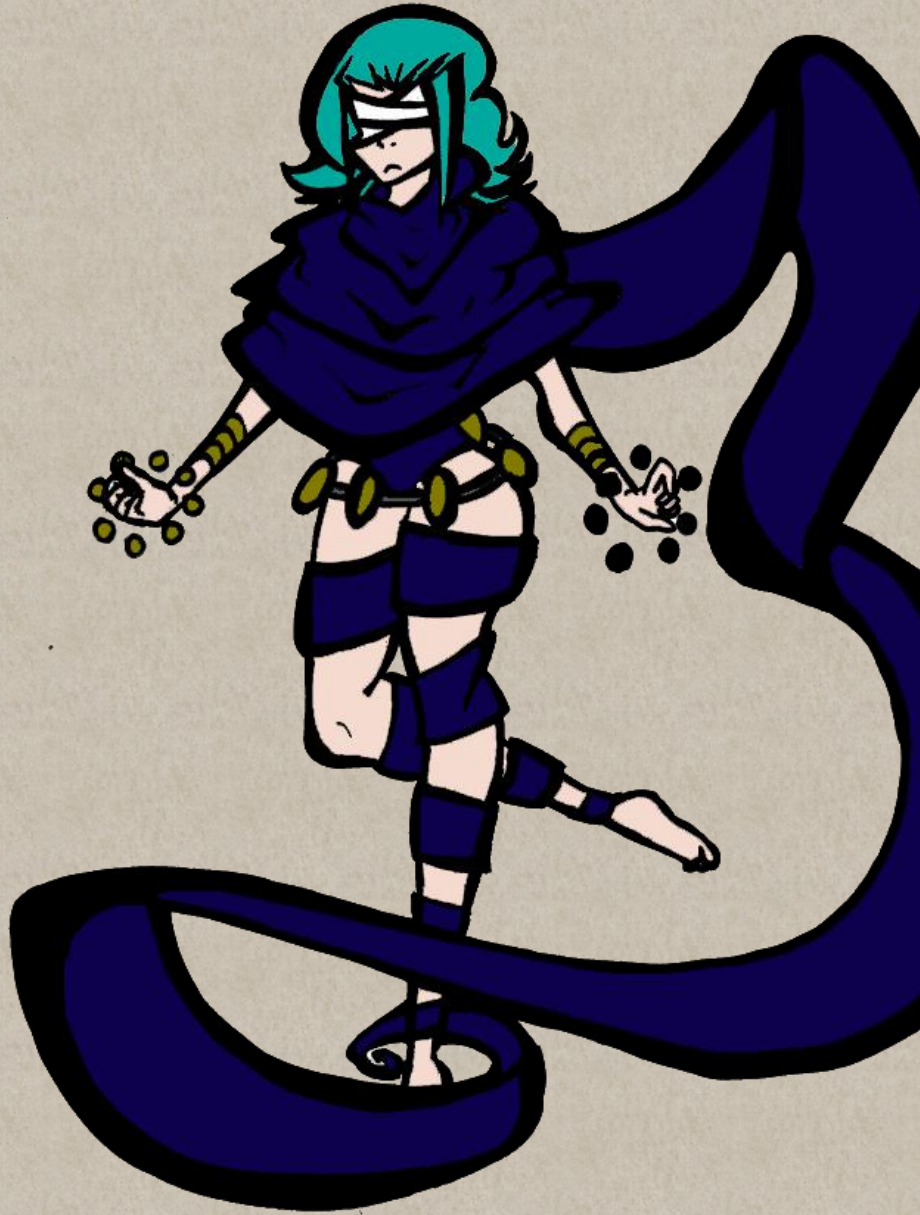


The Fade Tabletop

The mystic guide to magic



Black Flame Studios



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Chapter 1: Species

These new species are all born from a magical heritage of some sort or another.

Species Name

Short description of the species, and perhaps their origin or a bit of information about them.

Physical Description: The physical description of the species, their hair color, and eye colors.

Associated Class: Lists of classes that correspond with the species' ability scores.

Associated Religions: If the species worships a deity, concept, or collective.

History: The species' history, whether they came from Morta IV or not, and what occurred in their past.

In Morta IV: What the species is like on Morta IV, what planets they inhabit, and what their culture is like.

Race Abilities

- Bonuses to ability scores (commonly +1 to two, or +2 to one)
 - Speeds (Land, Flight, Swimming, and Burrowing)
 - Size (2, 4, and 5 are the most common sizes)
 - Miscellaneous Bonus Abilities
 - Languages (Commonly 1 human language, and their racial language if any)
-

All species, unless otherwise specified, are Humanoids with a subtype matching their species name. Example: Humanoid (Human) or Humanoid (Goblin). The exception to this is Half-Breeds (any species that starts with a "Half-" prefix).

Half-Breeds are counted as Humanoids with a subtype equal to the name that comes after "Half-" and an additional humanoid subtype of their choice. For example Humanoid (Elf, Dwarf) or Humanoid (Ghost, Orc).

Age Categories

Species have three age categories; Young, Adult, and Old. When creating a character players can choose between these three age categories, though a GM may restrict a game to a specific age category such as only Young characters, or Old characters.

Species with a “—” are ageless/immortal. Immortality is different depending on the species; Androids are ageless due to being constructed, Vampires aged before becoming undead. In this case, the Vampire chooses the age category they were turned in. They cannot leave the age category, but gain all of its benefits. Species with a † listed next to them are immortal and can choose their age category they count as. Otherwise the species doesn’t get age bonuses or penalties ever. Age penalties **CAN** reduce a stat to 0, and it’s recommended to put points in the stat.

Young: +1 to Agility, -1 to Strength and Endurance, -1 Size.

Adult: No change.

Old: +1 to Smarts and Resistance, -1 to Endurance, -1 square to all speeds

Name	Young	Adult	Old	Max Age
Faceless	5-13	14-59	60-99	120
Ga’au	—	—	—	—
Half Ghost	9-17	18-93	94-124	130
Half Ghoul	9-17	18-93	94-124	130
Kitsune	5-14	15-59	60-79	90
Lycanthrope	5-14	15-59	60-79	90
Spirit Armor	—	—	—	—
Unyura	10-40	41-109	110-219	240

Faceless

Physical Description: Tall and gaunt humanoids who lack a face, hair, or anything to set them apart from a blank slate. Faceless tend to all blend in together, most who are members of the species often have the same tastes and interests as one another.

Associated Class: Because of their natural ability to not be noticed, Faceless are often Rogues and put an emphasis on hiding from their foes. There are some Faceless who instead become Forgers, and create things with incredible detail and originality to supplement for their lack of individuality.

Associated Religions: Rather than worship deities, Faceless tend to instead worship Arcana seeing it as a useful aspect of nature and life as a whole. Otherwise, Faceless don't tend to worship deities.

History: The history of the Faceless is shrouded in mystery to most people. Years upon years ago, an experiment on a then unknown planet by a group of scientists occurred with the goal being to create a mental link between those within the experiment so they could communicate through thought, and thus aid whoever wished to use it within battle so as to prevent the need to speak in battle.

The experiment ended in disaster, killing many of the scientists and unleashing a pathogen on the planet. This pathogen contained the experiment, and set up a massive hive mind across the planet and had the side effect of melting off everything on the surface of the body except the skin.

In Morta IV: Faceless are few in number, and most congregate in specific areas where groups of Faceless already are. This helps them due to their 'hive mind', and lets them feel comfortable among one another. Though they do prefer to stay out of other people's business, some Faceless deviate from this and instead choose to involve themselves directly with other people. These Faceless are viewed poorly by their peers, seeing them as going against their core ideologies.

Faceless Abilities

- +1 to Agility and Smarts
- 6 sq. Land Speed
- **Size:** 4
- **No Presence:** Faceless use their Smarts for Stealth as opposed to Agility.
- **No Face:** Faceless have a vision-like "sense" out to 12 squares that bypasses darkness and other forms of visual obstruction (however it doesn't stop people from using Stealth against them to remain unseen). Faceless can telepathically speak with anyone within their 12 square sense.
- Native Language and Faca-tei

Ga'au

Physical Description: Ga'au are semi-formed masses of psychic energy who have a humanoid torso, head, and arms and a spectral tail-like lower half that can morph into legs when they're not flying. Ga'au's bodies are white in coloration, and change in color to express their mood, being unable to do so otherwise.

Associated Class: The most common choice of class for Ga'au is the Mage and using psychic magic due to their affinity to psychokinesis, and being formed of natural psychic energy.

Associated Religions: Ga'au have no central religion they choose to follow, merely following the will of their own minds to whatever it will take them.

History: The semi-formed masses of the Ga'au existed since the beginning of intelligent humanoid life, forming once an individual who is psychically strong dies. Not all psychic individuals become Ga'au, however all Ga'au are inherently psychic. The Ga'au who are born from this have a purpose, and strive to fulfill this purpose - Ga'au have appeared across the centuries enacting vengeance like ghosts or achieving other purposes post-mortem. Upon completing this purpose, they die and pass on.

