successful before.

Never Worked: The crafter has heard of the materials or read of them but has never used them to create anything.

Unknown: The crafter has never even heard of the materials and has no idea how they are used.

Use the following table in order to determine the Rating of items to be crafted based on the material. If the material is determined to have unique properties like, its hard to work with or special care needs to be taken in order to use the material, this should be determined by the GM and modifiers (like +1, +2) should be added to the rating of the material familiarity.

Material Familiarity	Rating
Very Familiar	3-4
Familiar	5-6
Unfamiliar	7-8
Never Worked	9
Unknown	10+

Item Familiarity

The crafter's familiarity with the materials is only the first part of determining the TN of an item. The item which is to be made also plays a part in the TN of the item. The TN of the item to be made is also based on the crafters experience and familiarity in making said item. Use the following chart to determine the crafters familiarity of the item to be created.

Very Familiar: The crafters has made tons of this item and could probably do it in their sleep.

Familiar: The crafter is familiar with this item and has made it several times.

Unfamiliar: The crafter is unfamiliar with the item, although they have made it several times, it is not considered part of their repertoire.

Never Worked: The crafter has never made the item.

Unknown: The crafter has never heard of the item and has only a vague idea how to make it.

Item Familiarity	Rating
Very Familiar	3-4
Familiar	5-6
Unfamiliar	7-8
Never Worked	9
Unknown	10+

Once the Material Familiarity and the Item Familiarity has been determined, add the two numbers together and divide by 2 to get the TN of the item to be made. (Material Familiarity + Item Familiarity) / 2.

Example: Lexor is going to make a sword from a material which he is unfamiliar with. The GM decides the rating of the material is 8. The item Lexor is going to make is Very Familiar to him as it is a sword and he has made dozens of swords in his career, so the GM gives the Item Familiarity a rating of 3. 8 + 3 = 11. 11 / 2 = 5.5 (round up) 6. So, the TN of the Very Familiar sword to be created from the Unfamiliar Material is 6. Lexor now makes his crafting skill roll and gets 2,3,7. Lexor has a 7 and creates the item.

Step 3 Item Level

The TN of the item determines the items level.

TN	Level
2-3	1
4-5	2
6-7	3
8	4
9	5
10	6

Step 4 Determine Crafting Modifier

In order to determine the build modifier for the Crafting Skill check, subtract the level of the item to be crafted from the skill level of the crafter.

Example: A sword is determined to have a TN of 7 which makes it level 3. Horak has a Blacksmithing skill of 2. 2 – 3 = -1. Horak makes his Blacksmithing attempt and rolls a 2,7. Horak has a 7 but has the -1 penalty from his lack of skill giving him a 6 total. Horak fails the attempt and must try again.

Step 5 Crafting the Item

In order to craft the item the character must roll his/her skill level against the TN of the item to be created. The crafting modifiers are applied to the roll.

Example: Jack is attempting to make a pair of leather gloves. Jack has a Tailoring/Weaving skill of 5. The leather gloves have a TN of 4. Jack must roll a 4 or better to successfully make the gloves. Jack rolls 2,3,5,8. Jack has an 8 and successfully makes the gloves.

The range of crafting modifiers varies from -5 (the least skilled) to +5 (the most skilled). Negative modifiers would show that the item is above the crafters normal range and positive modifiers would show that the item is well within the crafters range. Zero is considered to be a moderate level of crafting and the craft attempt has no modifier.

When making the craft roll against the item's TN, the crafter will have different results based on the outcome of the crafting attempt. The MoE (Margin of Error) and MoS (Margin of Success) are used to determine the level of failure or success.

MoE -5 or less: The materials are destroyed due to the horrendous nature of the attempt. The entire project must be restarted with new materials.

MoE -1 to -4: Half of the materials are destroyed and the project must be restarted.

MoS 0 to +4: The item is successfully crafted and is of average quality.

MoS +5 or more: The item is crafted and is of superior quality.

Cost of Materials

The cost of materials (if materials are not on hand) for a newly made item should come to no more 30% of the items total value. The cost of materials to repair an item should never exceed more than 20% of the items total cost.

Crafting Time

Crafting time is based on the difficulty of the item being crafted. Items with higher TNs are considered more difficult to create and thus they take longer to

build. The GM should determine the crafting time based on the type of item being crafted and the TN of the item.

TN	Difficulty Level
2-3	Simple
4-5	Easy
6-7	Moderate
8-9	Difficult
10+	Very Difficult

Crafting Kore Items

Crafting Kore items is a destructive process for those involved as it literally pulls the essence of the creator from their own body and places it into the object being created. There are two ways in which Kore items can be created; the "Enchant" spell and Kore Markings.

The player whose character is doing enchantment or the marking must describe the effect that they wish the object to have when the process is complete. The GM must consider and weigh the players idea before giving the go ahead. (Before the character ever begins the enchantment, marking, the rules of crafting and the crafting outcome should be made exceedingly clear to the player by the GM). There are several things to keep in mind when creating a Kore object.

1. The power of the object should be reflected by the marking or the material used to imbue Kore. (Using a material which has cold properties cannot create a fireball sword.)

2. The object created needs to reflect the power which it contains. For instance, a pair of glasses which grant x-ray vision makes sense. A pair of

glasses which shoots fireballs…eh, try again.

Enchant Spell

The Kore Magic spell "Enchant" must be called upon in order to imbue any object with the power of Kore. When the spell is cast the Witch will literally carve a word or series of words into the object being enchanted. This process of enchanting an item is so powerful that it actually harms the caster performing the enchantment. The witch performing the enchanting removes a piece of their own essence when imbuing Kore into an item. This removal of essence changes the witches' physical appearance (see Negative Impact of Kore Magic on page 3.33). Not only does the witch suffer a decline in physical appearance but they also suffer a loss of -3 Health from the total Health score. This loss is permanent (although the Witch can still purchase Health with XP).

In order to enchant an object, the witch places the object before them and lays the substance (any material, scroll, artifact etc. which contains Kore) upon the object to be enchanted. The spell "Enchant" is then cast and if successful, the material will melt into the object being enchanted. The Witch attempting the enchantment must have the material with which to enchant the object and successfully cast the spell. If the spell fails the material is destroyed (the object remains unharmed) in a puff of smoke. The witch rolls against a TN of 8. (The GM should increase the TN if the object to be created is something that requires great skill and will offer the user great power.) The witch suffers no physical effects if the spell fails.

A list of materials such as plants, scrolls, etc. is found in the Equipment chapter. If the player wishes to have the character create an effect which has no material basis, then the GM and the player should discuss a material needed (GM should come up with one) and the character will have to acquire the material before the enchantment can occur.

Machine Enchantment

Korlock Witches are often called upon to inscribe machines such as airships, automatons or other complex machines which require vast amounts of power in order to function. These machines are powered solely by Kore power which is drawn from the surroundings and harnessed in the markings. The Enchantment of such large machines often requires multiple enchantments performed by several witches over a period of time. This is an expensive and time consuming process is rarely done privately.

Kore Markings

Carving Kore Markings can be used to imbue an object with Kore. Carving allows an artist (Arcane Knowledge and Drawing skills of level 6 each) to create a Kore Marking on an object thus imbuing that object with a specified Kore power. The artist must be in possession of some type of tool with which they can carve into the object. The artist rolls 6 dice against a TN of 8. If the roll is a success, the object wears a Kore Marking and gains the power of the marking.

Similarly to the Korlock Witch, the artist carving the markings actually loses a

piece of their essence as it is removed and placed into the item. The artist will suffer a decline in physical appearance very similar to that of a Korlock Witch (see Negative Impact of Kore Magic on page 3.33) as well as losing -1 point of Health permanently (although more Health can be purchased with XP).

In Game Crafting

Crafting in a gaming session should be handled by the GM in a way that does not slow down game play. Crafting should be handled as a mini-game and should be a background event to what is happening in the campaign. If several players are intent on crafting items then a crafting session is a good idea. Crafting sessions consist of the characters attempting to find materials and then sitting around creating the items they need.

The whole of crafting is left fairly wide open. The GM is responsible for handling crafting and preventing it from becoming a bogged down mess.

Chapter 6

Combat

COMBAT

Overview

Sooner or later your character or group is going to be placed in some sort of danger that will require combat to solve. Combat entails not only physical combat but also such things as social combat and vehicle combat.

Initiative

In order to determine initiative and turn order, all combatants must make a Focus roll. A PC's Focus is determined by adding the characters Agility plus Dexterity plus Wits and dividing the outcome by 3. (Agility + Dexterity + Wits) / 3. The characters Focus score should be written on the character sheet.

Example: Gron has an Agility score of 3, Dexterity of 2 and a Wits score of 2. 3+2+2=7. 7 / 3 = 2.3 (round to nearest) so Gron has a Focus score of 2. When rolling for initiative Gron will roll 2d10.

Each combatant makes their Focus roll. The highest Focus roll is considered the initiative winner (1st place) and the lowest roll the loser (last place). After the rolls are made, the scores are noted and then place markers (found in the back of this book) are given to each participant. These markers dictate the player's standings in the combat sce-

nario for that round. The first place marker goes to the highest Focus roll and the last place marker goes to the lowest Focus roll. Scores between first and last place receive subsequent markers based on their Focus roll standing.

The 1st place initiative winner may choose to act in the combat round at any time. They may choose to go first, last, second, fourth, etc. The last place winner receives no preference and has to take their turn first during the combat round. Higher Focus rolls get to take precedence in choosing turn order over those with lower scores.

Example: Arik, Gron and Hume are involved in combat with one another. Each makes a Focus roll for initiative. Arik gets a 5, Gron gets a 7 and Hume gets a measly 3. Gron is the initiative winner and gets first place, Arik gets second place with his 5 and Hume takes third place with his 3. Gron may take his turn whenever he chooses because he had the highest roll and thus, was the initiative winner. Arik, in second place gets turn preference over Hume (If Gron and Arik wish to take their turns at the same time, Gron has precedence). Hume has no turn preference and must either take his turn first or after Gron and Arik.

All combat participants roll for initiative at the beginning of each combat round. If a tied roll occurs, take the next highest die between those who have tied. Continue to do this until someone wins. If the next highest dice fail to resolve the tie, the character with the highest Total XP wins.

Rounds and Turns

Combat is divided into segments of time called rounds and turns.

Turns

Each participant in a combat scenario receives at least one turn during the combat round (unless things like stun, KO, etc. are applied). Turns indicate actions such attacking, defending, moving, casting a spell or using a skill. Turns are determined by the initiative roll.

Rounds

Rounds are the culmination of all combat participants taking their turns.

Combat Ratings

There are two types of combat ratings which are Melee Combat Rating (MCR) and Ranged Combat Rating (RCR).

MCR

Melee Combat Rating is the characters combat rating with a melee weapon. Any melee weapon used in combat will contribute to the character's MCR.

To find your MCR
(Melee Weapon Skill + Brute + Agility) / 3 = MCR (round up).

Melee Weapon Skills are; One-Handed Weapons, Two-Handed Weapons, Thrown Weapons and Bare Knuckle.

The TN for all melee attacks is 2. If the attack does not exceed 2 it is considered an automatic miss. A roll of 1 is an automatic miss.

RCR

Ranged Combat Rating is the character's combat rating with ranged weapons. Any ranged weapon used in combat will contribute to the character's RCR.

To find your RCR **(Ranged Weapon Skill + Dexterity) / 2 = RCR (round up).**

Ranged Weapon Skills are; Missile Weapons and Firearm.

MCR and RCR can never get below 1. All characters get at least 1 die to roll for all MCR/RCR checks with any weapon and the roll carries a -3 penalty.

Ranges

Ranges are divided into 6 categories. The first five categories apply to hand held weapons while category 6 applies to siege weapons.

Range 1: Melee, close, small weapons
Range 2: Melee, far, pole arms (5-10 feet)
Range 3: Medium, crossbows (11-30 feet)
Range 4: Distant, long, firearms and bows (31-75 feet)
Range 5: Extreme, firearms (76-200 feet)
Range 6: Siege Range, siege weapons   (201+ feet)

Rolling Against Opponents

If you are taking action against another person (such as another PC or an NPC) you will be rolling against the opponents roll.

Example: Gryax decides he will take a stab at Ramond with his sword. Gryax has a Melee Combat Rating (MCR) of 3 so he rolls 3d10. Gryax rolls 3,6,9 giving him a 9. Ramond also has an MCR of 3 and rolls 1,4,6 giving him a 6. Gryax successfully hits Ramond.

Anytime there is a tie, defense wins.

Calculating Damage

Damage is derived from the numbers rolled for an attack minus the number rolled to defend. (Hit – Defend = Damage.)

Example: Earlier, Gryax rolled a strike of 9 and Ramond had a Dodge of 6. To find the damage subtract the 6 from 9 and you get 3. Gryax delivered 3 points of damage to Ramond.

Rolling Doubles and Triples

If you roll doubles, triples, quadruples etc and they are the highest numbers rolled, you take the number rolled and add the number of dice the number was rolled on.

Example: John attacks and rolls 4d10. John rolls 4,5,6,6. John has doubles so he takes the 6 and adds 2 (the number of dice on which 6 appeared. This gives John a total of 8.

Burning the Dice
Burning Dice During Combat

Burning the Dice refers to the act of sacrificing a portion of the dice on your roll in order to achieve an added effect. When you burn dice you give up part of your roll in exchange for an effect. These effects can be anything from added damage on a strike, disarming an opponent on a parry or even cutting down the time it takes to craft an item. Burning dice add another element to game play by allowing players to take fate into their own hands and gamble with the outcome.

Example: Yohn decides to attack Krul. Yohn decides he will attack and use the ability "Great Bash" which requires Yohn to burn two dice on his attack roll. Yohn has an MCR of 4 and burns two dice which leaves him to roll 2 dice. Yohn rolls 8,10. Krul fails to defend and is hit by Yohn. Yohn receives all bonuses associated with "Great Bash" because his roll was a success.

Burning Dice with Kore Abilities

Almost all Kore abilities allow you to burn dice to enhance the outcome of an effect.

Like all dice burns, you sacrifice some of your dice in order to get a greater reward on a successfull action. Burning dice with Kore abilities can increase range, damage, duration etc.

Armor

Armor works by taking part of the damage from a strike. Armor has an Armor Rating (AR) which is a number from 1 (weakest) to 10 (strongest). The AR is the amount of protection the armor gives. The AR is how much damage the armor will absorb in a single strike.

Example: Gryax is wearing armor with an AR of 4. Ramond hits Gryax doing 7 points of damage. Gryax armor takes 4 points of the damage and the remaining three are subtracted from Gryax's health.

Armor also has Damage Capacity (DC) which is a measure of how much damage the armor can take. Each time the armor is hit it loses DC.

Example: Gryax's armor took 4 points of damage. Subtract 4 from the total DC of the armor to find the remaining DC of the armor.

Critical Failure

If at anytime the number of 1's rolled exceed the amount of all other dice, the result is considered a fumble. It is not considered a fumble if the number of 1's are equal to the other dice (like 1,1,4,5).

Example: Melkem has a MCR of 4 and rolls 1,1,1,3. Melken has a critical failure.

In physical combat, a Critical Failure results in the weapon taking damage and the character who failed being left open, allowing an opportunistic attack.

Critical Failures occurring during Kore use are covered in each of the Kore Abilities sections.

Dodge and Parry
Melee Dodge

In order to successfully dodge a melee attack, the character must be aware that they are under attack. A melee dodge is performed by rolling the characters Agility. Dodges can be performed against melee and ranged attacks (although ranged attacks carry stiff penalties) as well as some Magical and Psionic attacks.

Example: Crax has an Agility score of 3 and rolls 2,5,7. Crax has a 7 for the dodge.

A dodge does not necessarily mean that the target has dodged the attack, but rather the attack missed.

Melee Parry

A parry is performed by rolling the characters MCR. Parries can be performed with weapons or shields against melee and ranged attacks. Shields can sometimes be used against certain magic and Psionic attacks.

Example: Crax has an MCR of 2 and rolls 2,5. Crax has a 5 for the parry.

Parry Rules and Weapon Size

During combat it is inevitable that at some point combatants will face off with weapons of varying size and as such, some will be advantaged and other disadvantaged according to the size of the weapon and the distance at which the weapon is used.

Weapons of similar sizes have greater ease of being used to parry while weapons of greatly differing sizes often take penalties when attempting a parry. Use the following chart to determine weapon parry penalties according to size. This applies to melee combat only.

