

SWORDPLAY AND SORCERY

Fantasy Roleplaying
Using the Unisystem™

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By Jason Vey

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Using the Unisystem™ in Fantasy Roleplaying

-by-

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Dedication

This one is for the folks on the Eden Studios' *Buffy the Vampire Slayer Roleplaying Game* Message Boards, and for all the folks on the RPG.net Message boards who kept asking about a Unisystem™ fantasy game.

The rules contained herein are a work of fiction, based upon concepts by too many people to name here, and no similarity to any person, living or dead, is intended. Any such similarity present is entirely coincidental.

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INTRODUCTION

Welcome to "beta" version 1.0 of the Unisystem™ "Lite" fantasy rules. This project came into being several months ago when I started noticing a great many people debating the possibilities of using the rules set presented in the *Buffy the Vampire Slayer Roleplaying Game* for running a high fantasy-style campaign. After awhile, I noticed that while everyone was up on trading ideas, nobody put together a detailed and cohesive conversion set. So I started to do just that.

As I was writing, I started to really get into a "zone," as it were, and to really enjoy what was coming out. Being the nosy writer that I am, I approached Eden about expanding the set in an official capacity. Alex was enthusiastic, but ultimately negative for a variety of understandable reasons. That's not to say you won't ever see a fantasy Unisystem™ game, just that now may not be the exact right time. In any case, Alex encouraged me to go ahead and post what I had online, and that brings us up to date. I think these rules provide a very viable alternative to that "other fantasy RPG" that is dominating the market these days, if more of a pulp feel than a high fantasy one. In any case, the following guidelines are designed to allow players to utilize the Unisystem™ Lite rules in a "high fantasy" or "sword and sorcery" context. I hope you enjoy using them as much as I've enjoyed writing them. I do plan to expand into a fully detailed setting very soon, so please keep checking back for more, and feel free to e-mail me with your comments!

CHARACTERS

Creating characters is fairly standard. Use of races other than human beings will be covered later on in this section, but does not deviate from standard character creation methodology. Nonhuman races are covered using the Qualities and Drawbacks section of character creation, with each race representing a Quality that may be purchased by the Cast Member. The races in turn provide a subset of "special abilities" exclusive to players who possess that quality.

Which template the Director wishes to use for character creation is entirely up to him or her, and depends upon the nature of the setting. Higher powered, "epic" settings should probably utilize the Experienced Hero template, while more mundane settings in which the characters are to grow into their powers should use the Hero template. Use of the White Hat template isn't recommended, as most fantasy games tend to be high combat, and White Hat characters aren't as survivable in such scenarios. Some Directors may decide to make all templates available to players, and allow the Cast to choose which template their characters will play. This can work, with the right group;

however, Directors should keep in mind that while White Hat characters are somewhat balanced with Hero characters due to their higher amount of Drama Points (and lower purchase cost for additional Drama Points), Experienced Hero characters are far above and beyond both Hero and White Hat characters and will often overshadow the other two character types.

QUALITIES AND DRAWBACKS

The following are new Qualities and Drawbacks appropriate to a Fantasy game setting. While some Qualities like "Robot" are obviously inappropriate, most Qualities and Drawbacks in the Core Rulebooks are available to Cast Members, at the discretion of the Director. Note that when dealing with nonhuman races that live for centuries, the Age Quality takes on a whole new meaning and will be accessible to some players. The "Military" Commando Quality should be changed to "Templar," and is related to a secret and monastic order of knights trained to battle the supernatural in the names of the Gods of Light. The "Jock" Quality should be re-named "Natural Athlete," but is otherwise unaltered. Likewise, the "Nerd" Quality becomes "Scholar," and "Photographic Memory" is renamed "Total Recall."

Sorcery

The Sorcery Quality is altered in a few important ways in a fantasy setting. First, the cost of the Quality is lowered from five points per level to three points per level (to level five; see below). The reasons for this are several. First, in a Fantasy setting, the Sorcery Quality does not provide the power of Telekinesis; Telekinesis is a separate, 3 point per level, Quality. Also, spell casting in a Fantasy setting does not use the Occultism skill, as there is no Occultism Skill. Casting a spell in a fantasy game uses *only* the Willpower + Sorcery of the spell caster; thus, casting more powerful spells requires a higher Sorcery skill. Lastly, improving the Sorcery Quality after character creation gets more expensive; the cost of improving Sorcery is 3 points per level, up to level five. Each level after level five is purchased exactly as though it were a skill, at double the cost of the next level, so very powerful sorcerers are rare. Last but not least, in a fantasy game, *only* those with the Sorcery Quality can attempt to cast magical spells and rituals; normal men and women have no knowledge of how to manipulate magical energies and have absolutely no ability to do so as a result.

Characters with Sorcery begin the game with a repertoire of magic spells at their disposal. These spells can be created by the Director, using her favorite fantasy game and/or imagination, in conjunction with the Spell Creation Rules on page 144 of the Core Rulebook, or by the player working with the Director, using these same rules. Players may begin the game with a group of spells whose total power level does not exceed twice her

Sorcery levels. So a character with a Sorcery of 3 may have up to 6 power levels worth of spells, whether it is one spell at power level 6, or six spells, each of which has a power level of 1. As the game goes on, characters can learn new spells as they come upon them, or research and create spells of their own design with proper resources. There is no limit once the game begins to how many or how powerful the spells are in a character's repertoire, but pay close attention to the magic system in Chapter 4 of the Core Rulebook, which lists guidelines for casting too much magic at one time. Also keep in mind that it's far more difficult to cast higher powered spells, and there should be some severe penalties for miscasting spells (nasty effects which are by and large left to the Director's discretion).

Race Qualities

The "default" race for a fantasy campaign is Human, that is, all players are assumed to be human beings upon character creation. It should be stated that Humans in a fantasy setting are inherently a hardier breed than modern day men and women; all human characters begin play with 2 levels of Hard to Kill at no cost, and the human limit for attributes is 7, rather than 6, and human beings cannot raise a physical attribute above seven, with certain notable exceptions such as Paladins (see the Paladin Quality, below). If a player wishes to be a race other than human, she must purchase a Quality in that particular race. Generally speaking, Race Qualities are 9 or 10 points each and grant a specific set of abilities, bonuses, and Drawbacks to a player specific to that race. Nonhuman characters still have a limit of 6 in most attributes; however, each has 2 or 3 attributes that can be pushed to 8. Some players may point out that the cost of playing nonhumans is somewhat prohibitive and leads to less variety and diversity among characters within those races. There's some validity to this statement; then again, there's also a very good reason why humanity has risen to become the dominant species in most fantasy settings. Regardless, the seemingly prohibitive cost for the races is somewhat equivalent to what it would cost to create a human character with similar abilities, and is in fact a bit less expensive...a bargain, if you will, to gain these abilities through becoming nonhuman. It should also be noted that since these "demi-human" races do not get points to spend for the Drawbacks packaged with the race, these "pre-packaged" Drawbacks also do not count against the 10-point maximum for Drawbacks.