In Morta IV: Many do not know of the existence of Ga'au, and those who do know of the Ga'au don't fully understand their creation and reason for being. People who encounter Ga'au are often afraid, though the Ga'au they're frightened of typically react with disinterest in those who are truly scared of them. Ga'au sometimes choose to take advantage of their new life beyond death, studying for thousands of years rather than pursuing their goal that they originally wished to fulfil. The Ga'au who do this eventually become bored, reach a new goal, and fulfill it in order to pass on completely.

Ga'au Abilities

- +1 to Magic and Resistance
- 6 sq. Land Speed, 6 sq. Fly Speed
- **Size:** 4
- **Psi-Affinity:** Ga'au receive a +1k0 to attack and damage when using attacks or spells that deal psychokinetic damage. Alternatively they can transform any weapons they use to deal psychokinetic damage (but they don't gain the benefits from Psi-Affinity.)
- **Formless:** Ga'au are unaffected by called shots and similar effects (such as severing limbs).
- Native Language and Ga'a'ua

Half Ghost

Physical Description: Pale in complexion and possessing an eerily emotionless face, Half Ghosts can easily hide the taint of the undead that plagues them due to their own corruption being that of the spirit, however they have a radiance about them which sets others on edge. Half Ghosts tend to have lightly colored hair and eyes, and dress colorfully to make up for their lack of natural color.

Associated Class: Half Ghosts make excellent Mages, Chaplains, or other magic using classes. Very rarely Half Ghosts take up the blade, using their natural resistance to spells to fight magic users.

Associated Religions: Half Ghosts worship deities of life and death, wishing to understand the fragile balance between the two to and their place in between.

History: The original Half Ghosts were made through occult rituals from mages and priests who sought to combine a spirit and a still-living body in order to give them immortality. This failed however, resulting in both spirits being torn asunder and creating the first Half Ghosts. They behaved like humans however, and eventually were reinstated into human society. Through breeding with fellow humanoids, the children of many have a chance of emerging as a Half Ghost.

In Morta IV: Half Ghosts have been integrated with society for a while now unlike many other half-breed undead, resulting in there being little to no stigma regarding them except for from the most extreme individuals. Half Ghosts are often influential figures in magical communities, taking root and studying the various aspects of magic and the world.

Half Ghost Abilities

- +2 to Resistance
- 6 sq. Land Speed
- **Size:** 3
- **Spiritual Affinity:** Half Ghosts receive a +2 on all Defenses against spells.
- **Semi-Corporeal:** Half Ghosts have a spiritual second half that follows them around. Once per encounter the spiritual second half can be infused into their weapon, affecting incorporeal beings as normal with the weapon attacks for 1 minute.
- **Darkvision:** 6 squares
- Native Language and Necrotis

Half Ghoul

Physical Description: Semi-monstrous due to their undead lineage, Half Ghouls possess lanky and rotted yellow skin, sunken pits for eyes, and overgrown nails. They tend to be hunched over to move on all fours when chasing prey.

Associated Class: Half Ghouls use their speed and resilience to best aid them in battle and become Soldiers, Rogues, or even Battlemages.

Associated Religions: Worshipping deities of the undead, death, and hate, Half Ghouls give reverence to those with powerful ties to these domains.

History: Created when the process for becoming a Ghoul is interrupted, normal Ghouls are created when an individual is in a dying state and is force fed flesh of their own species (or another humanoid of their type). Though simply eating the flesh is part of the ritual, there are more steps and interrupting it or doing the ritual wrong creates a Half Ghoul instead. This isn't always the preferable choice for the creator, however just because a Half Ghoul is made instead doesn't mean they're entirely worthless.

In Morta IV: Half Ghouls are the remnants of a necromancer's failed experiments, and thus do not bode well with people around Morta IV - not even with necromancers as they nickname them "Half Formed" instead. Half Ghouls also have the most monstrous appearance of any half undead, resulting in the most scrutiny and hatred being directed their way. Despite this hatred, Half Ghouls often don't care and instead just wish to feed their endless hunger. Only a few seek to fight the hunger instead of embracing it.

Half Ghouls are unable breed, and thus Half Ghouls cannot create more of their own kind unless they partake in the ritual to do so.

Half Ghoul Abilities

- +1 to Endurance and Agility
- 4 sq. Land Speed
- **Size:** 4
- **The Hunger:** Half Ghouls heal their Endurance in HP once per day so long as they consume flesh in order to do so.
- **Weakened Paralysis:** On a critical hit with a natural weapon or unarmed strike the Half Ghoul paralyzes their target for 1 round.
- **Darkvision:** 6 squares
- Native Language and Necrotis

Kitsune

Physical Description: Fox-like humanoids complete with fox ears and tails. Some appear more human-like than foxlike, and vice versa. All Kitsune however have the look of someone up to no good, and have an almost mischievous air about them wherever they go.

Associated Class: Kitsune's natural luck make them excellent Rogues or Minstrels, taking advantage of their quick reflexes as well through these classes.

Associated Religions: Tending towards trickster gods like Kayan, Kitsune prefer those which offer the most interesting experiences for them rather than the most kind-hearted or good-willed.

History: Kitsune are Japanese legends turned real after some time. It began originally with foxes gaining sentience through Druidic practices, giving them human-like intelligence to serve as companions. This led further to enhancing foxes and helping them achieve more human-like forms, thus explaining why some look near identical to humans while others are more foxlike than human. Those who were created by the Druids learned of the legends of Kitsune from the Japanese, and wished to emulate the legend in order to make a name for themselves as authentic Kitsune, which they eventually did after hundreds of years.

In Morta IV: Once integrated within the culture of the galaxy, Kitsune are mostly known for what the legends told of them - being natural tricksters who liked to fool humans with magic. Some regard them as playful and not entirely harmful to one's health, however others aren't too happy with their childish playfulness they're known for, regarding them as immature and needing a stern lesson in growing up. Kitsune are aware of having unwanted attention from human individuals who wish to be more animal-like, and do not take to kindly and seeing it as an insult for one to dress up like an animal, feeling it mocks their bodies and turns them into caricatures in the eyes of others.

Kitsune Abilities

- +1 to Agility and Luck
- 6 sq. Land Speed
- **Size:** 3
- **Fox Trick:** Kitsune can make Dodge checks using Luck instead of Agility. They can spend a Luck reroll to add +0k1 to the Dodge check once per encounter.
- **Fleet of Foot:** Gain a +1k0 on Acrobatics checks.
- **Darkvision:** 6 squares
- Native Language and Kitsune

Lycanthrope

Physical Description: Humanoids who have been infected with lycanthropy. This causes them to shift into a more animalistic form either at-will or during a full moon. This animalistic form depends on the type of lycanthropy, and the user's own physical form. Otherwise they appear as a regular human normally and are virtually undetectable.

Associated Class: Lycanthropes are very physically adept, and prefer to become classes such as Soldier (Berserkers), or even Druids to take advantage of their natural weapons.

Associated Religions: Though they are similar to humans, Lycanthropes are strangely enough drawn to deities relating to darkness and the moon despite its nature of forcibly transforming them.

History: Lycanthropy is a disease as old as humanity itself, originating from wolves enhanced with magic and infected with mange, this bizarre combination of factors led to some of the first cases of lycanthropy. Though it isn't limited to just dogs and wolves, Lycanthropy is most commonly found in those subjects, creating werewolves because of it.

In Morta IV: Lycanthropes still affect many civilizations across the galaxy, having spread far and wide and with cures for lycanthropy being relatively expensive to come by. Those infected are treated like outcasts, thrown out from their own homes and made to fend for themselves. This has led to a particularly large amount of Lycanthropes choosing to enact revenge on their old home during one of their forced shifts due to the moon, and wreaking havoc on unsuspecting citizens.

Curing lycanthropy requires the use of a potion worth 5,000 Gold, and upon curing the individual they return to their original humanoid self, regaining old species abilities and bonuses.

Lycanthrope Abilities

- +1 to two physical ability scores (Strength, Endurance, or Agility)
- 6 sq. Land Speed
- **Size:** 4
- **Strengthened Fortitude:** Lycanthropes gain a +1k0 to Fortitude and +2 to Bodily Defense.
- **Shifting:** As a move action a Lycanthrope can shift into their more bestial form. They gain two natural weapons appropriate for their size. When under a full moon this shift occurs automatically and lasts until the end of the full moon. While forcibly transformed they may attack anything in sight.
- **Darkvision:** 6 squares
- Native Language and Sylvan

Spirit Armor

Physical Description: Hulking suits of armor that have a seal with a soul drawn upon it inside or outside of their shell. The physical description of the Spirit Armor depends on the armor itself, and doesn't vary too much in terms of typical physical oddities.

Associated Class: Spirit Armor is very physically adept due to its natural bulk granted from the armor, and thus make good Soldiers, or other physical classes like Crusaders.

Associated Religions: Despite their nature of being spirits bound to a suit of armor, Spirit Armor rarely worships any sort of deity and if anything are largely spiritual rather than religious.

History: Spirit Armor are constructed beings using a willing soul and binding it to a full set of armor in order to grant it sentience. This process can be done through many means, and is sometimes merely accomplished by a spirit choosing to haunt a set of armor on its own and becoming stuck to the suit. Spirit Armor has been used as a form of security throughout history, being employed by wealthy individuals to guard their important structures.