Size Difference	Parry Penalty
+1/-1	-2 dice
+2/-2	-4 dice
+3/-3	impossible

Missile/Firearms Dodge

In order to successfully dodge a ranged attack, like a bullet or an arrow, the character must be aware they are being shot at (otherwise no dodge attempt is allowed), secondly the character must have somewhere to dodge to (meaning jump behind something, duck into a corridor, roll to the side etc.) In order to meet the criteria of recognizing the at-tack, a character must make a Wits check. If the Wits check is successful the character may then make a dodge attempt.

Dodging Missile Weapons works like this…

Example: Someone attacks your character with an arrow and misses. You are now aware that you are under fire so you can make a dodge attempt. The person attacking with the bow must roll the appropriate TN for the range at which they are attacking. In this case the range is 4 which carries a TN of 8. So the attacker has to roll higher than an 8 to hit. This time the attacker rolls a 10. Now you can try and dodge. Your dodge attempt is rolled as normal and if unsuccessful, damage is done as normal.

TN for Ranged attacks is dependent on the distance to the target. Use the following chart to determine the TN of the ranged attack.

Missile/Firearm TN Chart

Range	TN
1	5
2	6
3	7
4	8
5+	9+

Shields and Missile Weapons

Parrying with a shield against a projectile attack (which includes missiles, thrown weapons and firearms) allows the defender to receive a +1 die bonus to their Parry MCR score. This is because of the large size of a shield. (Caution: Most ranged weapons have

the capacity to pass right through a shield.)

Dodging Magic

Spells that affect a target directly can be resisted by the target making a successful Wits check to avoid the magic effect. Projectile spells, (like a fireball), can be dodged by the target making an Agility check. Spells that affect an area cannot be dodged. Targets within the affected area are subject to the effects of the spell as long as they are in the affected area.

Dodging Psionics

Psionics that affect a target directly (like Mind Shaft) can be resisted by the character making a Wits check to avoid Psionic effect. Psionics which manipulate physical properties (like an energy blast) can be dodged by the target making an Agility check. Psionics that affect an area cannot be dodged or resisted. Targets within the affected area are subject to the effects of the spell as long as they are in the affected area.

Dodging Prayers

Prayers which do damage directly to a target can only be avoided by a successful Wits check versus the prayer. Prayers which have a physical effect (like a projectile effect) can be dodged by the target making an Agility check.

Resistances

When attempting to resist something such as death, stun, poison, toxins, magic, psionics etc. the character makes the appropriate attribute check against the TN. To avoid the effects of a direct attack, roll against the TN (the TN is the number rolled on the attack).

Example: Zeek attacks Gronis with a poison strike and rolls an 8. In order to avoid the effect of the poison Gronis must make an Endurance check versus the poisons TN (TN 8 from Zeeks roll).

Resistance checks made in combat (against a TN) are made after the dodge or parry roll. If the dodge/parry attempt is a success no Resistance roll must be made. If the dodge/parry roll fails, then the resistance check would be made.

Sometimes a situation may come up that requires a resistance roll which has no set TN. To determine the TN of an unopposed resistance roll, use the following chart.

Difficulty	TN
Easy	2-4
Moderate	5-7
Hard	8-9
Difficult	10+

Common Resistance Checks

The following are a list of common resistances and the attributes used to make the check.

Resist vs.	Attribute
Death, Stun, KO	Endurance
Magic, Prayer, Psionics	Agility/Wits
Poison/Toxin	Endurance

It is important to note that the resistance oppositions listed on the chart are by no means all that you will ever come across as you play. The GM should decide when and with what attribute resistances a resistance roll is made.

Weapon Proficiencies

With a Weapon Skill level of 3 or more, characters can purchase Weapon Proficiencies which add damage to the strike. There are three levels of proficiency each with an increase in damage and an increase in XP cost. The damage from a weapon proficiency is added to the damage total of the strike.

Example: Gunther rolls a 9 to hit Konto. Konto rolls a 5 to defend. Gunther's weapon does +5 damage, so Gunther does 4 (difference between attack and defense) +5 (weapon) which comes to 9. Gunther also has a Weapon Proficiency with the weapon he used. The proficiency is +3 damage. So, Gunther's attack does a total of +12 damage.

Weapon Proficiencies are covered on page 4.19.

Drawing a Weapon

To draw a weapon, roll your characters Dexterity against the bulk of the weapon. If the roll succeeds the character may attack in that turn. If the roll fails the character cannot attack but may parry or dodge. The roll must be greater than the Bulk rating.

Example: Brit attempts to draw his sword which has a bulk of 4. Brit has a Dexterity of 3 and rolls 1,2,5. Brit's 5 beats the bulk of 4 and the sword is out and ready to strike that turn.

Moving Attacks

Moving Melee Attacks

Characters attempting moving melee attacks (like running, jumping etc.) lose 1 die from their MCR.

Example: Brit decides he will run and attack Golan in the same turn. Brit has an MCR of 4 and loses 1 die reducing his MCR to 3 for the attack.

Moving Ranged Attacks

Characters attempting moving ranged attacks lose 2 dice from their RCR.

Example: Golan attempts to run and shoot his bow. Golan has an RCR of 3 and loses 2 dice giving him an RCR of 1 for that attack.

Grappling in Combat

To perform a grapple you must be at a range of no more than 1 from the grapple target. If Gryax is attempting a grapple, he must make a Bare Knuckle MCR roll (this can be countered by the targets Bare Knuckle MCR opposition roll). If Gryax's roll is a success, the target has been grabbed.

Hold: Gryax decides to hold the target. To successfully hold the target Gryax must make a Brute check against the opponent's Brute check. If Gryax wins the check the target is still held. If Gryax loses the check the opponent breaks free.

Take Down: Gryax decides to take the opponent down. Gryax makes another Bare Knuckle MCR check (opponent makes Bare Knuckle MCR opposition roll). If Gryax wins, he successfully takes the opponent down. If Gryax loses the opponent breaks free.

Pinned Combat

If Gryax has taken the opponent down and wishes to pin the opponent he must make a Brute check. If the check is a success (opponent makes an opposition roll) the target is pinned. If Gryax fails his check the opponent breaks free.The pinned combatant receives -2 dice on all Bare Knuckle MCR rolls while the pin is in effect.

If multiple people are attempting holds or pins, their MCR rolls are added together and can only be broken if the opponent manages to roll higher than the combined total.

Close Quarter Combat

Close Quarter Combat refers to combat that takes placed within tight or cramped confines. Any area that presents a difficulty for melee weapon combat should bring with it a CR penalty for the attack roll. This penalty is based on the weapon size.

Size	Penalty
1	None
2	-1 die
3	-1 or -2 die
4	-2 or more dice

Flanked Combat

Attempting to defend against a flanked attack results in the loss of at least -1 die during the defensive roll.

Wounds in Combat

Health is kept track of in points. When a living creature receives damage a certain amount of health is subtracted. When a living creature's health reaches 0 the creature is unconscious. When the creatures health drops below 0 they are considered dead. Sometimes in combat it will be necessary to note specific damage which results in wounds. Wounds are based on the amount of damage done relative to the creatures total Health. For instance, if a Giant at full Health received 10 points of damage, the wound would be less severe than if a dog at full Health received 10 points of damage.

In order to determine the wound level for an injured creature (character) simply divide the creature's total health by 3. This creates a tiered system of three categories. When all the health is lost for that wound level the individual increases to the next wound level. If 3 does not divide evenly into the Health number the remaining Health points are given to the normal wound level (0).

Wound System

Health Loss	Wound Level	Penalties
0-33%	0	none
34-66%	1	-1 health per hour, -2 PE per hour
67-100%	2	-2 health per hour, -4 PE per hour

The loss of health from wounds should be attributed to bleeding (whether external or internal) or some other type of damage that depletes health over time. This type of health loss can be overcome by making a successful Resist Death (Endurance) check (in many cases) once a round until the damage is healed.

Example: Dantis the Monster Slayer has a total of 30 Health. 30 / 3 = 10. So every time Dantis loses 10 Health points, he will increase 1 wound level.

Exhaustion

As Exhaustion points (either ME or PE) decrease, a character becomes more and more tired, worn, less intuitive and less aware of his/her surroundings. When Exhaustion points reach 0 a character is considered exhausted. Exhausted may mean physically tired, starving, dehydrated etc depending on the cause of the exhaustion. Once 0 Exhaustion has been reached, the characters health begins to deteriorate at a rate of d5 points per day. If the character is injured or sick the daily health deterioration rate may increase.

Eating

Eating prevents loss of Exhaustion Points. A character must eat at least once in a 24 hour period or suffer an exhaustion loss of d5 points. Eating restores exhaustion points lost from hunger (full recovery in 20 minutes).

Drinking

Drinking fluids prevent loss of Exhaustion points. A character must drink water or some other fluid at least twice a day or suffer an exhaustion loss of d5 + 2 points. Drinking restores exhaustion points lost from lack of fluid (recovery in 10-20 minutes).

Sleeping

Sleeping prevents loss of Exhaustion points. A character must sleep at least 5 hours in a 24 hour period or lose d5 exhaustion points. Sleeping restores Exhaustion points lost from lack of sleep.

Resting

Resting prevents loss of Exhaustion points and can be used to regain lost exhaustion points (although not as effective as sleeping). Rest is considered any down time the characters participate in (like sitting around, having a meal, non-exertive activities).

Exhaustion modifiers

As your character becomes more and more exhausted certain modifiers apply.

Exhaustion Level	Level	Physical Checks	Mental Checks
50% Exhausted	1	-1 die	-1 die
75% Exhausted	2	-2 dice	-2 dice
Exhausted	3	-3 dice	-3 dice

Damage Types

There are no standards for how to apply these different wound types. Basically, each level should represent a 25% increase in Wound damage to a specific area. Use these charts only as a reference to guide wound damage.

Light Damage 01-25%
Moderate Damage 26-50%
Heavy Damage 51-75%
Severe Damage 76%+

Crush, Impact, Blunt Damage

Crush, Impact and Blunt damage refers to damage caused by blunt weapons such as hammers and maces or weapons which inflict any type of blunt damage.

Damage Level	Outcome
Light Damage	Bruised, knot may form, painful to the touch only for a wimp.
Mod. Damage	Badly Bruised, pain to the touch, surrounding pain, maybe a broken bone
Heavy Damage	Broken Bones, badly bruised, skin is broken, intense pain, tissue damage, limb is useless
Severe Damage	Crushed bone, skin is ripped, pain is awful, internal bleeding, severe tissue damage, muscle damage, limb is destroyed, most likely unconscious

Cut, Slice, Slash Damage

Cut. Slice and Slash damage generally refers to damage caused by bladed weapons likes swords and daggers or weapons which cut.

Damage Level	Outcome
Light Damage	Scratched, a little blood, a little pain
Mod. Damage	Deep cut, lots of blood, intense pain,
Heavy Damage	Deep gash (to the bone or worse), intense pain, copious amounts of blood, tissue damage, limb is useless (if still attached),
Severe Damage	Sliced into, damage is so severe that the limb is severed into, fountains of blood, pain is indescribable, unconscious

Energy Damage

Energy damage encompasses damage such as shocks, lightning and electricity. Energy damage generally does 2x the amount of damage to targets wearing metal (like armor).

Damage Level	Outcome
Light Damage	Light shock, a little pain,
Mod. Damage	Intense pain, moderate burn, tissue damage,
Heavy Damage	Intense pain all around the wound area, severe tissue damage, severe burn (to the bone), limb is useless, smoke is rolling up
Severe Damage	Blasted apart, damage is so severe that the limb is blown apart, severe pain, severe tissue damage over most of the body, most likely unconscious

Fire Damage

Fire damage generally does extra damage after the initial attack due to the burning effect. Fire attacks are assumed to ignite combustible materials if more than 2 points of damage is done. Fire generally burns and does 2 points of damage per round under normal conditions.

Damage Level	Outcome
Light Damage	1st degree burn, minor pain, redness, a little swelling
Mod. Damage	2nd-3rd degree burn, intense pain, skin is

	burned or badly blistered, intense pain, limb is nearly useless from pain, scaring is inevitable
Heavy Damage	4th-5th degree burn, burned to the muscle, incredibly severe pain (probably unconscious), major tissue or organ damage, severe scarring is inevitable
Severe Damage	6th degree burn, charbroiled, skin is blackened and smoking, unconsciousness is almost emanate, severe organ and tissue damage, pain is devastating, scarring is guaranteed, most likely incapacitated, internal bleeding, organ failure

Severe Damage	ness, blood, tissue damage, possible organ damage 100% penetration (may have exited opposite the entrance wound), incredible amounts of pain, severe bleeding, swelling, tissue and organ damage is likely, most likely incapacitated, internal bleeding, ruptured organs

Pierce, Impale, Gore Damage

Pierce, Impale and Gore damage refers to damage that is caused from puncture types wounds. Weapons that do this type of damage are spears, tridents and some bladed weapons.

Damage Level	Outcome
Light Damage	Skin is slightly pierced, scratched, like a thorn or pin prick
Mod. Damage	Outer layer of skin is pierced, severe pain, swelling, redness, some blood
Heavy Damage	Skin is deeply pierced, intense pain and swelling, red-

Body Hit Locations

When a strike is successful, roll to see where the strike hit. If the location is armor protected apply armor rules. If the location is unprotected, take damage directly from Health. (NEED TO CREATE A FAST LOCATION CHART FOR GM—-this will be separate from the book).

General Hit Chart (d100)

Roll	Location
01-20	Arm
21-40	Leg
41-85	Torso/Back
86-00	Head*

Special Hit Notes:
*If the targets head is hit and more than 30% total health damage is done the target must roll Resist Death/Stun (Endurance) or be knocked unconscious for d3 rounds.

Arm Hit Location Detailed (d100)

Roll	Location
01-15	Hand*
16-20	Wrist*
21-35	Forearm
36-40	Elbow
41-65	Upper Arm
66-00	Shoulder

Special Hit Notes:
* If the targets hand or wrist is hit and the target is holding an object in that hand, they must make a Dexterity check to avoid dropping the object. A failed roll results in the object being dropped.

Leg Hit Location Detailed (d100)

Roll	Location
01-15	Foot*
16-50	Lower Leg
51-70	Knee
71-00	Thigh

Special Hit Notes:
*If the targets foot is hit, they must make an Agility check to avoid taking a movement penalty. If the check is failed the targets movement is reduced to half the normal movement. The time that this penalty is enforced is damage based.

Torso Hit Location Detail (d100)

Roll	Location
01-05	Collar Bone
06-50	Chest
51-80	Abdomen
81-95	Hip
96-00	Groin

Head Hit Location Detail (d100)

Roll	Location
01-40	Skull
41-45	Eye
46-50	Ear
51-60	Nose
61-70	Face
71-75	Mouth
76-85	Chin
86-95	Throat
96-00	Neck

Special Combat Conditions
Babbling

Babbling refers to uncontrolled disoriented speech which generally makes no sense and has no purpose. Babbling can result from severe fear or shock usually. The individual babbling is usually unaware of their garbled speech.

Blinded (No Light)

Unable to see. Agility in MCR check is lost (melee weapon skill + brute / 3). Agility attribute checks are reduced to one die. While blind the character moves at half speed and losses half MCR dice to hit anyone at melee range. Targets outside of melee range are impossible to hit.

Confused

If a character becomes confused roll d10 to determine the outcome.

Roll	Outcome
1-2	**Nervousness.** The character (creature) becomes nervous and attempts to run away.
3-4	**Stunned.** The character (creature) is unaware of what is happening and stands still and unready.
5-6	**Normal Action.** The characters (creature) behavior does not change in any way.
7	**Head Clouded.** The character (creature) is lost mentally and resorts to cowering and/or babbling.
8	**Attack.** The character (creature) attacks someone at random.
9	**Attack.** The character (creature) attacks an object (like a tree).
10	**Attack.** The character (creature) attempts to attack the closest living thing.

Cowering

Cowering refers to ones state of sheer hopelessness in which the individual ceases to defend or attack or attempt any type of evasion tactic and simply hides in a ball. Cowering is usually a result of immense fear, hopelessness, shock etc. Individuals cowering are unable to attack, dodge or parry.

Deaf

Unable to hear. Deaf characters receive no Agility score on initiative checks (unless the opponent is head-on). It is considered impossible for a deaf character to make any type of listen check.