Race: Dwarf (9 point Quality)

Dwarves are a short, hardy, subterranean folk marked by their broad shoulders and long beards. Dwarven eyes tend towards a steel gray or sky blue, and their hair and beards are generally either red, brown, gray, or white. They stand around four to five feet (1.25 to 1.75m) tall and live up to five hundred

years or more. Dwarves generally dislike magic at least, the kind of magic that comes in spells and sorcery. They are adept at their own form of magic, which they call *runic* magic, which is responsible for the creation of legendary weapons and armor. Dwarves and Elves have an antipathy for one another, largely born of misunderstanding. Dwarves love to craft stone and forge metals. They are earthbound artisans who dislike the open sky and the wind in the trees. They are hard workers whose sense of humor is dry if present at all. They like their ale and meat and potatoes and are renowned brewers. The Dwarf Quality grants the following abilities:

- Access to the Runesmith Quality (only Dwarves and Gnomes may take this Quality)
- +2 levels in Strength and Constitution. Dwarves may advance Strength, Willpower, and Constitution scores to 8.
- 2 free levels of Hard to Kill (and can buy up to 8 levels total).
- Natural Toughness.
- Dwarven characters suffer from any two of the following drawbacks (Player's choice) but gain no points for the drawbacks: Honorable (minimal), Mental Problems (Cruelty, Mild), Humorless, Covetous (Greedy, Mild).
- -1 to social rolls relating to interaction with any non-dwarven peoples. This penalty is increased to -2 when dealing with Elves.
- Dwarves can see twice as far as human beings in dim light (torchlight or less).
- 1 free level in a Craft skill of the player's choice.
- One free level of Resistance: Magic. However, Dwarves may not purchase levels in Sorcery, Psychic Visions, Chi Focus, or Telekinesis Qualities.
- Underground Direction Sense: when underground, Dwarves may intuit their approximate depth below the surface and the direction they are traveling simply by concentrating for one Turn. In addition, by making a successful Perception + Notice roll, a Dwarf can always find his way to a place underground that he has been before, without the need for a map.

Race: Elf (10 point Quality)

Elves are a long-lived race of humanoids marked by sharp, angular features, almond-shaped eyes, and large, pointed ears. Hair and eye color runs the same range as human beings, but Elves tend to be far more striking and ethereal in appearance than normal humans. They also tend to be somewhat taller, averaging 6 to 6 ½ feet (2 to 2.25 m) in height. Elves can live for up to a thousand years or longer if not killed. There are no historical records of elves dying of old age; some say that once

an elf reaches a certain age, they receive a mystical calling to journey to a land beyond the reaches of those who are not of Elvish blood. Elves tend to be a very haughty and self-important people, believing that they have the wisdom and favor of the ages behind them. They have a natural affinity for nature and animals, and are adept with magic. Being an elf imparts the following abilities:

- 1 free level of Sorcery
- 1 free level in the Wilderness and Animal skills
- +1 level in Dexterity and +1 in either Perception or Willpower (player's choice). The elf can improve Dexterity, Perception, and Willpower to a maximum of 8.
- -1 level of Constitution and -1 level of Strength.
- Elves suffer a -1 to any social or Influence roll involving interaction with nonelfen peoples. This penalty increases to -2 when Dwarves are involved.
- Mental Problems: Superiority Complex (Mild). Elves do not gain points for this Drawback.
- Acute Senses (Eyesight and Hearing)
- One free level of Attractiveness
- Situational Awareness
- Elves are automatically skilled in Archery, and need not spend Weapon Points on that skill.

Race: Gnome (9 point Quality)

Another underground people, Gnomes are not as haughty as elves nor as gruff as dwarves. They are both miners and magicians, and some say they represent the best of both worlds. Indeed, at a height of 3 to 4 feet (1 to 1.25m) and sporting long white beards and pointed ears, they resemble a strange cross between Elves and Dwarves. Gnomes are on good terms, generally speaking, with both Elves and Dwarves, and often act as diplomats for the two races' interactions with one another. However, Gnomes are notorious pranksters and often become so enamored of gadgets and curious of unusual situations that they can get their companions into a great deal of trouble. The Gnome Quality grants the following special features:

- +1 to Constitution and +1 to Perception. Gnomes also gain a +1 to one other attribute of choice. They can increase Constitution and Perception to 8.
- Low Light Vision: Gnomes can see twice as far as humans in areas of low light (torchlight or lower).
- 1 free rank in Dodge, due to their small size
- 1 free rank in a Craft Skill of choice
- 1 free rank in the Notice Skill
- one free level of Hard to Kill
- Access to either Sorcery or Runesmith Qualities (but not both; must choose one)

- Gnomes may not purchase or gain levels in Chi Focus
- Underground Direction Sense or 1 free level in Wilderness and Animal Skills (Player's choice; some Gnomes are forest dwellers, while others are mountain dwellers).
- Gnomes automatically start the game with either the Clown Drawback or the Covetous (Greedy, Mild) Drawback; however, the character gains no points for these Drawbacks.

Race: Halfling (10 point Quality)

Halflings are a short race of dexterous, lovable, nomadic thieves and rogues. They are community oriented and love to travel in groups. They talk a great deal and love to tell stories; unfortunately, it's often difficult to discern the tales they spin from their facts! Halflings live for approximately 100 years and stand 3 to 4 feet in height. They tend towards dark eyes and hair, and their nomadic lifestyle gives them a tanned complexion. They resemble children upon first glance, and some play upon that misidentification in their con games. Dwarves tend to begrudgingly get on very well with Halflings; despite the fact that a Dwarf will complain incessantly about his Halfling companion, a sort of elder brother/younger brother type bond tends to form between Dwarves and Halflings that none can explain, but which is too common to deny. Some legends claim that long ago Halflings and Dwarves were the same race, but that a great mystical cataclysm split the race into two halves; the halflings represent the humor and lust for life that Dwarves have lost, and so the two complement and complete one another. The Halfling Quality grants the following traits and abilities:

- 2 free ranks in the Rogue Skill
- 1 free rank in the Dodge Skill due to their small size
- +1 to Perception, Dexterity, and Willpower. Halflings can increase these attributes to a maximum of 8.
- Nerves of Steel. Halflings are almost impossible to frighten.
- Jack-of-all-trades. Halflings gain an additional 1 point per level of Intelligence to put into skills.
- Fast Reaction Time or Situational Awareness Quality (player's choice)
- Psychic Visions or Good Luck (1 point) Quality (Player's choice)
- Halflings gain the Clown Drawback or the Emotional Problems: Cruel (Mild) Drawback (Player's choice), but get no points for it.
- Halflings gain either the Reckless or Showoff Drawback (Player's Choice) but gain no points for it.