In Morta IV: In the modern times Spirit Armor is incredibly uncommon, very rarely appearing in public and mostly relegated to brief appearances as guards to ancient monasteries or temples. Some planets use them as protection for government buildings too, though this isn't too common. Sometimes, wandering Spirit Armor can be found on their own self-appointed journey either to reclaim their body they have lost or to help better the world around them considering their life as a hunk of armor granting near immortality.

Spirit Armor Abilities

- +1 to Strength and Endurance
- 4 sq. Land Speed
- **Size:** 5
- **Type:** Construct (Spirit Armor) - can still be affected by mind-affecting effects
- **Armor Shell:** Select armor pieces that total to at most 300 G, the armor pieces must cover every body part. The Spirit Armor is always "wearing" this set of armor. Their speed is unaffected, they are proficient with the armor, reduce the total AP by half and increase AtD by 4.
- **Constructed:** Spirit Armor possesses no internal organs, only a soul bound to their armor. They are immune to disease, fatigue, exhaustion, nonlethal damage, paralysis, sleep, poison, and disease. They possess MAG, RES, and END like normal, and don't double Size to HP. They're healed by Holy healing.
- Native Language

Unyura

Physical Description: Dark beings with shadowy skin and a mask over their face. These masks are meant to show emotion due to their inability to do so with their own blank face. Unyura carry several masks with varying simple emotions to fulfill this.

Associated Class: Unyura do well as any of the magic-using classes, though some more physically inclined Unyura become Rogues due to their ability to practically see in the dark.

Associated Religions: Unyura give reverence to the darkness as if it was its own deity. There is nothing more important than the shadows, and using them to one's own benefit to the Unyura.

History: The original beings of the Dark Lands, Unyura were often secluded and preferred to stay out of the affairs of those outside of their own world. Due to this, nobody knew of the existence of Unyura or even the Dark Lands until humans who had been mistakenly landing there began interbreeding with the Unyura, and their ancestors the Shadowers made contact with the rest of the galaxy of Morta IV. Since then Unyura have ventured out, yet some still choose to remain within their 'home'.

In Morta IV: The Unyura are lonesome individuals who choose to be solitary. This has made them relatively unknown among most individuals, and even those who know what Unyura are have very rarely seen one. Even the Unyura who are sociable very rarely stray beyond a certain point, staying within a specific 'zone' such as a city or couple of towns and not much farther than that.

Unyura and other humanoids create Shadowers when interbreeding, however very rarely do Unyura breed beyond Humans. Shadowers are more sociable than their forefathers, and Unyura who are exposed to their Shadower kin tend to become more like Shadowers than their fellow Unyura.

Unyura Abilities

- +1 to Endurance and Magic
- 6 sq. Land Speed
- **Size:** 4
- **Dark Soul:** Unyura are healed by unholy and harmed by holy just like undead.
- **Dark Heart:** Unyura deal an additional 2k1 points of unholy damage on their physical attacks.
- **Darkvision:** 24 squares
- Native Language and Shadow Tongue

Chapter 2: Classes

The classes listed in this book rely on magic in one form or another. Some have it innately, and others are taught to use their power. Whatever the case, their inherent nature is supernatural.

At every 5th level, each class receives what is known as an “Awakening”. Awakenings are special powers specific to a class. Some are swapped out by archetypes, though more often than not other class abilities are changed out instead.

- 5th Level: First Awakening
- 10th Level: Heroic Awakening
- 15th Level: Unchained Awakening
- 20th Level: True Awakening

Each class receives a number of Hit Points and a Soak stat. This determines how much damage a character will take. Classes typically do not have lots of HP, however the Soak each class has is meant to mitigate some damage. This can be seen further in explanation in the Rules section.

Multi-Classing: When a character gains a new level beyond their first, they don’t need to continue taking levels in the class they chose first and can instead choose another class to gain levels in.

Attacks per Round: This represents how many attacks a character can make on a full-round action.

Skills: Skill points are how many skill points the class gains at 1st level to spend on any skill they want. These skills points are not gained at any level, only at the first level of a character’s career. If you multi-class into a class with more skill ranks than the class you took initially at 1st level, you don’t gain those skill ranks.

You gain an amount of bonus skill points equal to your Smarts. Example, as a Soldier with 2 Smarts you’d gain 4 Skill Points (from Soldier) plus 2 more Skill Points from your 2 Smarts.

Archetypes: These are optional specializations of an existing class that characters can take to alter the class they’re playing slightly. This can be as minor as changing one or two class abilities to changing a good majority of how the entire class is played and built. This can even be as drastic as adding magic onto non-magical classes.

Characters can combine multiple archetypes onto their class, so long as the class abilities being replaced don’t conflict. In addition, an archetype must be chosen when the 1st level of the class is taken, and cannot be applied later.

Infected Host

Individuals infected with power from various primordial beings, enough to mutate their very body into a weapon in its own right. This turns them into monsters, both literal and figurative...

10 Hit Points

2 Skill Points

2 Soak

Level	Special Abilities	Unarmed	HP Gained	Atk/round
1 st	Tainted Soul	+1k0	—	1
2 nd	Infected Defense	+1k0	+1	1
3 rd	Penetrating Strike I	+1k0	+1	1
4 th	Infected Power	+1k0	+1	1
5 th	First Awakening	+2k1	+1	2
6 th	Penetrating Strike II	+2k1	+1	2
7 th	Ignite Arm	+2k1	+1	2
8 th	Infected Power	+2k1	+1	2
9 th	Penetrating Strike III	+2k1	+1	3
10 th	Heroic Awakening	+3k1	+1	3
11 th	Bulk Up	+3k1	+1	3
12 th	Infected Power, Penetrating Strike IV	+3k1	+1	3
13 th	Natural Healing	+3k1	+1	4
14 th	Destructive Force	+3k1	+1	4
15 th	Unchained Awakening, Penetrating Strike V	+4k2	+1	4
16 th	Infected Power	+4k2	+1	4
17 th	Inhuman	+4k2	+1	5
18 th	Penetrating Strike VI	+4k2	+1	5
19 th	Undying Hatred	+4k2	+1	5
20 th	True Awakening, Infected Power	+5k2	+1	5

Weapon and Armor Proficiency

Infected Hosts gain proficiency with simple weapons. They're not proficient with armor, and cannot gain proficiency with armor through any means.

The Infected Host treats their Unarmed Strikes as Brutish or Finesse, their choice.

Tainted Soul

Infected Hosts are afflicted with a taint upon their very soul, giving them unnatural abilities and changing them physically, mentally, and spiritually. These take many forms, but are usually broken up into a variety of specializations that the Infected Host receives at 1st level. Once chosen this cannot be changed. The Tainted Soul chosen determines which Infected Powers and Infected Defense the Infected Host receives.

All powers and abilities granted by Tainted Soul, and some other abilities that the Infected Host receives are modified by what is known as their “Infection Level”. The Infected Host’s Infection Level starts at a base equal to their level plus Endurance, and can be increased by 15% + Endurance by spending a full-round action forcibly mutating your body.

Infection Level ranges from 1% to 300%, with anything above 40% growing steadily more risky for the Infected Host. The chart details Infection Level bonuses and negatives at various levels of infection. After 24 hours of rest the Infected Host’s Infection Level goes back down to its starting level.

Each of the bonuses and penalties gained stack with those granted by the previous levels.

Infection Level	Bonuses	Penalties
1-40%	—	—
41-80%	+1k0 to-hit & damage	-1 to all Defenses
81-120%	+1k0 to-hit & damage	-1 to all Defenses
121-160%	+0k1 to-hit & damage	-1 to all Defenses
161-200%	+1k0 to-hit & damage	-2 to all Defenses
201-240%	+1k0 to-hit & damage	-3 to all Defenses
241-280%	+0k1 to-hit & damage	-4 to all Defenses
281-300%	+1k1 to-hit & damage	-4 to all Defenses

Artificial

Your state of being was induced by your fellow man, infecting you with a virus that slowly takes over your every being despite your attempts to resist it.

Infected Defense: You receive a 5% chance to negate critical hits per level of Infected Host you have (maximum of 100% or critical hit immunity at 20th level).

4th Level: Your unarmed strike can sacrifice -1k0 to-hit for 1 Penetration. This can be done up to a -4k0 for a 4 Penetration.

8th Level: Your unarmed strike gains the Reach property.

12th Level: If you’re hit by an attack, you can choose where it hits you.

16th Level: Spend a Dodge check to heal yourself before an attack would hit you. This uses Endurance as the roll, and uses the Dodge’s keep dice. The result is divided by your Soak before being applied to heal you.

20th Level: You are immune to penalties to attack or damage.

Celestial

Though often associated with “goodness”, celestial blood doesn’t always mean it is good and it ‘infects’ its host just like the rest.

Infected Defense: You receive a +1 HP per even level of Infected Host you have (maximum of +10 HP at 20th level).

4th Level: You can spend a standard action to heal an adjacent ally for a number of HP equal to 2 + your Infected Host level. This can be done once per encounter.

8th Level: Against undead and demons deal +2k2 more damage.