Elevation (higher)

Attacking or defending from an elevated position gives the individual a bonus of +1 die.

Elevation (lower)

Attacking or defending from a lower position carries a penalty of -1 die.

Fog (dense)

Dense fog is considered fog that has a visibility of only a few feet. Targets outside of the visible range are considered to be in 'blind" space. Attempting to attack unseen targets results in blind modifiers.

Dim Light

Dim light refers to light that illuminates, but just barely. All attacks and defense within the area of dim light receive penalties of -2 dice.

Knock Out

The individual is knocked unconscious. Sometimes this can be avoided by a resist KO (Endurance) check. Unconsciousness can last for a single round to hours.

Mud

Mud slows the movement of an individual and makes attacking and defending more difficult. All movement in mud (at least ankle deep) is reduced by half. All movement in near knee high levels is reduced to a crawl.

Nauseated

Stomach is dramatically upset. A nauseated character takes a -1 die on all attack and defense rolls. Nauseated individuals lose -1 die on all Psionic and magic attempts due to lack of concentration.

Panic

Uncontrollable fear. Panicked characters (creatures) lose all sense of rationality and attempt to run from the situation or somehow escape the situation through screaming, hiding or freezing up. There is a 50% chance that whatever item the character has in hand will be dropped upon fleeing. If a panicked character or creature is cornered they will hunker down and are unable to attack or parry.

Rocky Terrain

The terrain is rocky and uneven. Combat and movement is made more difficult because of this. Movement is reduced by 20% and all melee attacks lose -1 die.

Stunned

Stuns generally occur from damage. A stun can occur from the loss of several wound levels, several points of health or having the breath knocked out. Stuns can last from 1 turn to several rounds. A stun occurs automatically if more than 50% damage is done to a target in a single turn.

Underwater

Swimming underwater reduces an individual's normal swim speed by half. All combat rolls for underwater attacks and defense are penalized -3 dice. Ranged attacks are effective at a range of 10 feet or less.

Water (knee high)

Knee-high water slows the movement of an individual and makes attacking and defending more difficult. A penalty of -1 should be applied to all melee attacks and defense. Ranged weapons receive no penalty to attack but load time is doubled. Movement is cut in half.

Water (waist high)

Waist-high water slows the movement of an individual and makes attacking and defending more difficult. A penalty of -2 should be applied to all melee attacks and defense. Ranged weapons receive no penalty to attack but load time is doubled. Movement is cut in half.

Table of Size Modifiers

The following table is used to determine any to hit bonuses (with ranged weapon) when attacking creatures of sizes larger or smaller than normal human size. Whenever attacking creatures of sizes larger or smaller than human with ranged weapons refer to this chart. (Most creatures will list the Modifier to Hit next to the creature's size in the notes section).

Ranged Weapon Modifier Table

Creature Size	Modifier to Hit
Gigantic	+3 dice
Massive	+2 dice
Huge	+1 dice
Large	None
Man	None
Small	-1 die
Tiny	-2 dice
Mini	-3 dice

Example: Garret the Monster Slayer is attacking a Massive sized monster with a composite bow. While in normal range of the beast, Garret receives +2 dice to hit on every attack

he makes. If Garret were attacking a Mini sized creature he would receive -3 dice to hit.

Moving Targets

Special modifiers apply to moving targets. The faster a target is moving the more difficult it is to hit while stationary targets receive no speed modifiers. The modifiers given on the following chart pertain to ranged weapons with a target within the weapons normal range.

Speed Type	Actual Speed	Modifier to Hit
Stationary	Non-moving	none
Slow	1-10 mph	none
Moderate	11-30 mph	none
Fast	31-60 mph	-1 dice
Quick	71-100 mph	-2 dice
Blink	101+ mph	-3 dice

Example: Garret is attempting to shoot a flying monster with his composite bow. The monsters size is Huge which gives Garret a bonus of +1 die to hit. The creature is moving at 25 mph which carries a penalty of -1 die to hit. The modifiers cancel one another and Garret receives no bonuses or penalties to attack while the creature is moving at 25 mph. Garret attacks and misses. The creature is scared by the attack and increases its speed to 35 mph. The creature is still within normal range of Garret's weapon so he still receives the +1 bonus to hit because of the creatures size. However, the creatures speed has increased its difficulty to hit and Garret receives a penalty of -2. Garrets overall modifier to hit the creature is now -1.

Called Shots

It is inevitable that during play someone will wish to call specific shot for a specific area. Called Shots, because they are focused directly on a specific point, incur penalties due to the difficulty; however, missing a called shot doesn't necessarily mean missing the entire target, a failed called shot is simply a miss on the specified area.

Called shots for melee combat should not exceed -2 dice to hit.

Called shots for ranged combat should not exceed -4 dice to hit.

Normal Dodge and Parry rules apply to called shots and receive all normal modifiers associated with them.

Mounted Combat
Mounting
In order to successfully mount a ride the, character must make a Control Mount test against a TN of 4. Characters without the Control Mount skill must make an Agility check against a TN of 7. If the roll fails the character fails to successfully mount the ride and another attempt must be made. Each attempt uses 1 turn.

Mount Dexterity Check
When riding a mount and attempting an attack, a character must successfully make a Agility check against a TN of 6 to see if they can ride with one or no hands in order to attack. A successful check allows the rider to ride with one or no hands and attack at will. A failed attempt means the rider is unable to release control of the mount during that round.

Mounted Melee Attack

Mounted Melee attacks gain no bonus to hit when the mount is standing still. If the mount is moving at a half run the rider receives a penalty of -1 dice to hit and if the mount is travelling faster than half speed, the rider receives a penalty of -2 dice to hit.

Mounted Ranged Attacks

Mounted Ranged attacks gain +1 die bonus to hit when the mount is standing still. If the mount is moving at a half run the rider receives a penalty of -2 dice to hit and if the mount is travelling faster than half speed, the rider receives a penalty of -3 dice to hit.

Using Kore While Mounted

It is possible to cast spells while mounted, however, the effect of the spell may greatly disturb the mount (say fire flies from your hands past your horses head). Spell effects that may disturb the mount require the rider to make a Control Mount skill check or otherwise lose control of the mount. The use of Kore Psionics and Prayer are also dependent on the animal's reaction and should be handled similarly to Kore Spells.

The activation of Kore Markings while mounted will always provoke a response from the creature and always require a successful Control Mount check. Failure to make this check results in the mount going out of control.

Falling from a Mount

If you fall from a mount you must make an Agility check or land hard and take damage. Damage sustained from a mount fall is always 1 unless otherwise stated. The TN to land soft (taking no damage) from a mounted fall is 5.

Example: Gryax falls from his horse. The TN is 4. Gryax rolls his Agility score which is 2. Gryax rolls 3,7. Gryax successfully beats the TN and takes no damage from the fall.

If you are knocked from a mount you receive a -2 dice penalty to your Agility check. If your Agility score is reduced to 0 you receive no check and automatically suffer 1 point of damage for landing hard.

Falling

Falling is considered an out of control movement. If the Agility roll is failed, the character suffers damage.

Fall Distance	TN	Damage
10 ft or less*	4	n/a
11-20ft	6	d10
21-30ft	8	2d10
31-35ft	10	3d10
36+ ft	n/a	4d10+

*A maximum of 1 point of damage.

Mount Control

Keeping a mount under control is vital to remaining on the mount. If a mount is startled or frightened, injured or angry it may result in the rider being forced to make a control check. Every mountable creature has a Handling statistic which is a measure of how many dice may be rolled in order to bring the mount under control (the Control Mount skill is added to this number and the total is the number of dice rolled). Control checks are rolled against a TN

based on the severity of the mounts discomfort. Use the following chart as a basis for determining mount control TNs.

TN	Circumstance
2-3	Mild discomfort or mildly frightened. Easy to get under control.
4-5	Moderate discomfort or moderately frightened.
6-7	The mount is annoyed, angered or frightened to a degree that makes it somewhat difficult to gain control.
8-9	The mount is extremely annoyed, frightened, injured etc. Difficult to get under control
10-11	The mount is severely frightened, angered, injured etc. The mount is very difficult to control
12+	The mount is basically impossible to get under control.

If a mount suffers more than 50% damage it has an automatic control TN of 10. If more than 75% damage is done to the mount it is considered impossible to get it under control.

Mount Loss of Control

Failure to make a successful Control Mount check results in the mount going out of control. Use the following table to determine the outcome of a mount gone out of control.

Roll	Outcome
1-2	The Mount becomes scarred and bucks or thrashes wildly.
3-4	The mount moves at full speed in the opposite way of what startled it. The mount will move on this course until it feels it is out danger.
5-6	The mount becomes aggressive and may thrash about or buck wildly. The mount may attack anyone within range due to the confusion.
7-8	The mount becomes angry and acts wildly. The mount will at
9-10	tack anyone nearby (including the rider if the rider falls). The mount is deeply disturbed and will attempt to buck the rider (rider must make an Agility check or be thrown).

Vehicle Combat

At some point during the game, vehicles will probably come into play. Although most vehicles encountered will wagons, carts or small boats, it is important to understand how rules apply to vehicle combat.

Vehicle Attributes

Add your Control Vehicle skill to the attribute of the vehicle to determine the number of dice to roll.

Handling

The vehicles general steering and ability to swerve and turn is called Handling. Add your Control Vehicle skill to the vehicle's Handling attribute to determine how many dice you roll. In order to avoid losing control once rammed and maintaining general control, you make a Handling check..

(Vehicle Handling + Control Vehicle)/2

Example: York is driving a wagon with a Handling score of 2. York has a Control Vehicle skill of 4. (4 + 2) / 2 = 3. York will roll 3 dice to make his control roll.

Damage Capacity

The DC is how much damage a vehicle can take. When a vehicle's DC score reaches 0, the vehicle is considered destroyed and inoperable.

Ram

Ram is the number of dice rolled to determine if you successfully ram another vehicle or target. Add your Control Vehicle skill to the vehicles Ram score to determine how many dice you roll. A successful ram does damage to the target vehicle. To determine damage, multiply the MoS of the Ram by the speed of the vehicle doing the ramming. A Ram is opposed by the target's Ram roll.

(Ram + Control Vehicle)/2 opposed by (Ram + Control Vehicle)/2

Example: Two wagons are side by side. The first wagon is driven by Nat and the second is driven by Garek. Nat decides to ram Garek so he rolls his Ram number. The wagon has a Ram of 2. Nat has a Control Vehicle score of. (2 + 2) / 2 = 4. Nat rolls an 8. Garek decides to avoid the Ram and rolls his vehicle's Handling which is 2. Garek has no Control Vehicle skill so he rolls only 1 die. (2 + 0) / 2 = 1. Garek gets a 5 which fails to beat Nat's score of 8. To determine the damage done by the Ram, take the MoS of the Ram which was 3 (8-5) and add it to the speed of the wagon doing the ramming. In this case the wagon was going about 15 mph so the damage is 3 x 15= 45. Garek's wagon takes 45 points of damage.

Social Combat

Social Combat takes place in any type of social situation in which an outcome can be determined by the use of certain social skill or attributes. (Commonly used skills are Bluff and Manipulation while the common attributes are Wits and Charisma). The situation may encompass things like; bribery, diplomacy, coercion, seduction, etc. Participants in social combat use their abilities to do social damage. Social Combat consists primarily of rolling dice (conversation should be added as a role playing plus, players who choose to use conversation along with dice rolling should be awarded XP if the conversation is in line with their character).

The Goal of Social Combat

The goal of social combat is to reduce the opponents ME score to zero in order to get the desired outcome. Each participant rolls their appropriate skill or attribute and the scores are compared. The MoS is used to determine how many points of damage are done to the opponents argument (argument points are measured in Mental Exhaustion). (A tie represents a moot point and neither combatant loses any ME.) When an opponents ME is reduced to 0, they have lost the argument (Mental Exhaustion is only reduced to 0 for the Social Combat, after combat, it returns to the state at which it was before combat began). The winner of the argument chooses the outcome…

How Social Combat Works

1. The GM determines if Social Combat is necessary.

2. Offensive and Defensive positions are determined. (Offense is usually the

instigator or whoever is making the first action).

3. The offensive side makes their argument for the first round and the defense is allowed to retort.

4. The GM awards bonus or penalty dice to both sides based on the strength or weakness of their arguments.

5. The offensive side declares what skill or attribute they will be rolling and if necessary why that particular skill or attribute. The defense also declares what skill or attribute they will be rolling.

6. Each side rolls their dice. The MoS of the winning roll is determined and ME points are removed from the losers score.

7. Steps 3-6 are repeated until one side is reduced to 0 ME.

When to Use Social Combat

Social Combat should be used only for situations where it is deemed necessary. Not every situation requires a Social Combat conflict resolution through dice rolling. Many social encounters can be handled by a yes or no. Extremely simple situations involving an argument may not require any roll at all and the GM just hands the victory to the character if an attempt is made (a situation trying to sway a gambling addict to play a game of cards may require no roll). Extremely difficult situations may be impossible to sway (a situation trying to sway the arch overlord to give up his evil ways and become good would be futile) and would require no dice roll.

Determine Offense and Defense

The GM determines which side is offensive and which side is defensive. The offense should always be the side that instigates social combat. Someone offering a bribe or attempting to seduce someone would be an example of offense. Those being subjected to the bribe or the seduction would be the defense.

Social Arguments and Combat

Each side makes an argument for their case. This should be done in the role of the character. (Some dumb brute who has little social skill will most likely present a weak argument while an experienced debater of high intelligence will most likely present a much better argument). Staying character during a Social Combat should reward XP (not doing so should award no XP). Based on the arguments presented, the GM decides if any dice are to be awarded or penalized from either side.

After the arguments are made, all combatants must declare the skill or attribute they will be using in social combat. Bonuses and penalties are applied to the declared skill or attribute.

Offense and Defense each roll their designated dice. The MoS of the highest roll is determined. The MoS of the roll is the damage that is done to the losing side. Damage is removed from the losers ME score. (In the case of a tie, the Defense deals 1 point of damage).

Arguments and dice rolling are then repeated until one side has been reduced to 0 ME. At this time the victor is determined.

Social Combat Modifiers

Certain factors may be involved in a social situation. In a Bribe for example, what is offered for the Bribe would have a consequence. For example, in the scenario with Daryl and Clyde, perhaps Daryl decided he would offer Clyde a minimal amount of money (like 1 copper piece). The GM should decide what factor the bribe plays in the amount of dice rolled. The attitude of the defense determines the dice modifiers that are applied to the offensive roll. The following chart should be used to help determine Social Combat dice modifiers.

Defensive Attitude	Offensive Modifier
Easily Influenced	+1 die (or more)
Moderate Level	n/a
Difficult to Influence	-1 die (or more)

Easily Influenced would represent a combat opponent who didn't really care about the outcome of a situation. In the case of a Bribe, the person doing the Bribe might get an extra die to roll.

Moderate Level would represent an opponent who was fairly neutral. In this case no modifier would apply.

Difficult to Influence would represent an opponent who was strong willed about the argument. This person would be more difficult to sway and thus, as in the case of a bribe, the briber may suffer a penalty when rolling.

Conversation Modifiers

Although the rolling of dice is an integral part of Social Combat, the conversation that goes along with the rolling of dice can be equally beneficial or destructive. Those who make good points or present an articulate argument during social combat should awarded an extra die on the roll while those who bring about bad points or have a weak argument may be penalized a die.

(Using the conversation modifier rules is at the GMs discretion and should be employed with tact during social combat. Some players may not be able to articulate an argument as well as others. This should have little bearing on their characters skill however. Sometimes it is best to have a group vote to decide if the conversation modifier rules should be employed during Social Combat.)

Multiple Combatants

Multiple combatants in Social Combat each take on a role of either offense or defense. The combatants then pursue social combat as normal until one side (either offense or defense remains). The side whose ME scores have all dropped to 0 is the loser of the combat scenario.

Substituting Skills and Attributes in Social Combat

While Social Combat relies heavily on the use the Manipulation skill and the Wits attribute, there may be circumstances when other skills and attributes are needed. Some circumstances may call for the use the Bluff skill or the Charisma attribute depending on the type of action taken and the type of response to the action. Players should be allowed to make a case for the skill or attribute they wish to use. The GM should make the final decision on which skill or attribute is most appropriate for the situation. Skills and attributes used during Social Combat can be changed at any time to allow another skill or attribute to be used in place.