Character Type Qualities

The following list is a selection of new Qualities for use in a Fantasy campaign using the Unisystem™ Lite rules. They function in the same way as standard Qualities, but universally revolve around a special "character type," such as a warrior monk, paladin, etc. Characters are by no means required to take one of these Qualities; they simply represent "package deals" for specific character types (like that "Military" Commando Quality, or the Quality for that "Chosen One" we all know so well in the Core Rulebook). Normal magic users, fighters, thieves, etc. can be created without these Qualities.

Holy Order of Light Priest (5 point Quality)

The Holy Order of Light is a society of priests who study the supernatural evils that plague the world, learn their names and how to best combat them. They are the religious leaders and wandering clerics of the world, and are associated with the Templars, as the scholarly arm of these warriors of Light. Often, individual members of this Order seek out the Paladins of the world in order to serve at their side, helping to wipe out the evils that spread across the world like an unholy fire, threatening to engulf everyone in its dark flame. Priests of the Holy Order of Light gain the following benefits:

- +1 level to any one Physical Attribute (attribute levels not to exceed racial maximums)
- 1 free level in the Melee Weapons skill, 2 free levels in the Knowledge: Religion skill, and 2 free levels in the Demonology skill
- 1 free level of Sorcery
- 3 point Obligation to track down and destroy supernatural evil. The Priest gains no points for this drawback.
- 4 point Adversary: Demons and Vampires. The Priest gains no points for this drawback.
- Priests of the Holy Order of Light cannot be Paladins

Paladin (15 point Quality)

Paladins are paragons of nobility and examples of the purest warriors of Light. They stand against the forces of darkness and evil, and make it their life's mission to stamp out supernatural manifestations of darkness wherever they can be found. These are men and women with a spark of divinity in them, a quiet fire that burns in their breast from birth and erupts into full power sometime during their adolescence. Nobody knows why some are Chosen to become Paladins and others are not; indeed, the Revelation is different for each Paladin. Some claim to have a vision of a shining being of light who reveals their true power and purpose. Others are approached by a strange monastic order that journeys the world looking for those with the potential to battle evil and darkness. Still others simply wake up one day with no memory of

who they once were, but fully now aware of their powers and purpose in life. Whatever their reason, Paladins journey the world looking for evil to destroy and innocents to protect. Paladins gain the following benefits:

- +2 to Strength, Dexterity, Constitution, and Willpower. Paladins can raise any attribute to a maximum of 10.
- Fast Reaction Time, Nerves of Steel, and three levels of Hard to Kill (and can buy up to 10 levels total).
- +1 free level of Melee Weapons and Martial Arts
- Regenerate one Life Point per Constitution Level, every hour. Paladins are also immune to natural diseases.
- Sense Vampires, Demons, Ghosts, and other supernatural creatures within 100 feet by concentrating for one Turn and making a Perception roll
- Psychic Visions Quality
- Paladins automatically gain the Adversary (Demons and Vampires) Drawback worth five points, and a 3-point Obligation Drawback. They are also restricted by a 2-point Honorable Drawback.
- Paladins cannot take the Natural Athlete Quality, the Sorcery Quality, the Holy Order of Light Monk Quality, or the Templar Quality.

Swashbuckler (8 point Quality)

The Swashbuckler is the classic renegade hero in black; the masked man who battles his opponents with rapier in hand and a tongue as sharp as his blade. Swashbucklers abhor armor, believing it to be the tool of cowards who rely on heavy weapons because they lack the dexterity to wield anything requiring finesse. In the Swashbuckler's line of work, armor gets in the way. He doesn't need two-handed swords or plate mail to be effective in battle; his speed and wit are his greatest weapons. This Quality provides the following package of good stuff:

- +2 to all attack rolls with a rapier or knife
- Jack of All Trades (2 point version) for free
- Fast Reaction Time at no cost
- +1 to Dexterity and Perception
- Good Luck (2 point version) at no cost
- Taunt this character can use jibes and insults against an opponent. With a resisted willpower + influence task, the Swashbuckler can inflict a penalty on all of his opponent's rolls the next turn. This penalty is equal to the Swashbuckler's success levels, modified by his opponent's success levels. So if the Swashbuckler gains 3 success levels and his opponent gains only one, the opponent suffers a -2 (3-1=2) penalty on all rolls the following turn, due to being flustered and angry.
- Nerves of Steel at no cost
- Danger Sense, at no cost

- Gains the following Drawbacks, but gains no points in exchange: Clown, Reckless, Showoff.
- Cannot purchase levels in Sorcery, Chi Focus, or Telekinesis
- Cannot wear any armor other than cloth or soft leather.

Warrior Monk (5 point Quality)

Warrior Monks are men and women who have spent years, even decades, secluded in a monastery, perfecting their bodies and minds in an effort to achieve a higher state of being: immortality, Nirvana, enlightenment, or some other such ideal. These men and women have learned the greatest truth: that the body and mind must be one for true mastery to be achieved. Characters with this quality have learned all they can at their monastery, and now search the world for the final steps in their quest for enlightenment. The balance has been overturned and evil sweeps across the world. Only restoring the balance can allow the Monk to complete his Cycle in the Wheel of Dharma. This Quality provides the following goodies:

- +1 to any two physical attributes (can raise all attributes to a maximum of 8)
- +3 free levels of Martial Arts
- +1 free level of Demonology
- Fast Reaction Time, Situational Awareness, or Natural Toughness (choose one)
- 1 free level of the Chi Focus Quality
- Obligation (Major): achieve enlightenment. The Warrior Monk gains no points for this drawback.
- Honorable (Serious): The Monk gains no points for this drawback.

New Qualities

The following are new "standard" Qualities and Drawbacks for use in a fantasy game.

Ambidextrous (3 point Quality)

Ambidextrous characters are neither right-handed, nor left-handed. They can use either hand with equal proficiency, and can often coordinate two separate tasks with each hand. This gives them a natural advantage in combat situations. An ambidextrous character gains one extra action at no penalty each Turn.

Chi Focus (3 point per level Quality)

Chi Focus allows a character to focus his or her life energy to achieve astounding mystical results. This Quality isn't very useful unless the Director owns either the *Mystery Codex*, for Eden's *C.J. Carella's Witchcraft*® Role Playing Game, or *Enter: The Zombie* for the *All Flesh Must Be Eaten*® Role Playing Game. These games do not make use of the Lite version of the Unisystem™; this is where

Chi Focus comes in. Chi Focus takes the place of Chi Mastery rolls and Essence in those two sourcebooks, respectively. It works in exactly the same way as spell casting; the character rolls Willpower + Chi Focus against the Power Level of the Chi Ability he wishes to evoke. If the number of successes of the roll is equal to or greater than the ability's power level, the use is successful. Determining power level is relatively easy; the Essence cost of the power in question determines power level. Powers with Variable Essence costs have a Power Level equal to the base Essence cost, modified by each success level above the cost. For instance, if a power costs 2 Essence per additional defense action granted, the power level of the ability is 2. Each additional success level of the roll beyond the 2 required to activate the power grants an additional defense action. So if the player rolls his Chi Focus + Willpower and the result is 15 (4 success levels), he gains one additional defense action for achieving the power level (2), and one for each success level beyond that (2 more) for a total of 3 extra defense actions!