12th Level: You receive Natural Deflection to your arms equal to 1 + Endurance. This doesn’t stack with armor and instead supersedes it like normal.

16th Level: All enemies within a 3 square radius of you take a -5 on all attacks against you.

20th Level: You can make a single attack once per day against an adjacent enemy. On a successful hit, you reduce that enemy to 1 HP unless their level is equal to yours, in which you instead deal damage as normal and gain a +2k0 to damage.

Demonic

Tainted by the fiery pits of hell, Demons have granted you unnatural powers the likes of which you would never have dreamed of...or ever wanted.

Infected Defense: You receive a +1 to Soak. At every 5th level starting at level 5 you gain a +2 to HP.

4th Level: Against foes of equal or lesser level than you, you gain a +1k0 to attack and damage.

8th Level: Enemies within 2 squares of you deal -1k0 damage to you.

12th Level: Once per encounter upon dealing damage to an enemy with your unarmed strike you can cause them to be knocked prone.

16th Level: You are immune to fire damage. If you’re already immune to fire damage or have Fire Resistance, this becomes Fire Absorption.

20th Level: When dealing damage with your unarmed strike, you ignore 2 points of Soak (to a minimum of treating the enemies’ Soak as 1).

Draconic

The brutal strength of the dragons flows within you, and allows you to take advantage of their arcane might.

Infected Defense: You receive a 1 Natural Deflection to all body parts. At every even level thereafter you receive another 1 to ND (max of 10 Natural Deflection at 20th).

4th Level: Your unarmed strikes receive the Savage property.

8th Level: As a standard action you can breathe a 4 square cone of arcane energy. This energy type is chosen when you gain this ability and cannot be changed later. The arcane energy cannot be sonic, arcane, or corruption. It uses Endurance to hit Avoid, and deals 2k2 damage and adds your Endurance to damage.

12th Level: Your unarmed strikes receive the Savage property.

16th Level: Gain 30 resistance to the element chosen for the 8th level ability.

20th Level: When attacking with your unarmed strikes, treat your Strength as 2 higher.

Vampiric

Your state of being was induced by your fellow man, infecting you with a virus that slowly takes over your every being despite your attempts to resist it.

Infected Defense: You receive a +1 to Bodily Defense. This increases by +1 for each even level (to a maximum of +10 at 20th level).

4th Level: When dealing damage with your unarmed strikes, you heal ½ the amount of damage you end up dealing to the opponent (0 if you only deal 1 damage).

8th Level: Your unarmed strikes receive a +2 to Penetration.

12th Level: You gain a 6 square fly speed, and a 4 square climb speed.

16th Level: If you are under your maximum HP you receive ½ your level as a bonus to Defense. If you are under half HP, you receive your full level instead to Defense.

20th Level: You are immune to bleed damage, poisons, diseases, and nonlethal damage.

Penetrating Strike

Infected Hosts can increase the armor piercing power of their unarmed strikes. The Infected Host's unarmed strikes receive a bonus to their Penetration equal to the rank of Penetrating Strike (maximum of 6 Penetration at 18th level).

Ignite Arm

As a move action the Infected Host can set their unarmed strikes aflame to deal bonus damage. This damage is equal to $\frac{1}{2}$ their level, and this effect lasts for 1 round per level. This ability can be used a number of times per day equal to Endurance.

Bulk Up

As a full-round action the Infected Host can increase their effective Size for space and reach by 1 for 1 minute. This increases Soak as well for the temporary amount of time.

Natural Healing

Every round the Infected Host recovers 1 HP. This occurs even while the Infected Host is unconscious, and automatically stabilizes them from bleeding.

Destructive Force

When dealing damage, treat the enemies' Soak as 1 less when dealing damage (minimum of 1). In addition to this, deal +1k1 damage with unarmed damage.

Inhuman

On a Persuasion check made to intimidate, the Infected Host's dice explode and reroll 1s on the check. In addition to this, enemies lose 1 point of Sanity when engaging in combat with the Infected Host. Those who gain a mental disorder from this automatically receive Post-Traumatic Stress Disorder rather than rolling.

Undying Hatred

Against any enemies who have attacked you within the past minute, the Infected Host receives +2k2 to attack and damage. This only is active against one enemy at a time.

First Awakening

Any time the Infected Host's arms would be cut off, they instead suffer 1 damage (ignoring Soak) and their limb remains intact.

Heroic Awakening

When making a Parry attempt using the Infected Host's unarmed strikes, increase the roll by +1k1.

Unchained Awakening

When an enemy is killed by the Infected Host's unarmed strikes, the Infected Host recovers 1d5 + Endurance HP.

True Awakening

The Infected Host embodies their virus, and becomes completely absorbed by it. Choose a physical damage type (bludgeoning, piercing, or slashing) and the Infected Host becomes immune to that damage type. In addition to this the Infected Host increases their Soak by 1 permanently.

Evoker

Specialized magic practitioners who use a series of elemental blasts to strike their foes down where they stand rather than casting spells.

4 Hit Points

2 Skill Points

0 Soak

Level	Special Abilities	Blast Damage	HP Gained	Atk/round
1 st	Evoker's Blast, Elemental Specialization	1k1	—	1
2 nd	Deflecting Blast	1k1	+1	1
3 rd	Evoker's Resistances I	1k1	—	1
4 th	Evoker Talent, Blast Trick	2k1	+1	1
5 th	First Awakening	2k1	—	1
6 th	Evoker's Resistances II	2k1	+1	1
7 th	Blast Trick	2k1	—	2
8 th	Evoker Talent	3k1	+1	2
9 th	Evoker's Resistances III	3k1	—	2
10 th	Heroic Awakening, Blast Trick	3k2	+1	2
11 th	Energy Harvest	3k2	—	2
12 th	Evoker's Resistances IV, Evoker Talent	4k2	+1	2
13 th	Blast Trick	4k2	—	3
14 th	Aura of Destruction	4k2	+1	3
15 th	Unchained Awakening, Evoker's Resistances V	4k2	—	3
16 th	Evoker Talent, Blast Trick	5k2	+1	3
17 th	Elemental Protection	5k2	—	3
18 th	Evoker's Resistances VI	5k2	+1	3
19 th	Blast Trick	5k2	—	4
20 th	True Awakening, Evoker Talent	6k3	+1	4

Weapon and Armor Proficiency

Evokers gain proficiency with simple weapons. They're not proficient with armor.

Evoker's Blast

Evokers can use the Evoker's Blast to fire a bolt of energy. The energy type is chosen depending on the *Elemental Specialization* the Evoker had chosen. This deals 1k1 energy damage, increasing by +1k0 every 4th level and +0k1 every 10th level (to a maximum of 6k3 at 20th level). An Evoker's blast uses Magic for to-hit and damage, and has a range of 6 squares.

Elemental Specialization

Evokers all have elemental specializations they must take, and once taken the Evoker's Blast and their special abilities are affected by this. Once chosen the Evoker's Elemental Specialization cannot be changed later. The *Evoker Talents* gained are directly affected by this choice, as well as Evoker's Resistances.

Fire Specialization

4th Level: When dealing 2 or more damage with your blast, the opponent catches on fire.

8th Level: As a standard action you can surround yourself with flames for 1d5+(1 round per level), and any attack made against you has a free blast attack made against them at ½ damage. In addition to this you can walk on lava at no penalty.

12th Level: Your fire blast penetrates 5 points of fire resistance.

16th Level: As a swift action you can superheat your blast, causing it to intensify and burst out when it strikes anything solid. When this action is taken and a blast is fired on the same turn, the blast transforms from a single target attack to a 6 sq. radius that attacks Avoid and deals ½ damage on a miss.

20th Level: A number of times per day equal to your Magic, you can ignore an enemies' Fire Resistance, Immunity, or Absorption for your next attack.

Water Specialization

4th Level: When hitting with your blast, make another blast attack vs. the opponent's Bodily Defense. On a hit, they receive a -2 squares to all of their move speeds for 1 minute.

8th Level: You are no longer subjected to drowning if you would be, and gain a 6 square swim speed. If you already have a swim speed, it gains +4 squares.

12th Level: As a standard action you can create a mist barrier, giving you concealment for 4 rounds. This can be used once per encounter.

16th Level: As a swift action you can surround yourself with a protective coating of water, granting ½ Resistance as Deflection. This stacks with Natural Deflection, but not Armor. This lasts 4 rounds, and can be used once per encounter.

20th Level: You're immune to water and ice damage, and you receive a permanent +4 to Defense and Bodily Defense.

Ice Specialization

4th Level: When hitting with your blast, make another blast attack vs. the opponent's Bodily Defense. On a hit, they are staggered for 1d5+2 rounds.

8th Level: As opposed to a single attack you can make a 6 square cone attack against Avoid. This is a full-round action instead of a standard action.

12th Level: As a swift action you can give yourself a +6 square move speed for 6 rounds, however you can only move in straight lines. This can be deactivated as a swift action.

16th Level: You can give yourself a "fly" speed by creating ice you can run across in the air. This "fly" speed is equal to 4 + your Magic, and can be used once per round.

20th Level: You are immune to ice damage and receive a +4 to Defense and Avoid.