Chapter 7

Rewards and Loot

Overview

As characters interact in the world they gain Experience Points (XP) which are used as a measurement to show just how experienced the character is in the world. Experience can also be used to purchase specific character upgrades. Characters use experience to gain in the areas they see fit. This flexible system allows the player to design their character how they wish as their character gains more and more XP.

Level Increases rewards

Skill Points, Weapon Skill Points, Health Increase, Kore Increase (if applicable), Check Modifiers, Charisma Modifiers, Exhaustion Bonuses.

Total Experience

Total Experience is the total experience accumulated over the lifetime of the character.

Experience Bank

Experience Bank is how much experience is available to purchase upgrades. XP Bank is Experience which can be spent.
Experience is spent at the end of the gaming session preferably.

How is Experience Rewarded?

Experience Points are awarded for numerous things in game. Successfully accomplishing goals and tasks reward experience but so does failing (because failing is still experience). The following list includes a ways to award XP. It is the GMs responsibility to keep track of player XP throughout the game (use the XP record sheet provided in the back of this book). The following list contains 13 different ways in which XP can be obtained. The numbers that follow represent the average amount of XP gained from the action.

Experience Reward Chart

1. Participates in gaming session:25

2. Contributes to the game: 10-15

3. Remains in character...
 Occasionally: 8-10 points
 Half the time: 15-20 points
 Almost always: 30-35 points

4. Reasoning or insight: 10-20

5. Resolving a situation primarily through dice rolling: 10-15

6. Resolving a situation primarily through planning and executing the plan: 20-50

7. Resolving a situation primarily through role playing: 30-60

8. Resolving a situation through teamwork: 20-40

9. Failing to resolve a situation through skills
rolls and combat: 5-8

10. Failing to resolve a situation through planning and executing the plan: 8-12

11. Failing to resolve a situation primarily through role playing: 15-25

12. Characters role playing goal is reached: 20-40

13. Doing something unique, cool or unexpected: 10-40

Average gaming session may grant about 400-500 XP. Some gaming sessions may be worth much more XP and some may be worth less depending on the time played and the type of session.

Players may use gained XP whenever the GM sees fit. This should usually take place before or after a session to ensure that the session runs smoothly. XP should always be awarded after a session.

For those who want a more "fair" approach you can give all participants a set number of XP at the end of each session. This should be based on how fast you want the characters to increase and what happened during the session. (If the characters just sat around and argued they would receive less XP than if they joined together in a plan and executed the plan.)

The following chart can be used to roughly estimate character advancement based on XP gains per session.

XP Advancement Chart

Per Session	Advancement Type
200 or less	Extremely Slow
200-400	Slow
400-500	Recommended
500-700	Fast
700+	Power Gamer

Experience Purchases

XP is used to not only measure the experience of your character but also to upgrade your character. Experience Points in your characters XP Bank is used like currency to select and buy upgrades for your character. These upgrades can be anything from Health and Kore upgrades to Skill upgrades to Attribute increases. The following section outlines XP value and upgrade costs.

Skill Level Purchases

Skill Levels (Per Point)
Normal Skills and Weapon Skills can be purchased with XP. Each skill must be purchased by level.

Example: Dragus wishes to upgrade his Bluff skill. Dragus currently has a level 2 Bluff skill. Dragus must purchase level 3 at a cost of 200 XP. If Dragus has enough XP in his XP Bank, he may then purchase Bluff at level 4 for 300 XP.

Skill Level	XP Cost
1	100
2	150
3	200
4	300
5	400
6	550

Health and Kore

Health and Kore points can be purchased with XP at a cost of 50 XP per point.

Example: Herec wishes to purchase 3 Health points. 3 x 50 = 150. Herec must pay 150 XP from his XP bank in order to purchase the Health.

After a PC reaches 50 points of health, each point thereafter costs 100 XP. After 75 Health/Kore, Health/Kore points cost 200 XP per point. After 100 Health/Kore, Health/Kore points cost 500 XP each.

Weapon Proficiencies

When purchasing a weapon proficiency, indicate the weapon type. The weapon the proficiency was purchased for should be written on the character sheet. A character must have a minimum skill level of 3 in order to purchase a level 1 weapon proficiency for a particular weapon. (In order to purchase a level 2 proficiency the character must have a weapon skill of at least 4, level 3 proficiency requires a weapon skill of at least level 6).

Level	Hit/Parry Cost	Damage/Cost
1	+1 die /250	+1/250
2	+2 dice /350	+2/350
3	+3 dice /450	+3/450

Attribute Purchases

Brute, Endurance, Agility, Dexterity, Wits and Charisma.
A human can attain a maximum attribute level of 6 in any of the six attributes.

Level	XP Cost
2	300
3	400
4	500
5	600
6	700

Kore Abilities

Kore Abilities such as Prayer, Psionics, Markings and Magic can be purchased with XP in the exact same way that non-Kore skills are purchased. To determine the XP cost for a new Kore ability, multiply the Skill Level Required x 100. The result is the amount of XP required to purchase the ability. (Some Kore abilities have other requirements, e.g. Kore Markings require an artist. Kore ability requirements are found in the specific class section of each ability…Psionics are in the Ragewine section, Spells are in the Korlock Witch section, Markings are in the Kineck May section and Prayer is in the Monah section.

Example: Turis wishes to purchase a Kore Magic spell which has a Skill Level Requirement of 4. (4 x 100 = 400). The total cost of the skill is 400 XP.

Non-Kore Abilities

Many abilities in this game are based on training, experience, power and sheer might. These types of skills are not based on Kore and have specific costs which are listed with each ability. Unlike Kore abilities, Non-Kore abilities can generally be purchased by just about any character (even Kore Users).

Creating Advanced Level Characters

This section covers the creation of characters that do not start at level 1.

Award a set number of XP per level (usually between 500-1,000) and multiply by the number of levels. Consider that a typical gaming session is generally worth 400 or 500 XP.

Loot

In order to determine you will use the following set of charts. It is best if loot is rolled prior to the gaming session (by the GM) in order to save time and allow for smoother game play. Sometimes the players may wish to roll during game play. This should be decided by the group as a whole.

The Loot Rating Chart
Each Monster has a specific loot rating which is based on the material items of value that the monster possesses. To use the Loot Rating chart, find your Monsters Loot Rating (Loot Rate) and then apply the modifiers to each subsequent roll on the later charts; Item Size (Size), Item Quality (Qual.), Item Condition (Cond.), Item Appearance (App.).

After Charts 1-4 are rolled, add the outcome of the Mod numbers (the lowest is always at least 1) to find the overall value rating. Use the Determine Value chart to indicate which Value Table to roll on.

Example: The character just defeated a "Slash Monger" which had a loot rating of 4. The group has decided that the players will roll for Loot. It is found that the Slash Monger was carrying four random items so the players will each roll for one item. John goes first. He rolls on the size chart and gets a 6. Loot Rating of 4 carries a -1 penalty for size so John has a 5 for Size which is Medium and has a Mod of +3. Next, John rolls on the Quality Chart and roll a 4 which is equal to a Mod of +2. Next Condition rolls 5 which is Mod +3, and finally Appearance 8 which is Mod +4. Now John adds all of the Mod numbers together so he has 3+2+3+4= 12. John finds 12 in the Determine Value chart which directs him to roll on the Loot Value Table.

Loot Rating Chart

Loot Rate	Size	Qual.	Cond.	App.	# of items
1	-4	-3	-3	-4	1
2	-3	-2	-2	-3	1
3	-2	-1	-1	-2	1-2
4	-1	0	0	-1	1-4
5	0	0	0	0	1-4+1
6	0	0	0	0	1-6
7	+1	+1	+1	+1	1-6+1
8	+1	+1	+1	+1	1-10
9	+2	+1	+2	+1	1-10+1
10	+2	+2	+2	+2	1-10+2

Chart 1 (Size)

Roll	Size	Mod
1-2	Tiny	+1
3-4	Small	+2
5-6	Medium	+3
7-8	Large	+4
9-10	Huge	+5
11-12	Enormous	+6

Chart 2 (Quality)

Roll	Quality	Mod
1-2	Poor	+1
3-4	Common	+2
5-6	Fine	+3
7-8	Exceptional	+4
9-10	Masterpiece	+5
11-12	Perfection	+6

Chart 3 (Condition)

Roll	Condition	Mod
1-2	Damaged	+1
3-4	Decent	+2
5-6	Good	+3
7-8	Exquisite	+4
9+	Flawless	+5

Chart 4 (Appearance)

Roll	Size	Mod
1-2	Dull	+1
3-4	Simple	+2
5-6	Expensive	+3
7-8	Ornate	+4
9-10	Breath Taking	+5
11-12	Awe Inspiring	+6

Chart 5 (Determine Value)

Value	Chart
4-5	Value 1
6-7	Value 2
8-9	Value 3
10-11	Value 4
12-13	Value 5
14-15	Value 6
16-17	Value 7
18-19	Value 8
20	Value 9
21	Value 10
22	Value 11
23	Value 12

Loot Value Table (d10)

Using the following charts, find the Value Rating of the item and roll d10 to determine the value of the item.

Loot Value 1-4

Roll	Value 1	Value 2	Value 3	Value 4
1	1 cp	5 cp	1 sp	2 gp
2	3 cp	10 cp	3 sp	5 gp
3	5 cp	15 cp	5 sp	10 gp
4	7 cp	1 sp	10 sp	15 gp
5	10 cp	3 sp	15 sp	20 gp
6	1 sp	5 sp	2 gp	20 gp
7	3 sp	10 sp	5 gp	25 gp
8	5 sp	15 sp	10 gp	25 gp
9	10 sp	2 gp	15 gp	30 gp
10	15 sp	5 gp	20 gp	35 gp

Loot Value 5-8

Roll	Value 5	Value 6	Value 7	Value 8
1	20 gp	35 gp	60 gp	100 gp
2	25 gp	40 gp	75 gp	125 gp
3	25 gp	40 gp	75 gp	135 gp
4	30 gp	50 gp	85 gp	145 gp
5	35 gp	60 gp	85 gp	160 gp
6	35 gp	60 gp	100 gp	175 gp
7	40 gp	75 gp	125 gp	200 gp
8	40 gp	75 gp	135 gp	220 gp
9	50 gp	85 gp	145 gp	240 gp
10	60 gp	85 gp	160 gp	260 gp

Loot Value 9-12

Roll	Value 9	Value 10	Value 11	Value 12
1	175 gp	275 gp	550 gp	1,000 gp
2	200 gp	300 gp	575 gp	1,100 gp
3	220 gp	325 gp	600 gp	1,200 gp
4	240 gp	350 gp	625 gp	1,300 gp
5	260 gp	375 gp	650 gp	1,400 gp
6	275 gp	400 gp	700 gp	1,500 gp
7	300 gp	425 gp	750 gp	1,750 gp
8	325 gp	450 gp	800 gp	2,000 gp
9	350 gp	475 gp	850 gp	2,250 gp
10	375 gp	500 gp	900 gp	2,500 gp

Random Item Chart

Each of the following items corresponds to a separate chart with a list of that item type. To determine a random item on the following list, roll d100 and then go to the corresponding chart to find the item.

Roll	Item
01-15	Jewelry
16-25	Gem
26-35	Map
36-45	Potion
46-55	Poison
56-60	Artifact
61-80	Weapon
81-95	Armor
96-00	Kore Item

Jewelry List (d100)

Jewelry can consist of everything from necklaces and bracelets to crowns and pendants. Roll d100 and use the following chart to determine the type of jewelry found.

Roll	Jewelry
01-03	Diamond Earrings
04-06	Diamond Necklace
07-09	Diamond Ring
10-12	Diamond Tiara
13-15	Emerald Earrings
16-18	Emerald Ring
19-21	Gold Anklet
22-24	Gold Armlets
25-27	Gold Chain
28-30	Gold Crown
31-33	Gold Earrings
34-36	Gold Necklace
37-39	Gold Pendant
40-42	Gold Scepter
43-45	Golden Brooch
46-48	Jeweled Anklet
49-51	Jeweled Armlets
52-54	Jeweled Brooch
55-57	Jeweled Crown
58-60	Jeweled Earrings
61-63	Jeweled Gloves
64-66	Jeweled Necklace
67-69	Jeweled Pendant
70-72	Jeweled Ring
73-75	Jeweled Scepter
76-78	Pearl Necklace
79-81	Ruby Earrings
82-84	Ruby Ring
85-87	Silver Anklet
88-90	Silver Armlets
91-93	Silver Brooch
94-96	Silver Chain
97-00	Silver Earrings

Gem List (d100)

Gems refer to any valuable or rare stone. Roll d100 and match the gem type given on the following chart.

Roll	Gem
01-05	Agate
06-10	Amber
11-15	Amethyst
16-20	Aquamarine
21-25	Beryl
26-30	Citrine
31-35	Diamond
36-40	Emerald
41-50	Garnet
51-55	Jade
56-60	Jasper
61-65	Moonstone
66-70	Onyx
71-75	Opal
76-80	Pearl
81-85	Ruby
86-90	Sapphire
91-95	Topaz
96-00	Tourmaline

Maps

In order for one to decipher a treasure map one will need the Drawing skill. On the following chart, MR indicates the Monster Rating of the creature that dropped the map. Map Level indicates the maximum level of map that can be found on the creature.

MR	Map Level
1-2	1
3-4	2
5-6	3
7-8	4
9	5
10	6

Map Types

Maps can lead to new and secret places, buried treasure or other adventures. Use the following chart to determine the type of map found.

Roll	Type of Map
1-3	Location (Rural)
2-4	Location (Urban)
5-6	Castle/Stronghold
7-8	Dungeon/Cave
9-10	Treasure

Treasure Map Value

X marks the spot, but what exactly is X and what is the treasure? To determine treasure, take the Map Level, which will indicate how many items are found at the site. Then determine the Loot Value of each item. (This is done in the exact same way as Loot Ratings for monsters.)

Level	Items	Loot Rating
1	1-3	1-2
2	4-5	3-4
3	6-7	5-6
4	8-9	7-8
5	10+	9-10
6	10+	11-12

As map levels increase, so should the difficulty in finding and obtaining the treasure. Upper level maps will often lead into perilous places where those who hid the treasure surrounded their wealth with traps, monsters and other safe guards to keep greedy bandits and treasure hunters from obtaining it. GMs should determine a maps loot before the adventure begins as high level maps have a great deal of items which require time to "produce."

Random Potions

In order to determine random potions roll d10 on the following chart.

Roll	Type of Potion
1	Agility Potion
2	Antidote Potion
3	Aqua Tonic
4	Brute Potion
5	Elixir of Coagulation
6	Elixir of Life
7	Haunts Tonic
8	Neutralizer
9	Sleeping Potion
10	Truth Potion

Random Poisons

To determine random poisons, roll d10 on the following chart.

Roll	Type of Poison
1-2	Feeble Poison
3-4	Weak Poison
5-6	Moderate Poison
7-8	Strong Poison
9	Severe Poison
10	Deadly Poison

Artifacts

Artifacts are items which are considered very rare. When an artifact is found it should be noted on the character sheet next to the item. Artifact values are determined like all other loot. Because of the rare nature of an artifact, double the value for any artifact found.

Roll	Artifact
01-05	Ancient Amulet
06-10	Ancient Map
11-15	Ancient Text
16-20	Book
21-25	Ebony Amulet
26-30	Ebony Statue
31-35	Gem
36-40	Glass Eye
41-45	Historic Amulet
46-50	Ivory Amulet
51-55	Ivory Statue
56-60	Jewelry
61-65	Magic Item*
66-70	Meteorite
71-75	Painting
76-80	Armor*
81-85	Sinew Statue
86-90	Stone Carving
91-95	Tablet
96-00	Weapon*

*Loot value is x4.