A character with Chi Focus can possess Chi abilities whose power levels total twice his levels in Chi Focus. Frex: if the character has a Chi Focus of 3, he may possess up to 6 power levels in Chi Abilities. This means he can have 3 abilities, each with a Power Level of 2, 6 abilities with a power level of 1 each, 1 ability with a power level of 6, or any other combination thereof.

Danger Sense (2 point Quality)

You've always had a way of knowing when things were about to go wrong. Ever since you were little, right before the awful is about to happen, your Sixth Sense tingles, telling you to get out of the way. On the other hand, sometimes it just alerts you to a surprise around the corner. Real bummer when your friends try and throw you a surprise party. This Quality alerts you to potential danger within the next sixty seconds. You cannot be surprised under any circumstances, and you always gain an initiative check, even in ambush situations.

Endurance (2 point Quality)

You've got an iron constitution. You're a fighter, inside and out, and it's pretty tough to put you down for good. You've been through injuries that would've destroyed a lesser person, and come through it all the stronger. You've cheated death more than once. This Quality grants a +2 to all Survival Checks. It cannot be purchased more than once.

Iron Will (2 point Quality)

You're headstrong and determined. When you put your mind to it, you can accomplish anything, and nobody tells you what to do. It's difficult for others to utilize magic and psychic domination on you as a result. You gain a +2 bonus to all resisted

tasks involving willpower. This Quality may only be purchased one time.

Hypnosis (5 point per level Quality)

This ability functions exactly as the vampiric power on page 165 of the *Buffy the Vampire Slayer* Core Rulebook.

Jack-of-all-Trades (2 or 4 point Quality)

Some people just pick up new things easily. They have a knack for learning new skills and seem to catch on to whatever new ability is being demonstrated much faster than everyone else. This Quality represents that knack through extra skill points. The 2-point version of this Quality allows a character 1 extra point per level of Intelligence to put into skills. The 4-point version grants an extra 2 points per level of intelligence. This Quality must be purchased at character creation and cannot be purchased more than once.

Magical Adept (3-point Quality)

Some people just have more of a knack for magic than others. They have a sort of natural understanding and comprehension of the way mystical energies work and flow through their bodies. You're like that; you always have been. With this Quality, you gain a +2 to all Sorcery checks. This Quality must be purchased at character creation and can only be taken once.

Runesmith (3 point per level Quality)

Runesmithing is the magic of the Dwarves and Gnomes. It is their exclusive domain and is rarely if ever taught to outsiders. These artistic folk are adept at creating weapons and armor of exceptional magical power. Doing so is time consuming and taxing on the smith in question; it is not often an ability that is of great immediate use; however, characters with levels in Runesmithing begin play with permanent magical items that have a total power level equal to their levels in Runesmithing. These items do not affect levels in Runesmithing as do later created items; they are considered to be "inherited," from a family member, guildmaster, or other source. Magic items and the use of Runesmithing in the game are covered later on.

Telekinesis (3 point per level Quality)

Telekinesis is, quite simply, the ability to move objects using only the power of one's mind. This ability works identically to the Telekinesis power described on page 143 of the Core Rulebook, but does not come pre-packaged with the Sorcery Quality. Rolls for Telekinesis use Willpower + Telekinesis, not Willpower + Sorcery.

SKILLS

It is, obviously, necessary to redefine the skill set for a fantasy game. Certain skills, such as Computer, have no use whatsoever in a swords and sorcery game, and other skills, such as Occultism, are too broad and general for a world that is encompassed by magical creatures, demons, devils, faeries, angels, and other such creatures. New skills are detailed below, and those renamed for "flavor" are listed. Other skills from the BiVS core book are not listed in an effort to minimize the amount of Eden material reproduced online. If you wish to obtain a full list of possible skills, I would encourage you to purchase either the *Buffy the Vampire Slayer* Roleplaying Game (available now), or the *Beyond Human* Roleplaying Game (available in mid 2003). As always, use common sense when determining which skills are and are not appropriate to a fantasy setting.

Complementary Skills

These rules introduce the concept of "Complementary Skills," or skills that can be used to enhance other skills. A character uses a complimentary skill whenever she needs to give a "boost" to another skill use. The success levels in the complimentary skill task are then added to the main skill roll. When a character needs to make a poultice to draw poison from a wound, for example, she makes an Intelligence + First Aid test to see if she is successful. However, let's say the character also has skill in Herbalism. This is certainly a skill that would come in useful for such a situation as this. Rather than decide which of the two skills are better, the player first makes an Intelligence + Herbalism test. The success levels of this test are then added to her First Aid roll as a bonus. Under the various skills, you will find suggestions for complementary uses of several. However, this is by no means an exhaustive list of possibilities and your Chronicler will certainly come up with other possibilities as the game progresses.

New Skill List

Alchemy (New)
Animals (New)
Archery (New)
Craft (New)
Demonology (New)
First Aid (Renamed from Doctor)
Herbalism (New)
Martial Arts (re-named from Kung Fu)
Melee Weapons (re-named from Getting Medieval)
Riding (New)
Rogue (Renamed from Crime)
Wilderness (New)

New Skill Descriptions

Alchemy

The alchemy skill determines aptitude with mixing chemicals, acids, poisons, etc. Alchemy can be used to identify unknown liquids and substances, their nature (herbal, man-made, etc.) and purpose (healing, poison, explosive, etc.) It can also be used to mix compounds, medicines, acids, and poisons, given the proper ingredients. It does not provide the ability to identify plant life; merely to use plants in the proper fashion insofar as making compounds, poisons, medicines, etc. go.

Animals

The Animals skill covers all aspects of animal knowledge and lore. It concerns identifying species, tracks, and signs; it also covers training, handling, calming, and otherwise dealing directly with both domestic and wild animals, diagnosing injury and illness in animal species (though Alchemy and/or First Aid is needed to treat such injuries and illnesses). Directors should choose an appropriate attribute + skill combination, depending upon the circumstance. For example, identifying a creature would require an Intelligence + Animals check, while calming an agitated beast would require a Willpower + Animals check. This skill may be used as a Complimentary skill with Riding.

Archery (Type)

This is skill with ranged weapons. Cast Members should choose the type of distance weapon they are proficient with: Short or Recurve Bow, Long Bow, Heavy Crossbow, or Light Crossbow. This skill also covers thrown weapons and sling-style weapons, so Thrown and Sling are also valid choices for the Archery skill. It is generally used with the Dexterity attribute in combat; the skill does not require repair and construction of weapons; this is covered under the Craft skill.