Acid Specialization

4th Level: When hitting with your blast, make another blast attack vs. the opponent's Bodily Defense. On a hit, they take $\frac{1}{4}$ of your blast's damage (before Soak) on the subsequent round.

8th Level: You're unable to be harmed by continuous damage (such as from being submerged in acid or lava. You still take damage from the first round however.)

12th Level: Enemies who attack you take 1 point of damage (bypassing Soak) if they miss. This can only occur once per round per enemy.

16th Level: If you critically hit an opponent with your blast, you can choose to forgo the bonus damage to destroy an item they're wearing, disintegrating it to dust.

20th Level: You receive Acid Absorption and a +6 to Bodily Defense.

Earth Specialization

4th Level: When hitting with your blast, make another blast attack vs. the opponent's Bodily Defense. On a hit, they pushed back 1d5+1 squares.

8th Level: Your blast can strike through walls by absorbing into them. So long as you know a target is beyond a solid structure, you can hit them (though still incur concealment). Total Concealment becomes regular Concealment.

12th Level: You are immune to effects which would forcibly move you (such as being tripped, or bull rushed).

16th Level: You can "see" enemies so long as their feet touch the ground out to 8 squares. You do not require your eyes to be able to see them.

20th Level: You can deal $\frac{1}{2}$ damage with your blast to trip and blind the opponent with the same attack on a successful hit. The blindness lasts for 1d5+1 minutes. In addition to this you receive a +6 to Defense.

Wind Specialization

4th Level: When hitting with your blast, make another blast attack vs. the opponent's Bodily Defense. On a hit, they are considered to be walking in difficult terrain for 1d5+1 rounds.

8th Level: You receive a 6 square fly speed. If you could already fly, it increases by +4 squares.

12th Level: Enemies adjacent to you take a -4 to Defense and Avoid.

16th Level: As a standard action you can target a square within 6 squares. All enemies within 4 squares of the target square have a blast attack made against Avoid. On a successful hit they are knocked 1d5+1 squares back, and prone.

20th Level: You are immune to non-magical ranged attacks (not including attacks from magical ranged weapons) and receive a +6 to Avoid.

Electricity Specialization

4th Level: When hitting with your blast, make another blast attack vs. the opponent's Bodily Defense. On a hit, all adjacent enemies to the one hit take ¼ the damage they took (before Resistances were applied).

8th Level: You receive a +2k1 on blast attacks against opponents in metal armor.

12th Level: As a swift action you can shape your blast before taking a standard action firing it, shaping it into a 6 square line in front of you. The attack made is against Avoid.

16th Level: As a full-round action you can transform your blast, and upon hitting another blast attack vs. the opponent's Bodily Defense must be made. On a successful hit, the opponent is paralyzed for 1 round. If it's combined with the 4th level ability, only the original target is affected by the paralysis.

20th Level: You receive Electricity Absorption. In addition to this, you receive +4 to Avoid and Bodily Defense

Corruption Specialization

4th Level: When hitting with your blast, make another blast attack vs. the opponent's Bodily Defense. On a hit, the opponent takes a -1 to Strength and Agility for 1 round.

8th Level: You can take a -1 to Strength, Agility, or Endurance for 1 minute to grant yourself a +1 to Magic, Resistance, or Luck for 1 minute. For every 4 levels beyond 8th you can decrease a stat by 1 more for 1 more increase to the other stats. This can only be done to one stat at a time.

12th Level: As a full-round action you can attack with all of your blast attacks, increasing the damage of your blasts by +2k0.

16th Level: You reduce ability damage from enemies done to you by 1.

20th Level: Enemies hit by your blast take 2 damage (bypassing Soak) if they take under 5 damage from the blast.

Holy/Unholy Specialization

When using your blast you can choose to heal or harm, like any use of Holy/Unholy.

4th Level: When hitting with your blast, make another blast attack vs. the opponent's Bodily Defense. On a hit, the opponent deals -1k0 less damage for 1d5+1 rounds.

8th Level: When using your blast to heal yourself, gain +1 to all Defenses for 1 round. Regardless of whether you are healed by holy or unholy, your blast heals you.

12th Level: As a standard action you can heal all allies within 6 squares for 1 HP. This can be done a number of times per day equal to Magic. This isn't Holy or Unholy.

16th Level: When healing allies by using your blast, your healing for the blast is increased by +2k1 and when dealing damage to enemies you deal +5 more damage.

20th Level: You can make your blast untyped, dealing damage regardless of whether the enemy is harmed or healed by Holy or Unholy. This can be done a number of times per day equal to your Magic.

Deflecting Blast

Evokers can attempt a parry with their Blast as if it were a melee weapon, doing so against ranged attacks against them. Doing this takes up a use of Dodge like normal. This can also be used against the Blast made by another Evoker.

Evoker's Resistance

Evokers are able to resist damage from their element they chose at 1st level. This starts at Resistance 5 at 3rd level, and increases by 5 for every 3 levels thereafter to a maximum of Resistance 30 at 18th level.

Note: Resistance to Holy on a living character or Unholy on an undead character instead adds your Resistance to healing from that effect. Immunity adds +50, and Absorption adds +100.

Blast Trick

At 4th level and every 3 levels thereafter the Evoker receives a Blast Trick, allowing them to alter their Blast to be able to cover various effects and uses.

Name	Prerequisites	Description
Burst Blast	—	Manipulate a Blast into a burst shape.
Cone Blast	—	Manipulate a Blast into a cone shape.
Delayed Blast	—	Your Blast goes off when you trigger it.
Line Blast	—	Manipulate a Blast into a line shape.
Maneuver Blast	7 th level	Use your Blast to perform combat maneuvers.
Ricochet Blast	—	Bounce your Blast off of a solid surface.
Shape Blast	7 th level	Twist and contort your Blast around allies.
Wall Blast	10 th level	Manipulate a Blast into a wall shape.

Name: Burst Blast

Prerequisites: N/A

Description: As a full-round action you can transform your Blast into a Burst. This is a single attack against the Avoid of those caught within the 4 square radius, and the radius hits a target square within 6 squares. Damage is dealt normally, and feats or abilities which affect the Blast without increasing the action time still apply.

Name: Cone Blast

Prerequisites: N/A

Description: As a full-round action you can transform your Blast into a Cone. This is a single attack against the Avoid of those caught within the 4 square cone in front of you. Damage is dealt normally, and feats or abilities which affect the Blast without increasing the action time still apply.

Name: Delayed Blast

Prerequisites: N/A

Description: You can attack a single square within your range, infusing that square with your Blast's raw arcane energy. Stepping on the square causes the Blast to go off like a trap, making an attack against the target's Avoid instead of Defense. This Blast Trick cannot be used in conjunction with other Blast Tricks.

Name: Line Blast

Prerequisites: N/A

Description: As a full-round action you can transform your Blast into a Line. This is a single attack against the Avoid of those caught within the 8 square line in front of you. Damage is dealt normally, and feats or abilities which affect the Blast without increasing the action time still apply.

Name: Maneuver Blast

Prerequisites: 7th level

Description: When making an attack roll with your Blast you can substitute dealing damage with a combat maneuver. The maneuvers which can be performed with your Blast are Trip, Sunder, Bull Rush, or Feint.

Name: Ricochet Blast

Prerequisites: N/A

Description: You can spend a swift action before making an attack with a Blast. Any Blast attacks you make on the same turn as spending this swift action have the ability to ricochet off solid surfaces. Count the square you ricocheted the Blast from as your line of sight when regarding effects like Concealment or Cover.

Name: Shape Blast

Prerequisites: 7th level

Description: When using Burst Blast, Cone Blast, Line Blast, or Wall Blast you do not harm your allies if they are caught in the attack.

Name: Wall Blast

Prerequisites: 10th level

Description: As a full-round action you can transform your Blast into a Wall. The length of the Wall is 2 squares per point of your Magic, and the wall can be made within 12 squares of you. This lasts for 1 round per point of Magic. Damage is dealt normally, and feats or abilities which affect the Blast without increasing the action time still apply.

Energy Harvest

Upon killing an opponent with their Blast, the Evoker recovers 1d5+MAG hit points. This ability can only be triggered once per round.

Aura of Destruction

As a standard action the Evoker can create a radius of destructive elemental energy around them. This goes out 2 squares using the Evoker as the origin square, and enemies who end their turn within the radius have the Evoker's Blast attack made against their Bodily Defense and on a successful hit they take the Evoker's Blast damage.

Elemental Protection

As a standard action the Evoker can cloak themselves and their allies in an elemental shield. This is a 6 square radius, and allies within the radius receive the benefits of your Evoker's Resistance as if they had the class ability themselves. If they already possess Resistance to the element, it increases by an amount equal to the Evoker's Resistance ability. This doesn't affect the Evoker. This ability can be used once per encounter, and lasts 2 round per point of the Evoker's Magic.

First Awakening

The Evoker receives a +1k0 to attack and damage with their Blast, and doesn't provoke attack of opportunities when making ranged attacks with their Blast.

Heroic Awakening

The Evoker's Blast increases its range from 6 squares to 8 squares, and the Evoker can grants their Blast one of the following special abilities: Nonlethal, Deadly, or Automatic (as if it were a Firearm).