Weapon Lists

Roll	Weapon Type
01-15	Bare Knuckle
16-25	Firearm
26-40	Missile
41-55	One-Handed
56-70	Two-Handed
71-85	Thrown
86-00	Shield

Bare Knuckle Weapons

Roll	Weapon
01-33	Iron Knuckles
34-66	Lead Gloves
67-00	piked Knuckles

Firearm Weapons

Roll	Weapon
01-21	Eagle Rifle
22-40	Rifle (3 shot)
41-60	Scattergun
61-80	Scattergun (dbl)
81-00	Single Shot Pistol

Missile Weapons

Roll	Weapon
01-20	Composite Bow
21-40	Crossbow
41-60	Crossbow (heavy)
61-80	Longbow
81-00	Sling

One-Handed Weapons

Roll	Weapon
01-08	Axe (hand)
09-16	Club
17-24	Club (spiked)
25-32	Flail
40-48	Knife/Dagger
49-56	Mace
57-64	Pick Axe
65-72	Rapier
73-80	Scimitar
81-88	Short Spear
89-95	Short Sword
96-100	Whip

Shield Weapons

Roll	Weapon
01-25	Bracers
26-50	Heater Shield
51-75	Kite Shield
76-100	Round Shield

Thrown Weapons

Roll	Weapon
01-20	Dart
21-40	Shuriken
41-60	Spear
61-80	Throwing Axe
81-100	Throwing Knife

Two-Handed Weapons

Roll	Weapon
01-10	Bardiche
11-20	Claymore
21-30	Halberd
31-40	Lance
41-50	Long Sword
51-60	Staff
61-70	Trident
71-80	War Axe
81-90	War Club
91-100	War Hammer

Armor

Roll	Armor
01-15	Leather Armor
16-25	Jack Armor
26-40	Chain Armor
41-55	Plate Armor
56-70	Culorian Monk Suit
71-85	Assassin Armor
86-00	Scale

Armor Piece*

Roll	Piece
01-15	Helm
16-25	Arms
26-40	Torso
41-55	Legs
56-70	Gauntlets
71-85	Gorget
86-00	Other

*Not all pieces apply to all types of armor.

Kore Items

Roll	Item
01-02	Boots of Agility
03-04	Boots of Water Walking
05-06	Bottomless Bag
07-08	Chalk of Doors
09-11	Chest of Secrets
12-14	Cloak of Night
15-17	Cloak of Transparency
18-20	Gauntlets of Brute
21-23	Gauntlets of Endurance
24-26	Gloves of Dexterity
27-29	Gloves of Striking
30-33	Helm of Great Health
34-36	Hood of Wits
37-55	Kore Armor
56-75	Kore Weapon
76	Lute of Discordance
77	Magic Coin
78	Magic Flute
79	Mask of Ditto
80-90	Ring, Necklace, Bracelet
91-97	Wand
98-00	Wig of Charisma

Chapter 8

NPCs

NPCs

Overview

The following section contains rules for Hirelings and a list of NPCs who can be quickly inserted into any adventure setting or any campaign. The NPCs are all generic enough to fill the most common slot for random encounters with townsfolk and travelers.

NPCs

NPCs refer to non-player characters. These are individuals who exist in the gaming world (such as people, monsters etc.) who are controlled by the GM instead of the players.

The following section gives a list of common NPCs along with attributes and other useful information.

NPC Attributes

Initiative
Initiative indicates how many dice the NPC rolls for initiative.

Health
Health indicates how many points of Health the NPC has.

Mental Exhaustion (ME)
ME is the number of points the NPC has before they become mentally exhausted.

Physical Exhaustion (PE)
PE is the number of points the NPC has before they become physically exhausted.

Armor
Armor indicates any armor the NPC is wearing along with the AR and the DC.

Resistances
Any immunities or resistances the NPC has.

Attacks
Any attacks the NPC has along with MCR/RCR, range and damage.

Brt, End, Agl, Dex, Wit, Chr
The NPC's attributes. All NPCs have a score of at least 1.

Skills
The NPC's skills and skill level.

Hire
Hire indicates the NPC's propensity for employment along with the average hiring fee. The hiring fee given is based on the daily wage.

Special Loot
Special Loot indicates any loot or items the NPC owns.

NPC Adjustments

Using the existing Templates for NPCs, the GM can adjust scores to fit the level of the campaign being run. The GM can add or subtract NPC scores, skills, weapons etc. as they see fit for their campaign.

Hirelings

Hirelings are any NPCs that can be hired by a Player Character. Characters can only hire NPCs if they have enough follower slots as determine by their Charisma score.

Charisma	Max. Hirelings
1	2
2	6
3	10
4	14
5	18
6	24+

No character can hire an NPC who has a higher Charisma score than their own.

Example: Serg has a Charisma score of 5. Serg can only hire NPCs who have a Charisma of 5 or less.

Hiring

Attempting to procure the service of a Hireling often requires Social Combat in order to coerce them into following.

Hirelings can be hired if they are paid their required wage. A Hireling will demand at least half the total pay up front and the remainder after service has been rendered. Depending on the type of work, the Hireling may also require room and board (the GM should determine whether the normal pay is part of this or not).

Hirelings are only loyal to the degree that their employers are charismatic. This means that the higher the characters Charisma the less likely an NPC is to quit on the job. The GM must determine whether or not a Hireling may become disloyal by the circumstance. In the case that a Hireling decides to break the agreement both the employer and the employee partake in Social Combat. The PC may be able to coerce the NPC into remaining in employment if they are victorious in social combat.

Academic

Focus: 1
Health: 12, **ME:** 8, **PE:** 12
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 1, range 1, damage 1

Brt: 1, **End:** 1, **Agl:** 1,
Dex: 2, **Wit:** 4, **Chr:** 1

Skills: Any 2-3 Knowledge skills, Evaluate 1, Reading/Writing 2
Hire: 12-15 silver pieces per day
Special Loot: clothes, book(s), 10% chance drop knife

Academics include everyone from to teachers to professors to historians. These individuals tend to have high intelligence (therefore a high Wits score) and are well studied. Academics usually have jobs which are non-labor jobs such as teaching, scientific work, administrative work etc.

Bandit

Focus: 2
Health: 14, **ME:** 4, **PE:** 12
Armor: none
Resistances: none
Attacks:
One-Handed Weapon: MCR 2, range 1, damage: weapon dependent.

Brt: 2, **End:** 2, **Agl:** 1,
Dex: 1, **Wit:** 1, **Chr:** 1

Skills: Bluff 1, Hide 1, Evaluate 1
Hire: 4 silver pieces per day
Special Loot: Weapon carried, clothes, backpack, 50% chance drop knife

The Bandit NPC template encompasses all types of bandits, thugs, underlings, etc. Bandits are generally inclined to be law breakers and will respond favorably to requests that are illegal, unethical or immoral. Bandits are rarely educated and resort to the more nefarious jobs in life in order to survive.

Blacksmith

Focus: 1
Health: 15, **ME:** 4, **PE:** 15
Armor: none
Resistances: none
Attacks:
One-Handed Weapon: MCR 2, range 1, damage is weapon dependent.

Brt: 3, **End:** 3, **Agl:** 1,
Dex: 2, **Wit:** 1, **Chr:** 1

Skills: Blacksmithing 3, Item Lore 2
Hire: paid per job, average wage is 4 silver pieces per day
Special Loot: clothes, smiths tools, weapon carried

The Blacksmith NPC template is designed specifically for NPC blacksmiths. Blacksmiths are skilled in the area of metal work and understand and have the ability to manufacture everything from candelabras to armor and weapons. Most villages of any significance have at least one blacksmith.

Bounty Hunter

Focus: 3
Health: 13, **ME:** 4, **PE:** 13
Armor: Leather (various)
Resistances: none
Attacks:
One-Handed Weapon: MCR 3, range 1, damage is weapon dependent

Brt: 2, **End:** 3, **Agl:** 2,
Dex: 1, **Wit:** 1, **Chr:** 1

Skills: Bluff 2, Hide 2, Move Silent 1
Hire: 15 silver pieces per day
Special Loot: weapon carried, armor, clothes, knife,

The Bounty Hunter is an NPC who makes a living off of bounties placed on the heads of others. Bounty Hunters are known for their fierce reputations of bringing criminals and other wanted figures to justice. Bounty Hunters are extremely familiar with the places they live. They keep tabs on who comes and goes and generally stay in the shadows, accepting jobs in secret and then executing the job with great professionalism.

Child

Focus: 1
Health: 5, **ME:** 2, **PE:** 5
Armor: none
Resistances: none
Attacks: none

Brt: 1, **End:** 1, **Agl:** 1,
Dex: 1, **Wit:** 1, **Chr:** 1

Skills: Hide 3,
Hire: n/a
Special Loot: clothes

The Child template is for a typical human child. Children in cities are often orphaned and live in groups using numbers to overwhelm their adversaries. Children in smaller towns and villages tend to be farmers and work the fields from a very young age.

Constable

Focus: 2
Health: 14, **ME:** 8, **PE:** 14
Armor: Leather torso
Resistances: none
Attacks:
One-Handed Weapon: MCR 3, range 1, damage is weapon dependent

Brt: 3, **End:** 2, **Agl:** 1,
Dex: 1, **Wit:** 1, **Chr:** 2

Skills: Control Mount 2, Forensics 3, Tracking 2
Hire: 6 silver pieces per day
Special Loot: clothes, weapon carried, knife, armor

The Constable NPC is the authority in most small towns and locals. Constables generally have a deputy who works alongside them. The Constable is generally the tough guy of the town who is honest and demands respect. Villagers will often pressure those of strength to take on the role of Constable.

Drunk

Focus: 0
Health: 12, **ME:** 3, **PE:** 8
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 1, range 1, damage +1

Brt: 1, **End:** 1, **Agl:** 1,
Dex: 1, **Wit:** 1, **Chr:** 1

Skills: none
Hire: not for hire
Special Loot: clothes, bottle

The Drunk NPC is a template for the common town drunk. These NPCs are often dirty, vulgar and somewhere at the bottom of a bottle. The Drunk NPC is often looking for a fight or a handout or another drink.

Explorer

Focus: 1
Health: 12, **ME:** 6, **PE:** 12
Armor: none
Resistances: none
Attacks:
One or Two-Handed Weapon: MCR 2, range 1-2, damage is weapon dependent
Missile Weapon: MCR 2, range is weapon dependent, damage is weapon dependent

Brt: 1, **End:** 2, **Agl:** 2,
Dex: 1, **Wit:** 2, **Chr:** 2

Skills: Drawing 2, Hide 1, Orientation 3, Tracking 2,
Hire: 1 gold piece per day
Special Loot: weapons carried, clothes, backpack, maps

The Explorer is an NPC that is highly trained in the skills of land exploration and as such the Explorer makes a great guide for PCs new to an area. Explorers are often versed in cartography and orienteering as well as hunting and tracking.

Farmer

Focus: 1
Health: 12, **ME:** 5, **PE:** 16
Armor: none
Resistances: none
Attacks:
One or Two-Handed (farm type weapon): MCR 1, range 1, damage is weapon dependent

Brt: 1, **End:** 2, **Agl:** 1,
Dex: 2, **Wit:** 1, **Chr:** 1

Skills: Control Mount 2, Tailoring/Weaving 1, Veterinary 2, Farm related skills; plant knowledge, growing cycles etc. 3
Hire: 3 silver pieces a day
Special Loot: clothes, weapon carried

The Farmer is an NPC which makes a living from raising crops and animals. Farmers often own or lease a parcel of land on which they have their farm. Most farms in the world are plots of land handed out by the ruling King to peasants. In return for the land and crops, the peasants are forced to pay taxes which consist of animals and crops to the King.

Fisherman

Focus: 1
Health: 12, **ME:** 4, **PE:** 12
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 1, range 1, damage +1

Brt: 2, **End:** 2, **Agl:** 1,
Dex: 1, **Wit:** 1, **Chr:** 1

Skills: Orientation 3, Fishing and related skills 3
Hire: 3 silver pieces per day
Special Loot: clothes, small boat, fishing equipment

Fishermen are those people who make their livings from the seas and rivers of the world. Fisherman are adept at sailing and all things concerning fishing, boats, knots etc. Fishermen are extremely familiar with the surrounding areas (especially the water) and know the best locations for fishing and any places to avoid.

Foreman

Focus: 2
Health: 12, **ME:** 5, **PE:** 12
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 2, range 1, damage +1

Brt: 2, **End:** 1, **Agl:** 1,
Dex: 1, **Wit:** 2, **Chr:** 1

Skills: Evaluation 3, Organizational and leadership skills 2
Hire: 1 gold piece per day
Special Loot: clothes, 50% chance drop knife

The Foreman is an NPC who directs the actions of general laborers on a job site. A Foreman directs and disciplines the workers under their command as well as relaying information directly to the job director. The Foreman's main priority is to ensure that work goes smoothly on a job, that the job is done on time and that their employer is happy with the work taking place. As a leader, the Foreman generally has more work experience and more education than a typical laborer.

Gambler

Focus: 1
Health: 12, **ME:** 5, **PE:** 12
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 1, range 1, damage +1

Brt: 1, **End:** 1, **Agl:** 1,
Dex: 3, **Wit:** 2, **Chr:** 2

Skills: Bluff 3, Evaluation 2, Manipulation 2
Hire: 12 silver pieces a day
Special Loot: clothes, flask

The Gambler is an NPC who makes their living from playing games of chance. Gamblers rely on their ability to read body language and their ability to bluff in order to accumulate wealth and survive day to day. Gamblers are often rough characters as the world of taverns and gambling halls can be quite violent.

Healer

Focus: 1
Health: 12, **ME:** 8, **PE:** 12
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 1, range 1, damage +1

Brt: 1, **End:** 1, **Agl:** 1,
Dex: 2, **Wit:** 2, **Chr:** 3

Skills: Anatomy 3, Forensics 2,
Hire: 9 silver pieces per day
Special Loot: robes, herbs, mortar and pestle

The Healer is one of the most respected and renowned of all NPCs found in towns and cities. Healers use their knowledge of herbs and anatomy in order to restore lost health from damage and disease. A good Healer is a fine addition to any small town and benefits the community greatly.

Hunter

Focus: 2
Health: 14, **ME:** 5, **PE: 14**
Armor: none
Resistances: none
Attacks:
Ranged Weapon: RCR 3, range is weapon dependent, damage is weapon dependent
Bare Knuckle: MCR 2, range 1, damage +1

Brt: 2, **End:** 2, **Agl:** 1,
Dex: 3, **Wit:** 1, **Chr:** 1

Skills: Forensics 1, Hide 2, Taming 2, Tracking 3
Hire: 1 gold piece per day

Special Loot: weapons carried, clothes, backpack, tent, knife

The Hunter is an NPC who relies on his/her knowledge of the wilderness and animals to make a living. Hunters use their weapon skills (usually missile weapons) to procure hides and meat from wild animals. Hunters are an integral part of any community as they offer a variety of foods and resources that cannot be obtained otherwise.

Laborer

Focus: 1
Health: 12, **ME:** 4, **PE:** 12
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 2, range 1, damage +1
One-Handed Weapon: MCR 1, range 1, damage is weapon dependent

Brt: 2, **End:** 2, **Agl:** 1,
Dex: 1, **Wit:** 1, **Chr:** 1

Skills: Masonry 2, Woodworking 2
Hire: 3 silver pieces per day
Special Loot: weapon carried, clothes

The Laborer NPC is any NPC which makes a living from doing manual labor. Laborers include; carpenters, masons, lumberjacks, custodians, and farm hands. Laborers are always looking for work and make large projects possible. Although many laborers are hard workers, they require direction and as such need constant supervision (in the form of a job foreman).

Merchant

Focus: 1
Health: 10, **ME:** 6, **PE:** 10
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 1, range 1, damage +1

Brt: 1, **End:** 1, **Agl:** 1,
Dex: 2, **Wit:** 2, **Chr:** 2

Skills: Evaluation 2, Item Lore 3, Reading/Writing 1
Hire: 3 gold pieces per day
Special Loot: clothes, merchandise, 50% chance drop knife

The Merchant NPC is any NPC who sells goods or services as their main form of income. Many merchants operate legitimate businesses which are heavily taxed by ruling parties. These heavy taxes have created a black market throughout the world that relies on untaxed trading and selling. Merchants generally have a great deal of knowledge concerning resources, shipping information, current trends in business and a history past markets. Merchants rely heavily on their connections with those in power and with those who operate outside the law. Most merchants in larger cities belong to merchant guilds.