Craft (Type)

At first glance, it would seem that Craft and Art are one and the same; while they are similar, they are not the same skill. Crafts are hands-on types of skills that have more of a practical use. In general, if an art form provides a service of some sort, it counts as a craft. Thus, the Craft skill covers such things as brewing beer, weapon smith, armor smith, blacksmith, bowyer/fletcher, etc, while the Art skill covers painting, drawing, creative writing, sculpting, and other skills of that sort. Given this fact, it would seem that Craft skills are similar to Mr. Fix It; this is true, but the Mr. Fix It skill provides knowledge in quick patches, and repair work. It functions more as a "field armorer" type of ability, performing quick patches to damaged armor, or fixing a nicked wagon wheel. It doesn't provide skill in forging, creation, or sturdy and long-term repair work. Craft and Mr. Fix It are complementary skills.

Demonology

Demonology is the knowledge of the legions of the Netherworlds, the types of creatures that serve Ahriman and his evil Asuras. This skill provides knowledge in regards to cults, strengths, weaknesses, histories, and any other pertinent information the Chronicler deems the character might have access to. This skill replaces Occultism in the standard rules, and may function as complementary to some Sorcery checks, at the Chronicler's discretion.

Herbalism

Herbalism is the knowledge of plants and their practical uses in medicines, poultices, and even some alchemical purposes. This skill is useful in both concocting treatments for illnesses, potion making, and finding food when caught in the wilderness. It is a complementary skill for Alchemy, First Aid, and Wilderness. Note that while this skill provides the necessary knowledge to mix the correct herbs to create poultices and medicines, the First Aid skill is necessary for effectively administering the treatment. And while Herbalism provides knowledge of the possible uses of certain plants in magical potions, it doesn't provide the knowledge of how to properly mix and compound the ingredients to produce a final product. Effective doctors and midwives have both Herbalism and First Aid; effective Alchemists have both Alchemy and Herbalism.

Riding

Riding is, quite simply, skill in riding a horse. Note that most characters in a fantasy setting have rudimentary knowledge in how to ride a horse for transportation. This skill comes into play when trying to maneuver the animal under pressured situations, stay on and calm a spooked horse, engage in mounted combat, or other similar stressful situations. It replaces (obviously) the Drive skill in the core rules.

Wilderness

This skill is possessed by those who are adept in survival in the wild and unexplored areas of the world. It provides rudimentary knowledge in finding food and water, skills in hunting and trapping game, and tracking both animals and people through wooded, forested, desert, or other wilderness areas. Most that live in the Wilderness possess both this skill and Herbalism, which provides knowledge in identifying plants that are useful in a myriad ways.

SORCERY

Sorcery is used in the same way as in the Core Rules, save that all Sorcery Tests are performed using *only* Sorcery and Willpower; there is no Occult skill. In some situations, dependent

upon the individual spell, the Chronicler may opt to allow Demonology or appropriate Knowledge skills as complementary to the task, using the rules for complementary skills, above.

The Book of Shadows

All Sorcerers must maintain a *Book of Shadows*, a grimoire of the spells they know and use. When not adventuring, Sorcerers *must* spend a bare minimum of three hours per day studying their Book of Shadows to keep their mind fresh and feed the mystical writings with psychic energy focused through the study of the arcane formulae in the book. Consistent failure to study the Book of Shadows means the sorcerer begins to forget spells; they actually *fade* from the book and disappear. Highest level spells require the most attention, and these are the first to disappear from the book. Each day that the sorcerer fails to study her book, she must make a Willpower + Sorcery test against the highest level spell in her book, or lose that spell. Re-obtaining a lost spell is standard, as described below.

Sorcerers begin play with a number of spells whose power levels total twice their Sorcery levels, as described under the Quality. Spells should be created, adapted, and/or designed by the Chronicler and Player using the Spell Creation rules in any Unisystem™ Lite Core Rulebook. New spells are gained through the expenditure of experience points; the player must spend experience equal to *half* the power level of the new spell she wishes to obtain, rounded up, and then succeed at a "test casting" (standard Sorcery + Willpower test vs. the Spell's Power Level) of the spell in order to be able to use the new spell in her book. Failure means that while she's got the spell in her book, she can't cast it just yet. She may attempt once per Chronicle (Episode) to learn the spell via test casting, but cannot use the spell until she succeeds at the test casting. Once she successfully tests the spell, she may use it without restriction. Note that limitations on Quick Casting still apply as in the base rules; some spells are simply made to be cast via ritual.

Example: Genevieve the sorcerer comes upon a new spell and wishes to add it to her Book of Shadows. The spell is Fireball, and has a Power Level of 5. First, Genevieve must spend 3 experience points to obtain the spell (half of five, rounded up, is 3). Now that she has expended the experience, she must attempt to learn the spell through a "test casting." She makes a standard check as though casting the spell, trying to achieve five success levels on her roll (whew! She might want to spend a Drama Point on this one!) If she succeeds, she has now learned Fireball and may use it without restriction. If she fails, she does not lose the spell; rather, it is in her Book of Shadows but she just lacks the talent to utilize it quite yet. She may attempt another test casting next Episode, and once per Episode thereafter, until she learns to successfully cast the spell.

Multiple Casting Penalties

Multiple Casting penalties are somewhat altered in a Fantasy game, where magic is *supposed* to be more prevalent and powerful. Wizards in fantasy worlds are accustomed to channeling magical energies through their bodies, and directing them to a specific end; they are not quite as frail in this sense as are people in a modern era game. In a Fantasy game, spell casters do not suffer multiple casting penalties for fatigue as in the Core Rulebook; rather, a caster may throw a number of spells equal to the average of her Constitution score and Sorcery levels (rounded down) before multiple casting penalties begin to accrue. This average is the character's *Casting Threshold*, and should be recorded somewhere on the character sheet. Once the caster's Casting Threshold is exceeded, she begins to accrue multiple casting penalties exactly as described in the Core Rulebook and must meditate or sleep for a period equal to 8 hours, minus the character's Constitution score, before these penalties disappear.

Witchcraft Metaphysics

The *Witchcraft RPG* provides a great starting point for spell selections for your characters, and the beauty of it all is that the conversion rules at the back of the *BtVS Core Rulebook* already provide a system for determining power levels for the spells, so that your mage character already has a nice starting repertoire of spells available. Alternately, you may decide to use the following rules for converting the *Buffy* sorcery system to the use of *Witchcraft*-style metaphysics.