Unchained Awakening

The Evoker grants their Blast one of the following special abilities (in addition to any above that weren't chosen): Accurate, Shield Breaker or Savage.

True Awakening

The Evoker grants their Blast one last special ability using the choices above, their Blast's range increases to 12 squares, and in addition to this the Evoker can use their *Deflecting Blast* ability against spells.

Alchemist

Scientists and rune magic users who create potions using their own magical essence and expertise.

4 Hit Points

4 Skill Points

0 Soak

Level	Special Abilities	Magic Points	HP Gained	Atk/round
1 st	Spellcasting, Potions Initiate	5	—	1
2 nd	Alchemical Solution	6	+1	1
3 rd	Brewed Poison	7	—	1
4 th	Tattooed Spell	8	+1	1
5 th	First Awakening	9	—	1
6 th	Scientific Application	10	+1	1
7 th	Distant Potion	12	—	1
8 th	Underhanded Science	14	+1	1
9 th	Distant Poison	15	—	1
10 th	Heroic Awakening	16	+1	1
11 th	Alchemical Divergence	17	—	2
12 th	Unhinged Potion	18	+1	2
13 th	Unstable Creation	19	—	2
14 th	The Right Formula	20	+1	2
15 th	Unchained Awakening	22	—	2
16 th	Immense Poison	24	+1	2
17 th	Drugged Potion	25	—	2
18 th	Reanimator	26	+1	2
19 th	Master of Potions	28	—	2
20 th	True Awakening	30	+1	2

Weapon and Armor Proficiency

Alchemists gain proficiency with simple weapons and one of the following: swords, axes, pistols, rifles, or shotguns. They're not proficient with armor.

Spellcasting

Alchemists gain the ability to cast rune spells. At 1st level, the Alchemist receives 2 + ½ Magic in spells learned. For every level beyond 1st, the Alchemist learns a new spell of a level they can cast.

Spellcasting relies on the user's soul to be completely functional. The inner soul (the Alchemist's Resistance stat) is used for Magic Points, granting the Alchemist more power to draw upon for their spells. The outer soul (the Alchemist's Magic stat) is the raging fire of their spells and is thusly used for attack and damage as if it were Strength or Agility when using a melee weapon.

Potions Initiate

Alchemists learn to master the art of creating potions using their own magical abilities. Alchemists receive a +1k0 on Artisan (Potions) checks, and crafting potions only costs $\frac{1}{4}$ of the price instead of $\frac{1}{2}$.

Alchemical Solution

By making an Artisan (Potions) check the Alchemist can attempt to create a potion which cures an ally of an ailment upon drinking it. These can either be made as a standard action, or prepared ahead of time. Either way, the maximum amount that can be prepared in one day is equal to 2 + the Alchemist's Smarts. Failed solutions are wasted, and count towards the maximum amount that can be prepared during the day.

This can be used to counteract poisons and diseases. The DC is instead 15 + poison/disease's dice rolled on the attack vs. Bodily Defense. For example a 4k2 disease would be a DC 19 check.

Affliction	Solution DC
Shaken	18
Bleed	20
Sickened	21
Fatigue	22
Frightened	22
Stunned	24
Confusion	25
Nauseated	26
Exhausted	27
Panicked	27
Insanity (Confusion)	30
Paralyzed	30
Petrified	32

Brewed Poison

Alchemists are exceptionally good at creating better poisons. Poisons increase their attack roll against Bodily Defense (and sometimes Mental Defense) by +1k0, and the damage rolled by the poison adds the Alchemist's Smarts as if using Strength to damage with a weapon.

Tattooed Spell

As a full-round action once per day the Alchemist can tattoo a rune spell to themselves or an ally. Doing this takes an hour, and the spell must be a spell that applies to the user when it is activated. Activating this tattooed spell is as the spell's normal time casting. Regardless of who activates the spell, it is counted as if the Alchemist cast it. This tattooed spell remains dormant for 1 day or until used, after which it is expended and fades into nothingness.

Scientific Application

When dealing damage with a spell the Alchemist can use their Smarts if it is greater than Magic for damage, and adds a static bonus to damage equal to $\frac{1}{2}$ Magic. If not, they instead add a static bonus to damage equal to $\frac{1}{2}$ Smarts.

Distant Potion

Alchemists can affect allies with potions within 6 squares + 1 square per point of Smarts. Feats that affect using potions don't affect using Distant Potion.

Underhanded Science

Alchemists can affect allies with potions within 6 squares + 1 square per point of Smarts. Feats that affect using potions don't affect using Distant Potion.

Distant Poison

Alchemists can affect enemies with poisons within 6 squares + 1 square per point of Smarts. This poison can be any kind - inhaled, ingested, or injury. In order to hit an attack using the poison's Bodily Defense like normal must be made. This adds Smarts for to-hit and damage on top of the standard to-hit and damage.

Alchemical Divergence

Alchemists have two of the most commonly specialized practices they engage in: Chimera Crafting, and Physical Transmutation.

Chimera Craft: Alchemists can spend the resources to create animal amalgams. This costs 1,000 Gold per effective level of the animal of highest level being combined. When combining the animals, both animals benefit from the same special abilities, and the animals use the highest ability scores between the two. They must be of the Animal type.

Physical Transmutation: Gain a +1 to two physical ability scores, and gain a +1 to Soak permanently.

Unhinged Potion

Potions the Alchemist creates add their Smarts to the effect's bonuses (for example a Cure Salve I made by an Alchemist with 5 Smarts heals a total of 9 HP when consumed). If the potion's effects couldn't otherwise be affected by Smarts (such as a potion without a numerical effect), instead increase the potion's uses by $\frac{1}{2}$ Smarts.

Unstable Creation

Alchemists can create potions or poisons that are unstable to either fool enemies into drinking these dangerous concoctions, or to make increasingly toxic poisons. When creating an unstable potion the potion instead explodes upon being imbibed and dealing 3k2 acid damage and adding the Alchemist's Smarts to this damage. With poisons they last twice as long (2d10 instead of 1d10, 1d10 instead of 1d5) and adds $\frac{1}{2}$ Smarts to the duration.

The Right Formula

When creating an Alchemical Solution, the Alchemist can now make a solution to recover any points of Ability Damage or Drain, or they can be made to recover from any penalties to attack, damage, defense, and so on.

Immense Poison

The Alchemist can grant a poison an additional effect beyond its normal penalties: dealing 1d5 points of Ability Damage to a single ability score of the Alchemist's choice. Doing this increases the poison's price by +2,500 G.

Drugged Potion

When using Unstable Creation to make a potion the Alchemist can also add a drug to the effect. This drug nauseates the enemy in addition to reducing their speed by half when affected by the potion.

Reanimator

The Alchemist can create a solution to revive a dead body by spending 25,000 G and a whole day of work. This can only affect people who have been dead for less than a day. When used, the revived individual comes back from the dead at half HP. Using the solution is a standard action.

Master of Potions

Alchemists can create potions for no cost. These potions function as normal, but cannot be sold and become inert if not used during the same day they're created. It takes an hour to create 2 potions in this way.

First Awakening

Alchemists grant themselves an additional type of move speed. Climb, fly, or swim. This new speed is equal to their land speed.

Heroic Awakening

Alchemists receive a +4 bonus to Defense and Bodily Defense, and whenever they'd take Stress damage they take 1 less Stress damage.

Unchained Awakening

Alchemists are immune to poisons and diseases, and cannot take Ability Damage or Drain.

True Awakening

Alchemists have a number of Natural Deflection to all of their body parts equal to their Smarts, and are immune to critical hits.

Druid

Nature's wardens and protectors seeking to reissue balance across the wide galaxy.

6 Hit Points

2 Skill Points

1 Soak

Level	Special Abilities	Magic Points	HP Gained	Atk/round
1 st	Spellcasting, Form Shift	3	—	1
2 nd	Natural Resistances	4	—	1
3 rd	Natural Defenses I	5	+1	1
4 th	Animal Aspect	6	+1	1
5 th	First Awakening	7	+1	1
6 th	Natural Defenses II	8	—	1
7 th	Nature's Ally	10	+1	2
8 th	Animal Aspect	11	+1	2
9 th	Natural Defenses III	12	+1	2
10 th	Heroic Awakening	13	—	2
11 th	Sight Through Touch	14	+1	2
12 th	Animal Aspect, Natural Defenses IV	15	+1	2
13 th	Hardened Immune System	16	+1	3
14 th	Strength of the Wild	17	—	3
15 th	Unchained Awakening, Natural Defenses V	18	+1	3
16 th	Animal Aspect	19	+1	3
17 th	Fae Blooded	20	+1	3
18 th	Natural Defenses VI	21	—	3
19 th	Vegetative Rejuvenation	22	+1	4
20 th	True Awakening, Animal Aspect	24	+1	4

Weapon and Armor Proficiency

Druids gain proficiency with simple weapons and one of the following: polearm, hammer, or bow. They're proficient with armor.

Spellcasting

Druids gain the ability to cast nature spells. At 1st level, the Druid receives $2 + \frac{1}{2}$ Magic in spells learned. For every level beyond 1st, the Druid learns a new spell of a level they can cast.