Pirate

Focus: 2
Health: 12, **ME:** 5, **PE:** 12
Armor: none
Resistances: none
Attacks:
One-Handed Weapon: MCR 2, range 1, damage is weapon dependent

Bare Knuckle: MCR 2, range 1, damage +2

Brt: 2, **End:** 2, **Agl:** 1,
Dex: 1, **Wit:** 1, **Chr:** 1

Skills: Escapism 2, Evaluation 1, Tracking 1
Hire: 3 silver pieces per day
Special Loot: clothes, weapon carried, knife

The Pirate NPC refers to any NPC that makes a living on a pirate ship. Pirates are tough and hard characters who roam the seas and oceans of the world looking to steal and kill those that get in their way. Pirates travel by means of ship and generally operate solely on the water (although they do come ashore to raid small towns and villages). Pirates are always governed by a captain.

Pirate Captain

Focus: 2
Health: 12, **ME:** 5, **PE:** 12
Armor: none
Resistances: none
Attacks:
One-Handed Weapon: MCR 3, range 1, damage is weapon dependent
Bare Knuckle: MCR 2, range 1, damage +3

Brt: 2, **End:** 2, **Agl:** 1,
Dex: 1, **Wit:** 2, **Chr:** 2

Skills: Escapism 2, Evaluation 1, Tracking 1, Leadership skills 3
Hire: not for hire
Special Loot: weapon carried,

clothes, knife

The Pirate Captain is a seasoned pirate who knows the ways of pirating and is highly familiar with ships, sailing, the seas and naval combat. Pirate Captains have the tough job of controlling the men on their ships and keeping them happy through loot, fighting and women.

Pit Fighter

Focus: 3
Health: 18, **ME:** 5, **PE: 18**
Armor: varies
Resistances: none
Attacks:
Bare Knuckle: MCR 3, range 1, damage +3
One-Handed Weapon: MCR 3, range 1, damage is weapon dependent
Two-Handed Weapon: MCR 3, range 1-2, damage is weapon dependent

Brt: 3, **End:** 3, **Agl:** 2,
Dex: 1, **Wit:** 1, **Chr:** 2

Skills: Bluff 3,
Hire: 1 gold piece per day
Special Loot: clothes, leather straps, armor (if applicable)

Pit Fighters are highly skilled pugilists who participate in organized combat in arenas. The Pit Fighter NPC encompasses gladiatorial fighters as well as pugilists. These NPCs can be free men who fight for power , wealth and glory or they may be slaves and forced to fight for their lives and the glory of their masters.

Prostitute

Focus: 1
Health: 12, **ME:** 5, **PE:** 12
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 1, range 1, damage 1
One-Handed Weapon (small): MCR 1, range 1 damage is weapon dependent

Brt: 1, **End:** 1, **Agl:** 2,
Dex: 2, **Wit:** 1, **Chr:** 3

Skills: Manipulation 3, Poisons 2
Hire: 1 silver piece per hour
Special Loot: clothes, perfume, weapon carried

A Prostitute is a woman who sells her body sexually for money. The black markets throughout the world often deal with human lives and women (prostitutes or not) are worth large amounts of money in the system. Prostitutes usually organize with one another in a common residency (a brothel) in order to ensure safety and an established basis for clientele.

Religious Fanatic

Focus: 1
Health: 12, **ME:** 6, **PE:** 12
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 1, range 1, damage +1
One-Handed Weapon: MCR 1, range 1, damage is weapon dependent

Brt: 1, **End:** 1, **Agl:** 2,
Dex: 2, **Wit:** 2, **Chr:** 1

Skills: Arcane Knowledge 1, Item Lore 1, Reading/Writing 1
Hire: not for hire
Special Loot: clothes, weapon carried, religious symbol

Religious Fanatics are those NPCs who follow a certain organized religion (or cult) with blind devotion. Religious Fanatics almost always have a central power figure that dominates the group and directs the group in their pursuits.

Ringleader

Focus: 2
Health: 14, **ME:** 8, **PE:** 14
Armor: Leather (various)
Resistances: none
Attacks:
One-Handed Weapon: MCR 2, range 1, damage is weapon dependent
Two-Handed Weapon: MCR 2, range 1-2, damage is weapon dependent
Bare Knuckle: MCR 2, range 1, damage +2

Brt: 2, **End:** 2, **Agl:** 2,
Dex: 2, **Wit:** 2, **Chr:** 3

Skills: Control Mount 2, Evaluation 3, Manipulation 2
Hire: 3 gold per day
Special Loot: clothing, armor, weapons carried

A Ringleader is any NPC who controls a group of bandits, thugs or other untrained followers. The Ringleader is generally the individual who directs the group's efforts, comes up with the plans and governs over the internal workings ion a group. The Ringleader is almost always more intelligent than other members of the group.

Rogue

Focus: 2
Health: 12, **ME:** 4, **PE:** 12
Armor: Leather (torso or legs)
Resistances: none
Attacks:
Bare Knuckle: MCR 1, range 1, damage +1
One-Handed Weapon (dagger): MCR 2, range 1, damage is weapon dependent

Brt: 1, **End:** 1, **Agl:** 2,
Dex: 2, **Wit:** 1, **Chr:** 2

Skills: Hide 2, Lock Picking 2, Move Silent 2, Pick Pocket 3
Hire: 1 gold per day
Special Loot: clothes, weapon carried, lock picks, armor

The Rogue is an NPC trained in the arts of theft, deceit and treachery. Rogues can come in all forms, from petty thieves to cat burglars to highly skilled pickpockets. Rogues often work in organized groups which have many members. In larger cities there are established thieves guilds and other entities which promote safety in numbers and hire rogues.

Soldier

Focus: 3
Health: 16, **ME:** 6, **PE:** 16
Armor: Plate (various)
Resistances: none
Attacks:
One-Handed Weapon: MCR 3, range 1, damage is weapon dependent
Two-Handed Weapon: MCR 3, range 1, damage is weapon dependent
Bare Knuckle: MCR 3, range 1, damage +3

Brt: 3, **End:**,3 **Agl:** 2, **Dex:** 1, **Wit:** 2, **Chr:** 2

Skills: Control Mount 3, Orientation 3, Tracking 2
Hire: 3 gold per day
Special Loot: clothes, weapons carried, armor, orders

The Soldier NPC refers to any trained military unit. Soldiers generally have training in various types of combat, battle tactics and various types of warfare.

Villager

Focus: 1
Health: 10, **ME:** 4, **PE:** 10
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 1, range 1, damage +1
One-Handed Weapon: MCR 1, range 1, damage 1

Brt: 1, **End:** 2, **Agl:** 2, **Dex:** 1, **Wit:** 1, **Chr:** 1

Skills: Local Knowledge, 1 crafting skill (not jewelry) 1
Hire: 3 silver per day
Special Loot: clothes, 50% chance drop knife

The Villager template is a generic template for all types of generic NPCs. The guy on the side of the street or the lady in the shop could use the villager template. Villagers have no outstanding qualities to set them apart from other NPCs.

Wandering Minstrel

Focus: 1
Health: 10, **ME:** 4, **PE:** 10
Armor: none
Resistances: none
Attacks:
Bare Knuckle: MCR 1, range 1, damage +1
One-Handed Weapon: MCR 1, range 1, damage is weapon dependent

Brt: 1, **End:** 1, **Agl:** 1, **Dex:** 2, **Wit:** 2, **Chr:** 3

Skills: Music 3, Orientation 2, Reading/Writing 2
Hire: 1 gold per day
Special Loot: clothes, instrument, 75% chance drop knife

The Wandering Minstrel is an NPC who travels the land telling stories and singing songs about the exploits and adventurers of great heroes and diabolical villains. Wandering Minstrels are NPCs who use their talents with oration and music in order to survive. The people of small towns and villages have little to look forward to in life and the Wandering Minstrel is always welcome.

Chapter 9

Atlas Phaethos

Overview

Average Villager

The average person in the world is ignorant of most things outside his or her own community. Most people who live in small towns and villages will have knowledge of only their town and the area (about 10 mile radius) surrounding their town. Most of what is heard about the outside world comes to small towns from travelers and adventurers.

The average villager is illiterate and has nearly no education. Schools in most villages are unheard and in towns that do have them children will only attend for one or two years. A typical villager's skill set consists of mainly survival skills. Your average villager can farm and has a vast familiarity with the plants and animals they raise. Villagers are adept at foraging and have the ability to gather familiar foods such as wild plants and berries. They have minimal crafting skills which generally consist of making simple tools and repairing the tools they already own.

The average villager is superstitious and likely belongs to the local religion (whatever it is). Displays of magic, trickery, psionics, prayer or other uses of Kore will generally frighten a villager. Villagers will generally shy away from violence if confronted one to one (although in groups they can be dangerous).

The Average Village

The average village in Phaethos has a population of about 5 to 30 families. Villages generally exist within several miles of one another. Lines of communication are open between villages by means of traveler and trader passing from one to the next. Most villages are friendly with one another and rely on one another for information and trade.

Villages are made up almost entirely of farmers. There may be a small store where goods are sold but for the most part villages are fields, homes and barns. Farms have chickens, a milk cow (maybe a bull), dogs and cats and goats. Corn and wheat are grown along with other staple foods like beans and potatoes. Few luxuries can be found on a farm. Some farms also grow tobacco which is sold for extra money (this is generally the only income of the farm).

Most villages are located near a water source such as a creek, river, lake or sea. This provides many with a source of fish and other seafood. Boats and docks are common in waterfront villages.

Villages consist primarily of houses and barns, fences and sheds. Most buildings are a mix of stone and wood with thatch roofs. Most villages have a blacksmith and a merchant of some type. Artisans are scarce in smaller villages but may be found in larger more established places.

Villages have little defense and generally rely on a militia. If the village has a town hall, it will likely store several weapons of average quality which the militia has access to. Militias generally arm themselves with their own weapons such as pitchforks, shovels, hoes and axes (anything readily available). Each village exercises its own brand of justice which always consists of the majority vote. Outsiders will quickly find that causing trouble in a small town or village will bring about not only the wrath of the authorities but the entire town.

Townsfolk

Townsfolk refer to any people who live within a large populated area consisting of more than 500 people. Unlike village people, townsfolk generally have more education and more exposure to the outside world because of their surroundings. Townsfolk rarely leave the vicinity in which they were born but they do have more contact with the outside world because of the heavy amount of traffic passing through larger towns.

Townsfolk are not as superstitious as village folk although they do rely heavily on superstition. Outsiders are generally more welcomed by townsfolk as opposed to village people because of the amount of traffic in populated areas.

Townsfolk who own homes generally have their own gardens and raise their own animals (if space allows). Children in towns and cities are more likely to attend school and thus there are generally more educated.

Townsfolk tend to rely heavily on the authorities of their towns for safety and are less likely to take the law into their own hands. However, neighborhoods within towns and cities usually have their own citizen's militia which regulates crime and ill-behavior within the living area.

Towns and Cities

Towns and cities are concentrated areas of population generally which have 500 or more people living within a single space. Most towns and cities have grown up around a certain industry (like logging or mining) or are geographically located where they make great centers of trade (along rivers, crossroads or ports). Trade cities offer a plethora of goods and services due to the diversity of people coming through while secluded towns based on a single industry will have less services and a scarcity of some materials.

Towns and cities almost always have a central law enforcement of some sort. Law enforcement can be anything from an organized militia to a standing military to a private army. Towns and cities governed by a King will often be under the control of a central law enforcement agency which consists of people specifically appointed by the King.

Castles and Tyrants

Castles and Fortresses are common sites along the roads throughout the countryside. Inside these highly

fortified structures live the kings and the armies of the world. Not only do castles serve as military headquarters but they also serve as homes and the centers of commerce and trade for many areas.

Atlas of Phaethos

This list references numbers on the map...

1. 1,000 Islands
2. All Saints Range
3. Apocalypse Desert
4. Blackwood Forest
5. Boiling Sea
6. Bramblewood Forest
7. Daemon Lands
8. Daemon Mountains
9. Eastern Sea
10. Fire Mountains
11. Forest of Phaeton
12. Frozen Sea of the North
13. Giant Island
14. Ice Wind Mountains
15. Icy Downs
16. Iron Range Mountains
17. Jungle of the Pariah
18. Maidenhead Mountains
19. Mid-World Range
20. Mountains of Destiny
21. Phantom Forest
22. Pirate's Sea
23. Prairies of Shoan
24. Ring Mountains
25. Sands of Time
26. Sea of Harmony
27. Sea of Rain
28. Sea of Saints
29. Sea of Storms
30. South Sea
31. Stygian Desert
32. Swamp of Insanity
33. Tanglevine Jungle
34. The Expanse
35. The Forbidden Mountains
36. The Frozen Point
37. The Gash Sea
38. The Waste
39. The Western Plains
40. Three Fingers Sea
41. Treacherous Sea of the South
42. Tundra
43. Wide Waters
44. Vile Sea

1,000 Islands

In the Pirate's Sea lay an archipelago of 1,000 islands. Most the islands are small and covered in thick vegetation. The larger islands are home to native tribes such as the Kil-As-Ah and the Aruth-Ma. Several of the islands have small towns which are overrun with pirates and brigands. There are few trustworthy souls who frequent these towns. The largest town in the islands is known as Pirate's Den. The islands are home to hundreds if not thousands of rare species of animals and monsters. Ancient caverns run beneath the surface of the larger islands going deep into the world. The waters around the islands are dangerous and pirate infested. Trade ships passing through the islands are generally well armed and escorted by another ship.

All Saints Range

The All Saints Range is a northern mountain range located on the center continent of Hiro. All Saints Range gets its name from the first Monah who took up residence high in the mountains. Here the Monah expanded and created a monastery for those who wished to study Kore in a peaceful, quiet setting. The ruins of many Monah monasteries and temples still remain as do several functioning monasteries and temples. Few venture into these mountains without reason. Winter comes early and blizzards and freezing rains are common even in the warmer months. Many an adventurer has been caught off guard in these mountains and frozen. If the horrible winds and snows don't kill, then the beasts and devils which inhabit the hundreds of caves and cracks will. Beasts of great power dwell within these mountains. Caverns hold untold riches, secrets and unmarked graves of those who failed in their journeys.

Apocalypse Desert

The Apocalypse Desert is a massive expanse of sand, dried river beds which lead nowhere and unrelenting sun. Sand dunes stand like mountains beneath the burning sky. Water is far beneath the surface of the desert and few humans call this place home. Roving bands of nomads known as the "Rock Men" travel this desert which they call home. The desert was once a lush jungle which has slowly been transformed over time. Now only small patches of green remain. The Apocalypse Desert is a place of many secrets and mysteries. Ancient dungeons and temples swept under the sand are said to exist in the desert. Ancient cities which were abandoned have fallen to ruin and become the homes of terrible creatures. Stories of lost travelers who discovered wealth and power in the desert are the stuff of legend.

Blackwood Forest

The Blackwood Forest gets its name from the massive Blackwood trees which grow throughout the forest. (Blackwood trees grow to over 300 feet in height). The forest is filled with strange, twisted plants found only in the forest. Numerous beasts and creatures call the forest home (the most dangerous live in the western parts of the forest where few humans have gone). The largest human establishment in the forest is known as Darkwood. Darkwood is a haven for those who are traveling through the forest for whatever reason.

Boiling Sea

Far to the southwest of the continents of Phaethos is the boiling sea. Here the water bubbles and steams as volcanoes and lava burst up from the surface below. The Boiling Sea contains no life. Almost all sea creatures steer clear of the toxic waters which have been contaminated with sulfuric acid and other deadly poisons. The Boiling Sea is avoided by explorers and is represented on most maps as a forbidden place. Tidal pools and maelstroms, along with cold winds from the southern continent of Karaxis make the Boiling Sea one of the most inhospitable places in the world.

Bramblewood Forest

The Bramblewood Forest is located to the west of the Mid-World Mountains. Bramblewood is known as a place of terrible creatures, dense undergrowth and the homes of many non-humanoid kingdoms. The name Bramblewood comes from the Bramblewood vine which grows throughout the forest. The dense thorny plant grows nearly everywhere, wrapping trees in its never-ending vines and tangles and creating a dense forest floor which makes travel difficult. Few humans have settled here

and in nothing more substantial than villages. The southern part of the forest is a swampy area which contains pools of quicksand, tar pits, bogs and nearly impassable marshlands.

Daemon Lands

The burning lands of Phaethos known as the Daemon Lands. It is said that the Daemon Lands were the only part of the world that Phaeton was displeased with. As such, Phaeton condemned that piece of land to forever be turbulent and bubble with the fire of the inner world. The Daemon Lands are home to some of the most vile and evil of all creatures in the world. Thousands of undead dwell here led by evil witches who control vast armies. It is said these witches harness the power of the magma and pull from it large amounts of Kore which enhances there powers. Vampire kingdoms dot the land. Roaming hoards of undead butcher and cannibalize one another as their endless wars continue. Few adventurers set foot in this awful place where rivers of magma flow continuously, where clouds of black smoke and soot cover the sky keeping the land in perpetual darkness.