Sorcery and Metaphysics

Any *Buffy the Vampire Slayer*® character who purchases at least 3 levels in the Sorcery quality is considered Gifted (does not need to purchase the Gift Quality) and may if they wish use their starting Drama points to buy Invocations, Necromancy, or The Sight metaphysics, but *may not* combine the various arts. The process works as follows: 10 Drama points are converted into 30 Metaphysics points for White Hat characters, and 7 Drama Points are converted into 20 Metaphysics points for Hero characters. This has the effect of making White Hat sorcerers the equivalent of Gifted characters, and Hero sorcerers the rough equivalent of Lesser Gifted characters. After character creation is finished, Drama points can no longer be used to purchase Metaphysics; future Metaphysics must be obtained in the standard manner, but the *Buffy*® sorcerer must always remain in their field of focus. Spells in the *BtVS Core Rulebook* are considered Incantations and work as per the "Essence Point Assignment Table" chart in the appendix of the book on page 234. For spells with a power level greater than 6, the Essence Point assignment is determined by squaring the power level of the spell. So a spell with a power

level of 7 would cost 49 Essence to cast. Power level 8 would cost 64 Essence, and so on. Alternately, Sorcerers can decide to use the standard Buffy system for spellcasting, with no modifications. In this case, to find power levels for spells, simply reverse the process for determining Essence costs. Any beginning spells must still be purchased with Drama Points; otherwise, the character knows no spells at the beginning of the game and must learn them in game as standard for the Buffy rules.

Sorcerers recover lost essence at a rate equal to their Sorcery level per minute. Sorcerers do not need to worry about Essence Channeling and can channel as much Essence at once as they like, but can still die from Essence loss. In addition, Sorcerers must make a Willpower + Sorcery test to use more than one spell in a round, and each additional spell attempted incurs a cumulative -2 to the test. Worse, if the Sorcerer fails her test, the Essence is still spent, and she suffers an Essence backlash that forces her to make a Survival Test with a penalty equal to the current Sorcery test penalty. Failure means the Sorcerer falls unconscious for 1 hour per spell cast that round. Channeling that much Essence at once is highly dangerous and taxing.

Example: Cassandra has just cast a spell and wishes to cast another. She makes a Sorcery and Willpower test at a -2 penalty and gets an 11 (minus 2, which is 9). She succeeds. She wishes to cast a third spell. Now the penalty is -4. This time, sadly, she only rolls a 12. 12-4=8, so she fails. She must now make a Survival Test at a -4 penalty (equal to her last Sorcery test penalty). If she fails, she will fall unconscious for 3 hours (3 spells attempted in one round).

Starting Essence for these characters is determined as standard, and the character gains Increased Essence Pool for free at a level equal to half her Sorcery level. She may purchase more levels of Increased Essence Pool at the standard cost.

Chi Focus

Earlier, in the description of the Chi Focus Quality, you probably noticed the assertion that it isn't really that useful without certain sourcebooks for other Eden games. While I can't recommend these sourcebooks enough (both of them are fantastic material for any fantasy-type game), it's unrealistic to just expect everyone to up and run out to buy them for the sake of these free rules. I know that much (wink, wink). So, let's work out a way to make it useful without access to those other (great) sourcebooks. However, if you *do* own the *Mystery Codex*, or *Enter: the Zombie* and opt to use the Chi abilities from one or both of those games, it is recommended that you do not allow characters with Chi Focus access to the abilities below, in the interest of overbalancing martial arts characters within the game.

Chi Focus Abilities

Chi Focus represents the 'mind over matter' ability of martial artists. You've seen the old *Kung-Fu Theater* flicks where Bruce Lee gets the crap beat out of him by seven guys, then focuses his internal energy (usually shown on film by a close-up of his steely-eyed gaze) and launches into a flurry of impossible movements, wasting all of them. That's Chi Focus at work. In game, Chi Focus can be used in any of three ways: Attack, Defense, and Self Healing. Any character with at least one level of Chi Focus can attempt to use any of the three abilities at any time she so chooses. Systems for using these abilities follow; every use of the Chi Focus skill requires one action of concentration, and only one of the three powers can be used at any given time. What this means is that a character may not use Chi Attack and Chi Defense in the same round, but must choose one of the two. The same applies for Chi Healing; if the character uses Chi Healing, she may not use Chi Attack or Chi Defense until the Healing is complete.

Chi Attack

A character uses Chi Attack to make himself (or herself) more potent in an offensive manner when it comes to combat situations. If successful, the character can either make a single attack far more potent, or add several more attacks in a round, at his discretion. To use the ability, a character makes a Chi Focus + Willpower roll. He may do one of three things: make a number of extra attacks equal to half his success levels (rounded up) at no penalty, add his success levels as a bonus to his next attack roll, or may add the success levels of the Chi Focus roll to the success levels of his next attack for the purposes of determining damage. Chi Attack can only be used with bare-handed or close combat weapons. It does not apply to ranged weapons.

Chi Defense

Chi Defense adds to the potential of a character to defend herself in combat. It works in a very similar manner to the Chi Attack, but for defenses rather than attacks. The character may take an additional defense action equal to half her success levels in the Chi Focus + Willpower test (rounded up) at no penalty, or add the success levels of her Chi Focus test to the *total* of her next defense roll. Finally, she may opt to add the success levels of the Chi Focus test to her Armor Value for one round per level of Willpower she possesses. However, if the character opts to boost her Armor Value, she may not use Chi Focus in any other manner so long as her Armor Value remains augmented.

Chi Healing

Chi Healing represents the capacity to instantly knit wounds and injury. By succeeding at a difficult Chi Focus + Willpower test, the character instantly heals wounds equal to her

Constitution level, multiplied by her success levels in the roll. So a character with a Constitution of 3 who makes a Chi Healing roll and gets 3 success levels instantly heals 9 Life points (3X3 is 9). The process is not instantaneous, however, and takes 1 hour per attempt.

RUNESMITHING

Runesmithing is the magic of the Dwarves and Gnomes, and they guard the secret with their lives. Dwarves especially will not reveal the secrets of Runesmithing, for they cannot practice standard Sorcery, and legend has it that their souls are made of stone and will not allow the focusing of their chi energy. They have, however, learned of the secret power inherent in the stones of the earth, and within their own bodies, which they can use through their secret runic alphabet and language. Thus, sometimes, when a Dwarf or Gnome crafts a truly exceptional weapon or suit of arms that he pours all of his heart into, he can inscribe upon it a sigil that traps within it a tiny piece of his own life essence, which imbues the weapon with great power. The greatest magical weapons and armor in the world are created by Dwarves and Gnomes. Unfortunately, these weapons are rare and precious, as each Dwarf and Gnome will create perhaps one weapon, or perhaps two, and one coat of arms, throughout his life. Certainly it is possible to create more, but to do so is a threat to his very existence.

To create a magic weapon or suit of armor, the character must first forge the item to be enchanted; he cannot simply enchant any item he so pleases. Further, the Craft: Weaponsmith or Craft: Armorsmith test to create the weapon requires at least four success levels to achieve a high enough quality weapon to enchant. Once the weapon has been fashioned to a high enough quality, the character may begin the process of enchanting it. It should also be noted that only hand to hand combat weapons may be enchanted via the Runesmithing skill. Ranged weapons are not the domain of Dwarves and Gnomes, and thus cannot be made magical in this fashion. Legends tell of ancient Elven bows, cloaks, and rings that have strange, magical properties, but if they exist, few are alive who have seen them, and fewer still who can claim to possess the secrets of their creation. The art is considered lost.