Spellcasting relies on the user's soul to be completely functional. The inner soul (the Druid's Resistance stat) is used for Magic Points, granting the Druid more power to draw upon for their spells. The outer soul (the Druid's Magic stat) is the raging fire of their spells and is thusly used for attack and damage as if it were Strength or Agility when using a melee weapon.

Form Shift

Druids can take a swift action to grant themselves natural attacks that allow them to enter combat. The Druid must choose an Aspect (one chosen this cannot be changed), and gains the Natural Attacks from the Aspects listed below. Form Shift lasts 1 minute per Druid level, these need not be consecutive.

- **Crustacean Aspect:** 2 Pincers
- **Dinosaur Aspect:** Bite, Tail Slam
- **Feral Aspect:** Bite, 2 Claws
- **Primate Aspect:** Slam
- **Serpent Aspect:** Bite

Natural Resistances

Druids receive a bonus equal to $\frac{1}{2}$ level on Bodily Defense. This bonus doubles (effectively using full level) against poisons and diseases.

Natural Defenses

Druids receive a 1 Natural Deflection so long as they're using Form Shift, and half this (minimum 0) while not using Form Shift. This increases by 1 for every 3rd level.

Animal Aspect

At 4th level and every 4 levels thereafter the Druid gains abilities associated with the Aspect they chose at 1st level.

Crustacean Aspect

4th Level: Your pincers receive the Brutish and Grapple features.

8th Level: Gain a bonus to Bodily Defense equal to $\frac{1}{2}$ level.

12th Level: Gain a 6 square swim speed, and a bonus to Defense/Avoid equal to $\frac{1}{2}$ level while swimming.

16th Level: Your pincers receive a Penetration equal to $\frac{1}{2}$ your Strength, and gain the Vicious feature.

20th Level: You gain Water Absorption, and Ice Resistance 30.

Dinosaur Aspect

4th Level: You gain a +4 square bonus to land speed and your Bite deals +1k0 damage.

8th Level: So long as your HP is at least at maximum, you receive a +2 bonus to Defense and Avoid, and a +1 on any Dodge check you make.

12th Level: Your bite receives the Daunting quality and your Tail Slam receives the Parrying quality.

16th Level: You add your Strength along with Endurance when determining HP. HP is recalculated accordingly.

20th Level: You are immune to being tripped, grappled, and bull rushed.

Feral Aspect

4th Level: If you are at half HP or under, you receive a +1k0 to hit and damage.

8th Level: Your natural weapons receive 2 Penetration.

12th Level: If you hit with both Claw attacks, you deal 1d5 bleed damage to the opponent for 4 rounds. This can only affect an enemy once per day.

16th Level: When dodging, you can use Endurance rather than Agility.

20th Level: You are immune to Earth damage, ability damage, and ability drain.

Primate Aspect

4th Level: Your Slam attack gains the Brutish and Savage properties.

8th Level: You gain a Climb speed equal to your Land speed.

12th Level: While having used Form Shift, your Size increases by 1 for the purpose of size and reach though not Soak.

16th Level: When dodging, you can use Strength rather than Agility.

20th Level: You are immune to Wind damage, and cannot be flanked.

Serpent Aspect

4th Level: On a successful Bite attack, you make an additional attack against an opponent's Bodily Defense using your Bite attack as the attack vs. Bodily Defense. If the target is poisoned, they take 1 point of Strength damage for 1 minute.

8th Level: Your Bite receives 4 Penetration.

12th Level: Your Bite gains the Injection quality, and applies to your natural poison.

16th Level: You're able to fit within spaces up to 16 times smaller than yourself, and you are unable to be grappled.

20th Level: On a successful bite attack, you always hit against an enemies' Bodily Defense rather than making another attack. In addition to this, enemies who are immune to poisons are not immune to your poison.

Nature's Ally

Once per day Druids can summon an animal to their side in order to assist them. For 1 minute an Animal whose Effective Level is equal to or lower than the Druid's level will assist the Druid (including fighting for them).

Sight Through Touch

So long as the Druid has contact with the ground, they're able to "see" out to 6 squares around them. This bypasses Stealth bonuses that'd be granted by invisibility or cover, however this doesn't automatically mean the Druid sees the being attempting Stealth. In addition to this, the Druid is unable to be made blind unless both blinded and flying.

Hardened Immune System

The Druid is immune to poisons and diseases, and the bonus to Bodily Defense from *Natural Resistances* against poisons and diseases is instead against any affect targeting their Bodily Defense.

Strength of the Wild

Choose a terrain using the list for the Marksman's *Terrain Stride*, excluding Space and Urban as choices. So long as the Druid is within the selected terrain, they gain a temporary +1 to Strength, Endurance, and Agility.

Fae Blooded

Animals, Magical Beasts, and Mystic creatures take a -2k0 to attack the Druid, and attacking the Druid causes these creatures to take 1 Sanity damage if they initiated the violence. These penalties go away if the Druid initiated the violence.

Vegetative Rejuvenation

While within the terrain chosen for the Druid's *Strength of the Wild* ability, they have Regeneration 1 so long as they're within the terrain.

First Awakening

The Druid is unaffected by naturally made difficult terrain, and receives a +2 to all Defenses against natural environmental hazards (such as a blizzard or a quicksand) however this doesn't protect from things such as exposed plasma conduits and the vacuum of space.

Heroic Awakening

While unarmored and transformed using *Form Shift* the Druid receives +1 to Soak.

Unchained Awakening

The Druid's natural attacks for *Form Shift* increase their damage dice by +1k0 as if they were one size category larger.

True Awakening

Unless the Druid attacks them; Animals, Magical Beasts, and Mystic creatures always regard the Druid as allies and the Druid can communicate with them even if the creature wouldn't normally be able to. In addition to this, Druids can summon these creatures using *Nature's Ally* once per day for each point of Magic they have and they stick around for 10 minutes per Druid level.

Forger

Creators of items of all sorts, magical and otherwise. Forgers are also exceptionally skilled at creating items on the fly.

4 Hit Points

6 Skill Points

0 Soak

Level	Special Abilities	HP Gained	Atk/round
1 st	Knack, Item Repair	—	1
2 nd	Crafting Mastery, Invention	+1	1
3 rd	Wand Savant	—	1
4 th	Invention	+1	1
5 th	First Awakening	—	1
6 th	Invention	+1	1
7 th	Magic Armor	—	1
8 th	Invention	+1	1
9 th	Staff Savant	—	1
10 th	Heroic Awakening, Invention	+1	1
11 th	Magic Weapon	—	2
12 th	Invention	+1	2
13 th	Cybernetic Implanter	—	2
14 th	Invention	+1	2
15 th	Unchained Awakening	—	2
16 th	Invention	+1	2
17 th	Object of Power	—	2
18 th	Invention	+1	2
19 th	Supreme Knack	—	2
20 th	True Awakening, Invention	+1	2

Weapon and Armor Proficiency

Forgers gain proficiency with simple weapons and two of the following: sword, polearm, axe, hammer, bow, pistol, rifle, shotgun, or a single exotic weapon. They're proficient with armor.

Knack

The Forger can create items on a whim, though doing so causes these items to be destroyed the instance they're created. By spending the gold piece cost and spending a full-round action, the Forger can create an item of any kind. This item can only be used once if it has a per-use limit, and if not it lasts 1 minute. If the item in question is a wand, scroll, or staff the Forger must be of a level in which a spellcaster of equal level could cast the same spell (example, to create a Wand with a 3rd level spell in it, the Forger must be 10th level or higher). Alternatively, Forgers receive a pool of MP which can only be spent on their Knacks. This pool levels up as per a Mage's MP, except it uses Smarts instead of Resistance. One MP is equal to 500 Gold.

Item Repair

As a standard action the Forger can lay their hands upon an item and repair it. This makes it so broken weapons, armor, and other such things are restored. The object in question also includes portions of walls (though not entire buildings) and vehicles.

Crafting Mastery

On any Artisan checks, the Forger adds +2k2 to the roll as well as adding ½ their level onto the check (even if it isn't trained).

Inventions

The Forger creates many strange oddities which are specific to their own style of crafting. They gain an Invention at 2nd level and gain a new Invention at every even level thereafter, or can upgrade existing Inventions.

Name	Prerequisites	Description
Energy Reflector	Forger 6 th level	Block incoming energy damage.
Enhanced Vision Goggles	—	See through the dark and smoke easier.
Finalizer	Forger 20 th level	Revive if you'd die under certain circumstances.
Immune System Enhancer	—	Enhance your immune system with cybernetics.
Mental Force Enhancer	—	Enhance your mental resistances with cybernetics.
Portable Portal	Forger 10 th level	Jump through this portal to teleport.
Reflex Enhancer	—	Enhance your reflexes with cybernetics.
Spring Boots	—	Activate these to jump up a couple squares.

Name: Energy Reflector

Prerequisites: Forger 6th level

Description: As an immediate action you can activate the Energy Reflector to block up to 5 energy damage (except corruption, sonic, arcane, holy, unholy, telekinetic, or psychokinetic). This can be upgraded, increasing the energy resistance by 5.