Daemon Mountains

Like black blades of obsidian, the Daemon Mountains rise up to form some wicked spine. The Daemon Mountains border the Daemon Lands in the north and provide a natural border against the less horrible places of the world. These mountains are home to countless caverns and labyrinths formed millions of years ago. These mountains are home to terrible denizens, active volcanoes, lava flows, treacherous cliffs and valleys of black glass. Few adventurers have lived to speak of the horrors that await those who tread into the Daemon Mountains.

Eastern Sea

The Eastern Sea sits to the east of the Rekea continent and eventually merges with the Wide Water. The Eastern Sea is known for it warm waters and calm climate. Large storms are few and far between on the sea and the eastern coast of Rekea is considered some of the safest shoreline in the world.

Fire Mountains

South of the Daemon Lands, on the edge of the Boiling Sea stand the Fire Mountains. This violent mountain range is composed of almost nothing but volcanoes. Rivers of lava flow continuously from the slopes into the sea below. Only the strongest of creatures live in these mountains (direct descendants of the Loarigog are said to be buried deep within the mountains).

Forest of Phaeton

The wild Forest of Phaeton is alive with some of the most wondrous plants and animals in the entire world. Gigantic flowers, mushrooms and trees flourish to form a forest unlike any other. Walls

of fungi grow five stories tall. Miles and miles of rich green moss cover most of the forest floor. Trees which tower nearly 200 feet tall hang solemn with vines and kudzu. Clear streams and rivers flow from the nearby Ice Wind Mountains. Although the forest of Phaeton is lush and beautiful it does have an evil side. Barbarian hordes call this forest home. Warring groups claim lands in the north and the east of the forest. They have built great wooden forts which are surrounded by walls and moats. The forest has a magical quality to it.

Frozen Sea of the North
The Frozen Sea of the North is a massive area of thousands of square miles which encompasses the northern region of the planet. Here are great ice flows, wicked winds and deadly storms. Temperatures stay well below freezing all year round. Toward the North Pole the ice becomes compacted and is though to be miles thick. Few creatures live in these parts and even fewer humans.

Giant Island
Giant Island is an island in the Wide Water. The island gets its name from the few natives who live on the islands which are all said to be giants. Stone Giants call the mountains home while wooden monsters known as Limneriks dwell within the forest. Both of these races are said to have existed long before the great consumption. It was humanity that forced the giants to the island thousands of years ago.

Grand Continent (Great Continent)
The Grand or Great Continent refers to the super continent composed of the Western Lands, the Hiro Lands and Rekea.

Hiro Lands (Hiro Continent)
The center most continent of Phaethos is known as the Hiro Lands. This continent is the main center of activity for humans and is home to the powerful Shoan Empire. Much of the continent has been explored and settled although outlying areas where human activities are nil do contain dangers such as beast and roaming hordes of barbarians and other uncivilized filth.

Ice Wind Mountains
The Ice Wind Mountains are a hostile mountain range with an average height of 18,000 feet. These are some of the most treacherous and rugged mountains in the world. The mountains are embroiled in fierce snow and ice storms throughout the year making passage through them nearly impossible. Ancient caverns created by the long forgotten Graven run like dark veins throughout the mountains. They symbols of the lost civilization remain as

vivid and real as the days when they were created millennia ago. Within these ancient halls live countless horrors and beasts, terrors of an ancient age driven underground by time itself.

Icy Downs

The Icy Downs are an expanse of tundra and permafrost on the northern shores of the Rekea continent. The Icy Downs are a flat expanse for the most part which are dotted with hot springs, cold rivers and hostile winds. Barbarian tribes live in these lands hunting and fishing.

Iron Range Mountains

The Iron Range Mountains are a small mountain range in the Western Lands. The mountains are known for the ancient mines which run deep. In the days of the great wars with the ancient races, the Graven mined ore from these mountains and left the mighty tunnels as a reminder of their mighty empire.

Jungle of the Pariah

Once upon a time, the Jungle of the Pariah was home to an ancient human civilization known as the Rata. The Rata vanished mysteriously and the Sands of Time slowly encroached on the lush jungle leaving only a thin slice of jungle between the sands and the water of the Pirate Sea. The Jungle of the Pariah gets its name from the fact that hundreds of criminals, outcasts, pirates and thieves have taken over the ancient ruins of the Rata and made the jungle their home. The jungle is crisscrossed with paths and roads which are full of robbers and thugs. Most of the jungle is divided into hundreds of tiny territories, each of which is controlled by a handful of criminals.

Maidenhead Mountains

Far to the west, along the northern coast of the Western Lands are the Maidenhead Mountains, a vast range of peaks and valleys, jagged snow covered arrows which seem to tear up through the very surface of the world. Portions of this range are completely impassable. Sheer cliffs which rise thousands of feet explode through the frozen, snow covered lands creating great halls of stone and ice. Huge caves made of stone slabs, vertical blades of white and blue ice hold ancient secrets. It is said that Maidenhead Mountain is the tallest mountain in the entire world.

Mid-World Range

Since beasts have walked upon the face of the world, the Mid-World Range has been the almighty natural dividing line between east and west. These great grey mountains have long presented an obstacle for land travelers as they completely separate the Western Lands from Hiro. Several passes through the mountains provide a bit of ease but the

mountains still remain a daunting task. Earthquakes occur often in the southern portions of the mountains creating rock slides and avalanches. Many an adventurer has been caught in the grasp of the mountains and never returned to tell of their exploits. Along with rock slides, avalanches, earthquakes and other natural phenomena, the Mid-World Mountains are home to fierce creatures who call the mountains home. There are no shortage of tales about Monster Slayers and the beasts they have subdued within the mountains.

Mountains of Destiny

The Mountains of Destiny are a small range of mountains in the Western Lands. The mountains are known for their vibrant colored face of purples and blues and violet. The mountains were once known as the Peaks of the Gods because of their intense beauty and grandeur. The mountains are made of smooth cliff faces that reflect sunlight in brilliant, glittering colors. Few humans live in these mountains with the exception of barbarian hoards and some ancient Vampires.

Phantom Forest

The Phantom Forest is located in the Western Lands and is said to be the home of ghosts, wraiths, banshees and other troublesome undead creatures. Humans have long avoided the forest. Even in days when the great wars with the ancient races took place, it is said that the humans avoided the forest "because of the darkness within". In recent ages some travelers and cartographers have mapped the outskirts of the forest but the dark interior remains a mysterious place of awful horrors, living dead and torturous dreams.

Pirate's Sea

The body of water which separates the continent of Hiro from the Western Lands Is known as the Pirate Sea because of the vast amounts of pirates and other seafaring brigands who call the waters home. Sea monsters are said to live in these waters. Tales of beasts as big as ships are said to swallow entire crews and then vanish again beneath the waves. Storms are common in the Pirate's Sea and many blow up quickly without warning.

Prairies of Shoan

The Prairies of Shoan are a vast series of grasslands that stretch hundreds of miles in all directions. The prairie is made up primarily of rolling hills and immense fields of never ending grass that create a seemingly endless blanket of green and brown under the massive sky. The prairie is home to small human settlements mostly (generally located around a water source). Various creatures inhabit these wild lands. Several monolithic ruins have been discovered throughout the prairie which are said to be from the earliest humans on Phaethos.

Rekea Continent

The Rekea Continent is the eastern most continent on Phaethos. It is set apart from the Hiro Lands by the Ice Wind Mountains and the Gash Sea. The continent of Rekea is highly populated with humans and several powerful empires thrive here. Toward the north, along less populated areas, law and morals are scarce and beasts and men without ethics roam about doing as they please.

Ring Mountains

The strange Ring Mountains lay in the southern part of the Hiro continent. These mountains are said to have been formed when a great stone fell from the sky smashing into the world and heaving up the mountains that stand today. In he center of the mountains is the Sea of Rain, a small obscure body of water which is just as strange and mysterious as the mountains that surround it. The Ring Mountains are treacherous to pass through and most travelers prefer to enter the realm by means of the sea and the port town of York.

Sands of Time

The Sands of Time is a small desert which boasts blistering heat. It is said that in some parts of the desert that no life exists at all. Other areas contain ancient ruins of temples and other grandiose architecture that was swallowed up by the sands ling ago.

Sea of Harmony

The Sea of Harmony is a small sea which is land locked in the Western Lands. This sea takes its name from its placid calm waters of beautiful clear blue. Some of the most magnificent of all aquatic creature son Phaethos live in he Sea of Harmony. Travelers find the sea to be enticing and beautiful and many poems and stories have been written about it. The Sea of Harmony connects directly to the Vile Sea by a large river in the south.

Sea of Rain

The Sea of Rain is located within the center of the Ring Mountains. The sea is said to have been created in the same way that they mountains were when a rock from the sky smashed into the surface of Phaethos. Legend has it that the sea contains ancient beasts, children of the Loarigog who dwell in the murky depths of the waters. A small settlement of humans lives upon the waters of the sea itself. These people are said to be a cult who worship the beasts in the sea. The land around the sea is known as the Rain Swamp and is difficult to cross as it contains deep bogs, rotten foliage and waist deep marshes.

Sea of Saints

The Sea of Saints is a cold northern sea that separates the Western Lands and Hiro. The sea is frequented by powerful storms of rain and snow. In the winter season, icebergs make sailing difficult.

Sea of Storms

The Sea of Storms is another northern sea which is extremely hostile. Great storms and waves are almost non-stop here. The Sea of Storms makes sailing near impossible during the winter season. Few sailors venture into these parts and much of the sea has never been seen.

South Sea

The South Sea is a large expanse of warm water to the south of the Hiro continent. The South Sea is a busy trade route for merchant ships and other sailing vessels between the lands of Shoan and Rekea. Like all seas, the South Sea has its own tales of great beasts and horrible storms, but for the most part, the sea is tranquil and heavy with trade traffic. Hundreds of tiny islands are spread throughout these waters providing respite from any storms.

Stygian Desert

The Stygian Desert is one of the most awful places on all of Phaethos. The sun is relentless here, blazing away with fire during the day and at night. When the sun hides and night falls, the desert becomes a frozen wasteland, a flat expanse of nothingness which stretches from the Vile Sea to the Pirate's Sea. Monsters inhabit the desert as do roaming hordes of barbarians and nomads. The desert kingdoms of Yrul and Na-Mib are located within the most lifeless parts of the Stygian.

Swamp of Insanity

Far away, in the Western Lands of Phaethos is the Swamp of Insanity. This is a treacherous expanse of marshlands, bogs, quicksand, flooded rivers and streams. The swamp was known by early explorers as the Swamp of Insanity due to its great unending size. Explorers often became lost inside the swamp as there are no landmarks. The very lands of the swamp change constantly as rivers swell and flood. Forests of dead trees litter the swamp. The pungent aroma of eons of rotting plants, mud and the decaying remains of unfortunate creatures create an atmosphere of death and emanate foreboding.

Tanglevine Jungle

The Tanglevine Jungle is a dense jungle full of thick foliage, sweltering heat and all manner of creature. The jungle is north of the Ring Mountains and covers a vast area. Few humans inhabit the jungle with the exception of cannibalistic tribes and other primitive groups. Few outsiders have ventured into the deeper areas and much of the jungle remains unexplored and surrounded in dark mystery.

The Expanse

The Forbidden Continent to the south is covered exclusively in a vast sheet of ice and snow. The Expanse is the area of the continent that is void of mountains. Essentially The Expanse is a field of icy desolation. Storms rage all year here bring several feet of snow in a single falling. Ice storms and winds along with sub zero temperatures make this part of the world impassable to almost all creatures. Very few creatures exist in the interior parts of The Expanse. Around the coastal areas there are a wide variety of animals which call the place home. Only a handful of humans have ventured here and none are known to have ever made their way into the interior of the continent. What lies beyond the Forbidden Mountains is a mystery to all.

The Forbidden Continent

South of the Grand Continent is the Forbidden Continent of Phaethos. This is an icy, rocky place where no humans live, where few have tread and even less have returned to tell of. The Forbidden Continent is home to The Expanse and the Forbidden Mountains.

The Forbidden Mountains

The coldest and loneliest mountains on all of Phaethos are the Forbidden Mountains. These grey and white peaks stand like solemn giants, great tombstones on the edge of the world. The secrets these mountains hold are unknown to the world as they have yet to be explored by any man or woman.

The Frozen Point

The Frozen Point is the northern most tip of land on the Western Continent. The Frozen Point is a freezing expanse of harsh winds, freezing snow and massive glaciers. The Maidenhead Mountain Range makes its way into the Frozen Point on the western side. This area of land is as harsh as any on Phaethos. The western coast is a frozen waste where ice flows destroy any ship unfortunate enough to venture into the waters. The peaks of the Maidenheads are tallest here and Maidenhead Mountain itself looms as a watcher over the land.

The Gash Sea

The Gash Sea is one of the largest seas in the world. The Gash Sea is located between the continents of Hiro and Rekea. It has served as a major route of trade for centuries and has been the place of incalculable battles. The coastal waters of the sea are shallow and in many places the graveyards of ships and lost vessels rise up out of the waters. The Gash Sea is docile compared to most of the waters on Phaethos. The calm nature of the sea has lead many to refer to it as the Sea of Mirrors as its waters can become still as glass.

The Waste

Just north of the Daemon Lands, a on a jagged abyss is a desert area known as The Waste. The Waste is a flat expanse of a dried salt bed which was once covered in ocean. As the waters of the ocean receded, the exposed land dried out. Few creatures dwell in these parts and humans rarely venture here. Those creatures that do call the Waste home are subterranean beasts who know no mercy.

The Western Plains

On the continent of the Western Lands there lies a great expanse of grass and open range known as the Western plains. These plains are similar to the Plains of Shoan in as much as they are a wide expanse of grass and rolling hills, tiny streams and flood plains. Although similar to the Plains of Shoan in physical attributes, their size nearly doubles the Plains of Shoan in area. The Western Plains extend from the Phantom Forest to the Bramblewood Forest and all the way to the Maidenhead Mountains in the north.

Three Fingers Sea

The Three Fingers Sea is a sea to the northwest of the Western Lands. The sea gets its name from the three peninsulas which extend out into its waters.

Treacherous Sea of the South

The Treacherous Sea of the South lies to the south of the Hiro Lands. The borders of the sea are often confused and

unknown as it merges into the Pirate's Sea, the South Sea, the Boiling Sea and the Wide Water. The southern portions of the sea are said to be the home of great beasts and leviathans of the deep. Many a ship has been lost in these waters and sailors have tales of horrors seen during expedition through these waters.

Tundra

The Tundra is at the northern most tip of the Hiro Lands and consists of a sub-arctic/tundra type climate. Barbarian hordes call this land home and it is known to be far from the civilized world.

Vile Sea

The Vile Sea is a massive landlocked sea toward the south of the Western Lands. The Vile Sea is said to be home to great serpents and other beasts of the oceans who were trapped when the waters of the world receded leaving them stranded. The Vile Sea gets its name from its southern most waters which are tainted and lifeless. Sulfur and other poisons from Daemon Mountains flow into a small part of the sea making it an aquatic wasteland.

Western Lands (Western Continent)

The Western Lands is a the continent that is westerly. It is home to the Maidenhead Mountains, The Bramblewood Forest and the Daemon Lands. It is known to be sparse with human activity and the home of a great many monsters.

Wide Waters

The Wide Waters consist of all the great waters on Phaethos. The Wide Water cover then entire world with the exception of the Grand Continent.

The Planes of the Omniverse

The planet Phaethos exists in what is known as the Omniverse. The Omniverse is made up of six known planes of existence which are covered in the following section.

The Omniverse was accidentally discovered some years after the Great Consumption. There were those humans who survived the feeding of the Loarigog and found that their entire bodies had been saturated with Kore. These humans had great power and tried to use these powers to restore the world that had been destroyed by the invaders. A group of these ancient Kore Users known simply as The Six created a great portal which reached into space. From the safety inside the portal The Six looked out and viewed the Omniverse from a distance. They became obsessed with understanding the Omniverse and set about creating spells and means by which they could explore the Omniverse more thoroughly.