Enchanting the weapon requires a successful Willpower + Runesmithing roll. If successful, the character has managed to instill an enchantment into the weapon. In order to make the enchantment stick, however, the character must devote part of his own life essence to the process. What this means in game is that the character permanently loses 1 level of Runesmithing, and may never again purchase new levels in the Quality, for every three success levels on his Runesmithing test. So a Dwarf who has crafted one rune weapon and gained anywhere from 1 to 3 successes on his Runesmithing Test, now sees his Runesmithing

reduced by 1 level permanently, and can never again buy another level in the Quality. Had he gained four to six success levels, he'd have a more powerful weapon, but would lose two to his Runesmithing. This happens with each weapon or suit of arms the character crafts, so eventually he becomes drained of Earth Magic. A character who gains more than three successes on his roll may opt to take only three successes for weapon creation by sacrificing only 1 level of Runesmithing, rather than the requisite amount for all successes.

If a character ever fails a Runesmithing Test, or his levels in the Quality ever reach zero, he is drained of Earth Magic and can never again imbue another item with mystical power.

Example: Joe the Dwarf creates a Runic battle axe, and gains six successes on his Runesmithing Roll. However, he decides he can't afford to sacrifice that many levels in the Quality, so he opts to devote only 1 level of Runesmithing to the creation. His sacrifice still provides him three successes with which to build his weapon, but he can now never again increase his Runesmithing levels. Eventually, he will run out, and will no longer be able to craft magical items.

Once the sacrifice has been made, the weapon is complete. The character has now only to assign magical properties to it. The base property for any weapon is a bonus to hit and to base damage. For each success level on the Runesmithing test, the weapon gains a +1 bonus to hit and to its base damage. In the case of suits of arms, every success level increases the Armor Value of the suit by 1. The character can "exchange" bonuses for special abilities, a few of which are listed below. Note that once success levels are used to purchase special powers, they no longer grant bonuses to hit and damage.

Example: Joe the Dwarf creates a weapon and gains four successes on his Runesmithing test. By default, he now has a weapon that is +4 to hit and damage in combat. However, he decides he wants to be able to shoot lightning from it 3 times a day. The cost for lightning is 1 success level per daily blast, as shown below. So if Joe buys 3 shots of lightning per day, he has a weapon that deals an extra +1 damage and has a +1 to hit, and can fire lightning bolts at his opponents 3 times per day.

Thunder Weapon: this ability can only be applied to bashing weapons, such as hammers, maces, and the like. Once per round, when the weapon strikes, it releases a deafening thunderclap and deals double normal damage. This ability requires sacrificing 2 success levels worth of bonuses.

Energy Blast: Once per day, per success level of bonus sacrificed, the item can emit a blast of fire or electricity. The

wielder must roll to hit his opponent with a Dexterity (doubled) or Dexterity + Archery test, and if successful, the burst deals damage equal to the Wielder's Willpower per success level.

Defender: If a weapon, this item generates an invisible, magical energy field around its wielder, enhancing his Armor Value by 2 for every success level in bonuses sacrificed to the creation. If a suit of arms, each success level sacrificed to creation grants the ability to make one extra defense action at no penalty, each round.

Vorpal: This ability can only be applied to bladed weapons and costs 4 success levels. The weapon gains an extra +2 bonus when making decapitation attacks, and inflicts damage X6 on such attacks, rather than X5.

Increased Damage: This ability can be added to any weapon or coat of arms. For a weapon, the ability costs 3 success levels, and automatically adds 3 success levels to the base damage of every strike the weapon makes. For a suit of armor, the ability costs 5 success levels, and adds 2 success levels worth of damage to any weapon wielded while wearing the suit.

Coat of the Rogue: This ability can only be applied to a coat of arms. It costs 4 success levels and has the effect of making the armor weightless, noiseless, and grants a chameleon-like quality to blend in with one's background. This has the effect of adding +3 to any Rogue skill test to move quietly or avoid detection.

Assassin's Blade: This ability may only be applied to a knife, short sword, or rapier. It costs 4 success levels. The weapon gains an extra +2 bonus when making Through the Heart attacks, and increases the damage multiplier for such attacks by 1. This ability can also be applied to blades made of fine ash or ebony; these weapons are quite rare and are known as Stakes of Vampire Slaying, and when used against vampires, they inflict double damage on a Through the Heart maneuver even if the vampire doesn't dust from the staking.

COMBAT, WEAPONS AND EQUIPMENT

Weapons and Equipment in many fantasy games tend to be varied and many. Therefore, it is suggested that the tables from *Witchcraft* or *All Flesh Must Be Eaten* be used for selection of weapons and equipment for your characters, as these provide a much broader selection of weapons, rather than the general selections available in *Buffy*. However, there is something to be said for the idea that the difference between a longsword and a scimitar is semantics, in the end, and both should deal

approximately the same damage. When looked at in this sense, the *Buffy* tables work just fine. In the end, it's entirely up to you. When deciding on damage for weapons, you'll notice that *Buffy* uses a "flat damage" system, while *Witchcraft* uses a die roll for damage, but provides stats for flat damage if you so desire. Which system you use is entirely up to you. Some people prefer the greater range of possibility from die rolls for damage, while others (myself included) enjoy the faster-paced combat that results from a flat-damage system.

Optionally, you may decide to remove damage type modifiers from your weapons in a fantasy campaign. This would have the effect of making characters far more survivable in a setting where combat is likely to be the order of the day. If you do, however, remove damage type modifiers, it's recommended that you leave the multipliers for special attacks such as Through the Heart and Decapitation, as these "special maneuvers" are designed to kill instantly. But on that subject, how does one deal with attacks like this in a fantasy style game, where a successful decapitation can kill the Big Bad in one shot, effectively ruining the climax of an adventure? This is a very difficult situation to resolve. You could require special training for the use of decapitation maneuvers, making characters purchase a Quality of some sort to represent their ability to perform a decapitation, or rule that certain types of armor add additional protection against decapitation and/or Through the Heart maneuvers. Certainly, it's far more difficult to stab someone in the chest if they're wearing plate armor, or to decapitate someone wearing an iron neck brace, or even a chain mail one (though in the latter case, breaking the neck is certainly possible). Or you could just go with the flow and see how it works out. The ability to decapitate might not be such an unbalancing factor when dealing with a Big Bad whose combat abilities allow him to parry or dodge such obvious tactics.

Martial Arts and Monks


There comes a time in every fantasy campaign when characters must fight hand-to-hand, and a system for this is required. The basic system in the *BtVS Core Rulebook* works just fine for most characters; however, in a fantasy campaign we've introduced the concept of Fighting Monks, who are a cut above the rest. Some Chroniclers may decide they want a wider range of options for Fighting Monks than those listed in the *Core Rulebook*. If so, I would recommend (yet again) the *Enter the Zombie* sourcebook for *All Flesh Must Be Eaten*. This book provides an alternative martial arts system that is still completely compatible with any characters using the core *BtVS* system, but opens up a broader range of possibilities for hand to hand action. If you own or can get your hands on this book, I'd allow Fighting Monks (and only Fighting Monks) to take martial arts from it, and


perhaps balance it by restricting their weapon selection to martial arts specific weapons, such as nunchaku, sai, tonfa, bo staves, etc. These weapons, by-the-by, are also covered in the *Enter the Zombie* sourcebook.

BEASTIES, MONSTERS, AND MADNESS

The *BtVS Core Rulebook* already provides everything you need to create monsters to populate your game, and presumably the upcoming *Monster Smackdown* will be a great addition onto these rules. Keeping that in mind, I've included below just a few 'Quick Sheet' monster templates to get you started.

N.P.C. Monster Quick Sheets

Name: Goblin Warrior Motivation: Fight, Snivel, Maraud Critter Type: Goblin Attributes: Str 3 Dex 5 Con 2 Int 2 Per 2 Will 1 Ability Scores: Muscle 12 Combat 12 Brains 11 Life Points: 30 Drama Points: 2-4 Special Abilities: Fast Reaction Time, Covetous (-2) Attractiveness: (-3) Mental Problems (Cowardly, 2)																					
<table border="1"> <thead> <tr> <th colspan="4">Maneuvers</th> </tr> <tr> <th>Name</th> <th>Score</th> <th>Damage</th> <th>Notes</th> </tr> </thead> <tbody> <tr> <td>Sword</td> <td>12</td> <td>11</td> <td>Slash/Stab</td> </tr> <tr> <td>Parry/Dodge</td> <td>12</td> <td>n/a</td> <td>Defense</td> </tr> <tr> <td>Punch/Kick</td> <td>12/11</td> <td>3/4</td> <td>Bash</td> </tr> </tbody> </table>			Maneuvers				Name	Score	Damage	Notes	Sword	12	11	Slash/Stab	Parry/Dodge	12	n/a	Defense	Punch/Kick	12/11	3/4
Maneuvers																					
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Sword	12	11	Slash/Stab																		
Parry/Dodge	12	n/a	Defense																		
Punch/Kick	12/11	3/4	Bash																		

Name: Orc Warrior Motivation: Kill, maim, destroy Critter Type: Orc Attributes: Str 4 Dex 3 Con 4 Int 3 Per 3 Will 3 Ability Scores: Muscle 14 Combat 14 Brains 12 Life Points: 38 Drama Points: 3-5 Special Abilities: Situational Awareness, Covetous (-2) Attractiveness: (-2)																					
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Name: Ogre Warrior
Motivation: Kill, maim, destroy
Critter Type: Ogre
Attributes: Str 6 Dex 4 Con 6 Int 2 Per 2 Will 3
Ability Scores: Muscle 18 Combat 18 Brains 10
Life Points: 63
Drama Points: 3-5
Special Abilities: Natural Toughness, Covetous (-2)
Attractiveness (-3) Hard to Kill (1)

Maneuvers			
Name	Score	Damage	Notes
Club	18	18	Bash
Parry/Dodge	18	n/a	Defense
Punch/Kick	18/17	6/7	Bash



Name: Lizardman
Motivation: Obey Tiamat, expand empire
Critter Type: Lizardman
Attributes: Str 3 Dex 6 Con 3 Int 3 Per 3 Will 3
Ability Scores: Muscle 12 Combat 17 Brains 12
Life Points: 44
Drama Points: 3-5
Special Abilities: Fast Reaction Time, Ambidextrous
Fanatic, Mental Problems (Cruel, 2)

Maneuvers			
Name	Score	Damage	Notes
Swords (2)	17	14	Slash/Slab
Parry/Dodge	17	n/a	Defense
Punch/Kick	17/16	3/4	Bash



APPENDIX: ERRATA

The following changes should be made to the text, for smoothness of play. As they say on Eden's website, even with the best of intentions, and no matter how much criticism and playtesting you have, some things just slip through the cracks. Here are the fixes.

Page 11: Hypnosis should be a 4 point per level Quality, not 5.

Page 13: The rules for using Witchcraft-style Metaphysics in a fantasy game are badly worded, and a bit cumbersome in their execution. They should be replaced with the following:

Using Witchcraft Invocations

The standard method of spell casting presented in the *Core Rulebook* works just fine, and can even allow for Sorcerers who possess enough power (I'd recommend a minimum of 7 levels of Sorcery) to create spells on the fly, making up mystical effects as they go along. Using Invocations from *C.J. Carella's WitchCraft* in a Cinematic Unisystem™ game is a viable and wonderful substitution, however, that adds its own flavor to a game unlike any other fantasy game out there. *WitchCraft* has now been released as a free download at :

<http://edenstudios.net/witchcraft/>

This makes for a ready and convenient method of play. It can be accomplished using the following rules.

Each Invocation is a single 3-point Quality, and combines with Sorcery levels to represent one 'area of control' that the Sorcerer has. These areas of control (Invocations) act as limiting factors on the type of power that the Wizard, Witch, or Warlock possesses; she cannot create magical effects outside of her sphere of control. Thus, a sorceress with the Elemental Control: Fire Invocation cannot, for

example, create rain. For this, she would need the Elemental Control: Water Invocation.

Casting spells using Invocations is standard. The mage rolls a Willpower + Sorcery test against the power level of the effect she wishes to create. For effects listed in the *WitchCraft* core rulebook, the power level is equal to the Essence Cost of the ability in question. For effects not listed, which the Sorcerer creates 'on the fly,' the Director is referred to the rules in either the *Core Rulebook* or the *Magic Box* sourcebook to determine Power Level. All power levels should receive a -1 to their Power Level due to the limited range of ability wielded by the sorcerer through Invocations, but the power level of any given spell must be at least 1 (no spells with negative power levels).

It is possible to use both the standard Sorcery method of spellcasting, in which sorcerers have specific spell effects they can create, as presented earlier in these rules, and the *WitchCraft* invocation rules for spellcasting. The two systems, if used as presented in these rules, are not at all incompatible and could indeed represent two different schools of spellcasting in your world. In this case, magi using the spell and 'book of shadows' method are called Sorcerers, while those using the Invocations from *WitchCraft* are called Invokers. In this case, it is recommended that Sorcerers cannot create spells 'On the fly,' no matter how many levels of Sorcery they possess. Such flexibility, limited by spheres of power, is reserved for Invokers. Sorcerers must rely upon the formulae written in their Book of Shadows to cast specific spells, and will often spend a great deal of time questing for more spells to add to their book.

Other WitchCraft Metaphysics

Detailed Rules for using other metaphysics from *WitchCraft* can be found in the *Magic Box* sourcebook. Rules for using *WitchCraft*-style vampires and Chi Abilities from the *AFMBE* sourcebook *Enter: the Zombie* can be found at <http://buffy.grey-elf.com/>.