The Six stabilized the portal and fashioned a hall of doors, each of which led to one of the known planes of existence. It was this hall which became the "Hall of Planes", a dimensional gate which was used to traverse the planes of existence with great ease. The Six abandoned Phaethos, and began to explore these other planes. It is said that they were all lost or destroyed while exploring.

The Great Thread

The Great Thread is an infinitely long "thread" which exists in everyplace, at every time, in every dimension. The Great Thread is the culmination of all energy and all things, it is essentially the existence of everything that ever was and will ever be. All things that exist, all planes of existence and all creatures and beings which exist come from the Great Thread. The Great Thread is the binding domain which connects all Universes within the Omniverse.

The Great Thread is often pictured as a river that has no beginning and no end. Upon the river are tiny ships which contain vast amounts of energy (one ship contains about as much energy as the entire physical universe). These ships have no course and simply meander about in the river going where the current takes them. When these ships collide they break the very boundaries of the river and create massive explosions. This energy does not simply vanish but rather escapes and creates pocket universes and dimensions which make up the Omniverse. (The collision which created the universe in which Phaethos exists took place in this same manner).

The Ohe'vahe

The Ohe'vahe are thought to be the oldest and most powerful of all beings in existence. The Traveler known as Thoraz wrote the following passage in the Manuscript of Shadows.

"The Obelisk of the Cirus" climbs into the darkness of perpetual night. It is straight and slender as if carved in a single stroke, hewn from an entire range of mountains and thrust into the ground with all the strength of the Universe. It is perfectly made, symmetrical and without flaw. A winding stair case leads upward. Strange, daggerlike shadows move about as one ascends the seemingly infinite climb. The feeling is that of being in some great throat of a giant made entirely of stone. The rushing wind is the giants breathing; the wailing noises from the plains outside are his sighs, his laughter and his cries.

We climbed for three days. Tiny slits in the wall allowed us to see outside but we had seen nothing but empty black space since the first day. The ground had long disappeared and the feeling was indescribable, it was loss at best.

The stair case came to a long door, a thin slit which stood at least 50 feet in height. The frame of the door was carved in some strange text that we had never seen. The text glowed with a dull blue color and seemed to get brighter as we approached.

We stood stunned, frozen with fear as we were greeted by a sickly looking humanoid of some sort. It appeared to be a female, skeletal and thin, wispy and grey it passed in and out of translucence. Often times the body faded completely only to reappear and then fade again. The voice of the thing was hollow and depressed though it spoke not a single

word. We understood the thing totally and it told us to leave the tower, that what stood beyond the door was not meant for the eyes of mortals. Had we only known that the ghost like creature wished to save us of our minds, we would have heeded the advice. Alas, we failed to abide by the words of that wispy thing and so we set about to open the door.

I did not see what lay beyond the door as I fell instantly blind. Rathac had gone in first and I remember him declaring it beautiful. He was crying, weeping intently, sobbing like a child as he spoke. I scrambled about on my hands and knees shouting that I was blind but Rathac paid me no heed. It felt as if we had been thrown headlong into some sort of chaos. A noise of crackling, like bees amplified rang in my ears. Rathac bellowed loudly. The entire tower shook, it seemed to spin and turn end over end. Rathac sounded insane know, as if he had lost complete control. His voice regressed into a whimpering cry, then a moan, and then he was silent. It was then that I heard a great voice which boomed like thunder in my head, a roaring tide of power.

That which always was, will always be, and that which is infinite, creates infinity.

For a brief moment my sight returned and I glimpsed a thousand stars, a whirlpool of light and the glowing images of a crowd of beings peering down over the edge of the bowl that was the heavens. Somehow I heard their names and they called themselves the Ohe'vahe.

The Six Known Planes of Existence

After Kore saturated the world, there were those individuals who themselves were saturated with the Kore. These individuals set about to use their powers to understand the universe itself. They created the "Hall of Planes", a massive gateway that would allow them to traverse others dimensions connected to the living world of the Material Plane. These "Travelers" left behind strange manuscripts and tomes of knowledge that are still in existence in the world toady. Few know of these things, these other dimensions of reality and time.

The manuscripts of the Travelers are contained in bound volumes which are studied and protected by Monah Elders. These Monah have dedicated their entire lives to the study and understanding of the manuscripts left by the Travelers. These manuscripts known as the "Books of Beyond" hold the clues and the knowledge of the six known planes of the Omniverse as described by the Travelers.

The Books of Beyond have been long since forgotten by nearly everyone in the world. The books are closely guarded secret within Monah society. Only a few Monah have ever seen the books and even fewer have been allowed to study the ancient passages.

The Material Plane (5)

The Material Plane is the plane of the observable universe. The Material Planes contains Phaethos, all of the moons and stars and the physical universe itself. It is unknown just how large the Physical plane is because of the great difficulties in traversing it.

The Six Planes of Existence

The Material Plane was created when a collision within the Great Thread took place. Two infinitely small particles of infinite mass collided with one another and created the Material Plane in a great explosion. Particles where hurled from the explosion in a furnace of heat and chaos. Over time these particles merged to form gases and eventually the universe of the present. The Material Plane is sometimes called the Physical Plane, the Plane of Matter or the Living Plane.

The Plane of Light (3)

The Plane of Light is an infinite expanse of light and music. It is sometimes regarded as the "Perfect Plane" although it is far from perfect. The "gods" which were said to create the world of Phaethos dwell on the Plane of Light. These beings are made of pure energy and are eternal for the most part (although they can take on a material form. They have the ability to take on any form they wish and generally choose the same form as the species with which they are interacting.

The Realm of Souls (6)

When the Material Plane was born into existence from the Great Thread, it was accompanied, simultaneously by the Realm of Souls. The Realm of Souls is the sister plane and directly linked to the Material. All living things born into the universe come from the Realm of Souls. This plane is infinite in size and appears to be made of a thick liquid. The liquid varies in colors from blue to green and has no taste or smell. There exists a constant rushing wind sound throughout the realm which is known as the "Breath of Life." Small spherical

balls which contain tiny lights move about the plane, blown by the Breath of Life. Those spheres which are caught in the wind are often blown across the plane accelerating until they vanish from the Realm of Souls and enter the Material Plane.

The Void (4)

The Void is a plane of persecution and torment. It is reserved for those beings who misbehave on the plane of light. The Void is made up of an infinite amount of floating islands which drift aimlessly throughout the infinite void. These islands range in size from a few feet to thousands of miles.

Beings which have been removed from the Plane of Light are sent to dwell in the Void. Often times these sentences are for eternity with the condemned remaining in the void forever.

The Shadow Plane (2)

When a mortal dies physically, their essence (soul) enters what is known as the Shadow Plane. This is the place where all dead mortals rest after leaving the Material Plane.

The Shadow Plane gets its title from the perpetual twilight that encompasses the infinite expanse. It is a dull grey place where shadows and darkness thrive. Every living thing that ever existed in the Material Plane exists in the Shadow Plane. All plants and animals, humans and monsters exist in one form or another along the surreal expanse. The Shadow Plane is always windy and rainy. R

The Shadow Plane has cities similar to those in the Material Plane where countless beings live. These cities provide shelter from the Selkie, a race of great seal like creatures (thought to be the only creatures indigenous the Shadow Plane). The Selkie live on the souls of those who were once in the Material World. Individuals who are consumed by the Selkie cease to exist in known reality and enter the void of non-existence where they become one with the essence of the Selkie.

The Torture Plane (1)

The Torture Plane is an infinite expanse of caves and subterranean caverns which are located far below the Shadow Plane. The Torture Plane is the place where exiled souls are cast once they have been deemed unworthy to exist in the Shadow Plane.

The Hall of Planes

The Hall of Planes is a stationary location situated in an area of reality known as "The Eye". The Eye is the central nexus point of all reality. It is essentially the center of everything, the center of all things in existence. The Hall of Planes floats within the Eye and functions as a gate for those who know the secrets of its power.

The Hall of Planes is a great stone walkway which sits along the edge of what appears to be space. Massive stones the size of city blocks make up this quarter of a mile wide walkway which extends for hundreds of miles in each direction. Across the walkway is a similar stone wall which extends upward into infinity. Large black portals nearly 100 feet in height line the wall along the walkway. Around these portals are intricately carved frames which have been adorned with all types of

strange creatures and beasts (most of which are not found on Phaethos). These portals are the living gates to other planes of existence and they are only opened by certain words or actions. Once opened however, anyone can step through to the other side of the gate and venture into what lies beyond. (It is not advisable for the ignorant to step through any gate. Also, it is not advisable to fall from the walkway into The Eye itself. Doing either can result in the individual being stretched for eternity, the later, most assuredly.)

Depending on the gate chosen, one may enter into any realm or plane of existence they wish. Although the walkway extends infinitely many of the gates are completely black. Passing through these "closed" gates without properly activating them will lead one into the center of the Eye itself and result in infinite stretching.

City of Oor

The City of Oor is a massive city which is found in the Shadow Plane. The City of Oor is home to millions and millions of inhabitants and serves a waypoint for the recently deceased who find that they are no longer on the material plane but rather in the land of the dead.

The City of Oor is entombed by massive cyclopean walls carved long ago. Inside the walls exists a sprawling maze of flat, monument like buildings which tower up from the ground and spiral into the dark sky above. The streets are paved in stone blocks. Creatures from thousands of worlds move about in confusion and chaos as they attempt to figure out what place they have come to.The walls of the city pro-

tect the inhabitants from outside terrors that threaten the very existence of the soul. Many who find themselves within the city venture out into the wastes of the Shadow Plane as they search for meaning and purpose. Many who stay find that the City of Oor is a vile and wretched place controlled by an entity known as Hasoth the Damned.

The City of Oor is known only through the works of The Travelers who mention it in several writings. Hasoth the Damned is only mentioned once by the Traveler named Melkizar who spent a period of time in the city before returning the Material Plane.

Cities of the Damned

Cities of the damned are places throughout the world of Phaethos where the dead walk and hunt the living. These cities are often homes to Egnas and Hilotz as well as other undead creatures. Armies of animated dead often haunt these ruined places and few humans dare enter the wasted remains of these ancient cities.

Most of these undead havens exist in remote areas where humanity has been removed. Many exist in harsh climates such as Daemon Lands and in the northern wastes of the world.

Human Religions and Cults

The following section provides a description of some of the major religions found in the world of Phaethos.

Allorisam

Allorisam is a polytheistic religion in which the followers believe in a pantheon of gods who direct and interfere

with the lives of humans and beasts on Phaethos. The pantheon is composed of thousands of god and goddesses for everything from war and storms to soap and dirt.

Holy Book: Book of Gods and God-
desses
Holy Symbol: the sun
Holy Place: Churches and Temples

Bon-Ton

Many "primitive" people on Phaethos believe that a great bear named Urtho rules the sky and that the world is a great turtle. The water is the domain of a serpent known as Migars. Many Bar-barians practice Bon-Ton or something similar.

Holy Book: none
Holy Symbol: Animals, Trees, Rivers
Holy Place: Nature

Cannibalism

Cannibalism takes many different forms on Phaethos some of which are reli-gious in nature. Cannibalism in these terms refers to those humans who eat other humans in the belief that by doing so they will gain supernatural powers derived from the consumed per-son's soul. Many who practice Cannibal-ism as a religious aspect have a belief that all souls are connected and by con-suming another persons body the soul is made stronger.

Holy Book: none
Holy Symbol: none
Holy Place: none

Children of the Herensuge

Children of the Herensuge worship the great serpents and believe that they are "called" directly through telepathic

thought to praise the serpents. Children of the Herensuge often perform bizarre rituals which require sacrifices and mu-tilation in order to appease their Heren-suge gods.

Holy Book: The Herensuge Bible
Holy Symbol: A snake in the shape of an eight eating its own tail
Holy Place: Chapels and secret meeting places

Euism

Eurism is the belief that a being known as Auree is the one and only Supreme Being. According to Euism all other reli-gions are false and it is the right of those who "know" Auree to direct the paths of the "lost" by any means neces-sary. Many more "civilized" human kingdoms practice Euism.

Holy Book: Book of Auree
Holy Symbol: A circle surrounded by twelve smaller circles
Holy Place: Chapels, Churches, Tem-ples, Shrines

Fefeesh

Fefeesh is the belief that each individ-ual is a god and as such can determine what is best for their own life. Many very wealthy people practice this reli-gion and do so with great zeal. The be-lief that consuming and experiencing as many pleasures as possible is central to Fefeesh.

Holy Book: You Book
Holy Symbol: none
Holy Place: An individuals body is con-sidered a temple

Hicka

The Hicka believe that by taking a human life, one grows stronger and

more influential over the lives of others. This central belief leads most members to committing murders which are often violent. Hicka often dress in black robes and perform violent ceremonies where they mutilate, disembowel and murder unfortunate victims. They use a ram's head as their holy symbol.

Holy Book: Balcromack
Holy Symbol: Head of Ram
Holy Place: none

Kundi

Those who practice Kundi believe that glory in death can only be achieved by being killed in battle. Those who practice Kundi believe that a place of eternal war waits for those who die heroically in battle. Those who die of old age or cowardice are said to go to a place known as Bal et umut where they spend eternity as servants to their enemies.

Kundi has little structure and is practiced "internally". Those who follow this faith say that no written words or songs can change the actions of another.

Holy Book: none
Holy Symbol: none
Holy Place: none

Logica

Logica is less of a religion and more a way of thinking. Those who practice Logica are often academics who attempt to view the world in a logical way based on science and proof. Intelligence is viewed as the thing to progress towards, not just in ones own life but toward making further generations more intelligent and knowledgeable as well. Understanding the dynamics of the world through knowledge and logic is said to lead to enlightenment.

Holy Book: none
Holy Symbol: A profile of a male human's face
Holy Place: none

Morduni

Morduni is common religion based on the worship of the dead. Morduni believe that when a friend or family member is dead they can be prayed to and asked for help. Morduni also believe that by praying to the dead, their solitude in the "dark place" is relieved as they have companionship through fellowship with the living. Morduni belive that it is the responsibility of the living to provide this ongoing communication with their dead loved ones until they to die.

Holy Book: none
Holy Symbol: none
Holy Place: none

Reincarnation

Reincarnation is the general term for those that believe that once dead, they immediately come back to the world in some other form. Most believe that by living a good life and being good to others this will propel you forward in the next life. Others believe that works and deeds have no bearing on what you return as. Still, others believe that once you leave the physical world you immediately return to your true form and choose another form to experience life as.

Holy Book: varies
Holy Symbol: none
Holy Place: none

Religion of the Horse

Religion of the Horse is the belief system that the Loarigog who nearly ended all life on Phaethos centuries ago were actually gods who created the universe. Those who practice the Religion of the Horse believe that balance can only be restored to the Universe by completing the work that the Loarigog started (and left unfinished) all those centuries ago.

Holy Book: Before Men
Holy Symbol: A horse head
Holy Place: none (meetings are held in homes)

Urgle

Urgle is a religion where the followers believe that their current lives are punishments for things they did before they existed in the current life. Those who practice Urgle believe that the only way they can be saved from an even worse fate is to live simply and humbly in the current life so as to avoid the wrath of the great judges in between lives.

Holy Book: The Book of Urgle
Holy Symbol: A mountain
Holy Place: Chapels, Churches, Temples

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XP Total: _____ **XP Bank:** _____

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You are allowed to copy this page for use in your Phaethos RPG. Cut out the markers below and use them for keeping track of initiative. Each number represents the order of intiiative.

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After the inter-dimensional Loarigog laid waste to the world of Phaethos and returned to their own dimension, they left behind remnants of their power which the people of Phaethos came to call Kore. Those who possessed the ability to wield this new found power learned that they could achieve much greatness, but with greatness also came great suffering and torment as well. As the people of Phaethos rebuilt their world they learned that Kore was not the only thing the Loarigog left behind. Hellish beasts came to roam the world, the children of the Loarigog who remained came to torment humanity.

Now, heroes are needed, men and women of great strength and resolve are required to pull humanity from the depths of destruction. Will humanity survive the war against the beasts of the world? Will humanity survive the war that exists within itself?

The Phaethos RPG Core Rulebook is designed to get you started playing in the world of Phaethos. All the rules and information you need to create a character and begin your journey through the epic landscape of a world in crisis are there for the taking.

The world needs heroes and villains, leaders and followers. Choose your path, take up your arms and step into the world of Phaethos.