Name: Enhanced Vision Goggles

Prerequisites: None

Description: As a free action you're able to activate these goggles so long as they're worn. Doing so grants you Darkvision 6 squares (or increases pre-existing Darkvision by 6 squares), and allows you to see through smoke and fog as if it were normal vision. This can be upgraded, increasing your Darkvision by 4 squares.

Name: Finalizer

Prerequisites: Forger 20th level

Description: If you'd die from an attack the Finalizer will activate on its own to stop you from death. So long as you wouldn't be disintegrated or otherwise continue to die after its activation (such as being engulfed in lava) the attack against you is stopped and you heal 4 HP. This can only be activated once per day. This cannot be upgraded.

Name: Immune System Enhancer

Prerequisites: None

Description: You gain a +2 bonus to Bodily Defense. This can be upgraded, increasing the bonus by +1 each time.

Name: Mental Force Enhancer

Prerequisites: None

Description: You gain a +2 bonus to Mental Defense. This can be upgraded, increasing the bonus by +1 each time.

Name: Portable Portal

Prerequisites: Forger 10th level

Description: As a move action you can activate an on-hand portal. This portal can only teleport up to two beings within a 1,000 mile radius. This can be upgraded, increasing the range to within the same planet and each time upgrading the capacity by one being each. This Invention can only be used once per day.

Name: Reflex Enhancer

Prerequisites: None

Description: You gain a +1 bonus to Avoid. This can be upgraded, increasing the bonus by +1 each time.

Name: Spring Boots

Prerequisites: None

Description: These can be activated as part of a move action, counting as a “fly” speed of 4 squares. This can be upgraded, increasing the “fly” speed by 4 squares each time.

Wand Savant

Forgers are able to use wands without the need of Use Magic Device checks. In addition to this, wands can be crafted by the Forger without casting magic.

Magic Armor

Any armor the Forger wears gains a +1 bonus to its Deflection, Agility to Defense, and reduces its Armor Penalty by 1. This supersedes the bonuses from Superior quality.

Staff Savant

Forgers are able to use staffs without the need of Use Magic Device checks. In addition to this, staffs can be crafted by the Forger without casting magic.

Magic Weapon

Any weapon the Forger wields gains a +2 to its attack and damage, and increases its Penetration by 1. This supersedes the bonuses from Superior quality.

Cybernetic Implanter

So long as the Forger has a day’s worth of planning, they can implant a subject with a cybernetic without making an Artisan (Cybernetics) check.

Object of Power

The Forger can infuse powerful energies within an object of their choice. So long as the Forger has this high-powered object on them, they receive a +1k1 to all Artisan checks. In addition to this, items which the Forger creates while their Object of Power is on them are always considered Superior quality, and gains the benefits of a single material the Forger chooses (such as the Silver weapon quality).

Supreme Knack

Once per day the Forger can create an object using their Knack ability without even needing to spend the money in order to do so.

First Awakening

Artisan checks made by the Forger explode, so long as it is not used for the Knack ability or similar hasty applications of Artisan.

Heroic Awakening

Choose two of the following skills: Drive, Feats of Strength, Fortitude, Heal, Linguistics, Use Computers, or Use Magic Device. The skills chosen can instead be made as Artisan checks.

Unchained Awakening

Forgers receive proficiency with every weapon, and they must choose to no longer be affected by armor's Agility to Defense or Armor Penalty. The other effect still affects the Forger as normal while they're immune to the original choice.

True Awakening

As long as there's a will, there's a way; the Forger can no longer merely fail on Artisan checks. When attempting Artisan checks and the result is a "failure", instead the check is a success but either the time spent is doubled or the resources spent are doubled.

Minstrel

Performers, singers, dancers, and all sorts of other entertainers who make a point to aid their allies on the battlefield with their wit, charm, or just pure talent.

4 Hit Points

4 Skill Points

0 Soak

Level	Special Abilities	HP Gained	Atk/round
1 st	Perform	—	1
2 nd	Performer's Guile	+1	1
3 rd	Spur Ally	—	1
4 th	Healing Chant	+1	1
5 th	First Awakening	—	1
6 th	Strike True	+1	1
7 th	Improved Perform	—	1
8 th	Skill Savant	+1	1
9 th	Tactful Threat	—	1
10 th	Heroic Awakening	+1	1
11 th	Greater Heights	—	2
12 th	Deadly Alliance	+1	2
13 th	Killer Joke	—	2
14 th	Greater Perform	+1	2
15 th	Unchained Awakening	—	2
16 th	Safe Haven	+1	2
17 th	Charming Smile	—	2
18 th	Blind Obedience	+1	2
19 th	Skill Master	—	2
20 th	True Awakening, Unleashed Perform	+1	2

Weapon and Armor Proficiency

Minstrels gain proficiency with simple weapons and two of the following: sword, axe, bow, or pistol. They're not proficient with armor.

Perform

The Minstrel can spend a move action to being a performance. Allies within 4 squares of the performance receive a +1k0 to attack rolls, damage rolls, and a +1 to Defense and Avoid.

Performer's Guile

The Minstrel is immune to mind-affecting effects from enemy sources.

Spur Ally

As an immediate action once per round the Minstrel can grant an ally within 6 squares a free move action they can take immediately, though they can only move at half speed.

Healing Chant

As a standard action once per round the Minstrel can heal an ally within 6 squares with a simple phrase. This phrase can be whatever the Minstrel wants. The ally is healed for 1 HP, and this increases its healing by 1 for every 2 levels the Minstrel has beyond 4th level.

Strike True

The Minstrel can help an ally with an attack roll as a swift action on their turn. By doing this the Minstrel guides their attack by pointing out weak points, and how to effectively take the enemy down. This grants the ally a bonus to attack equal to $\frac{1}{2}$ the Minstrel's level for the first attack they make in a round (if multiple).

Improved Perform

Through training the Minstrel's performance helps allies more effectively. The range is increased to 6 squares, the bonus to attack/damage becomes +2k0, and the bonus to their Defense/Avoid is increased to +3.

Skill Savant

Minstrels gain a bonus to all skills equal to $\frac{1}{4}$ of their level. Skills that the Minstrel makes that are untrained gain a +1k0 to the check.

Tactful Threat

As a standard action the Minstrel can hurl a threat towards an opponent within line of sight and hearing. Make a Deception or Persuasion check against the enemies' Mental Defense. On a successful hit, the opponent either falls prone or takes 1d10 points of stress damage.

Greater Heights

By inspiring an ally within line of sight as a move action the ally gains an extra move action they can take on their turn. This effect can only be triggered once per round by the Minstrel.

Deadly Alliance

Choose an enemy within 6 squares who is of a lower level than the Minstrel. As a swift action the Minstrel can convince them with a devilish smile and charming wink to fight for them for a brief time. This can only affect one enemy at a time, and lasts until the end of combat. Enemies can't be affected by this twice within 24 hours and after combat are immediately aware of what they've done.

Killer Joke

In addition to their uses of *Tactful Threat*, the Minstrel can instead choose to tell a joke so bad it hurts. If the check is successful, the opponent instead feels pain and takes 2k2 damage, adding the Minstrel's Luck to the result as if it were Strength.

Greater Perform

The range is increased to 10 squares, the bonus to attack/damage becomes +3k1, and the bonus to their Defense/Avoid is increased to +5.

Safe Haven

While within a town, the Minstrel can enforce an act which guarantees safety for some time. This usually comes in the form of befriending townsfolk, and takes 4 hours to prepare. When this act succeeds, all enemies within the town are unable to locate the Minstrel and their allies for 24 hours unless they make their presence known.

Charming Smile

Deception and Persuasion checks the Minstrel makes lower their DC by 5, and the Minstrel receives a +2k0 on these checks.

Blind Obedience

This works as *Deadly Alliance* except that the target is under the effect until the Minstrel chooses to end it. This still only targets one enemy at a time. In order for this to be ended, the target must either find a way to be broken out of the spell by an outside force (such as the Minstrel attacking him, or a loved one bringing them back), or the Minstrel must end it on their own. Sleeping doesn't end the effect, however the Minstrel being knocked unconscious does.

Skill Master

To the Minstrel, all skills are trained and thus add the appropriate bonuses to them.

Unleashed Perform

The Minstrel reaches their apex as a performer. The range is increased to line of sight and/or sound, the bonus to attack/damage becomes +4k2, and the bonus to their Defense/Avoid is increased to +8.

First Awakening

The Minstrel chooses a single type of magic. Against spells of that type the Minstrel receives a +2 to their Defenses against that magic.

Heroic Awakening

Choose a skill that normally uses one ability score. The Minstrel can instead change it to any ability score of their choosing. This choice can be changed at the beginning of the day, but only one skill may be affected this way.

Unchained Awakening

The Minstrel is able to automatically detect lies. In response the Minstrel can tell a counter-lie, and if successful the lying party instead believes the counter-lie.

True Awakening

So long as one of the Minstrel's Player Character allies are alive and within line of sight, the Minstrel cannot die until all of their allies do.

Chapter 3: Archetypes

The following are archetypes of various classes within *The Fade Tabletop*. These archetypes cover classes both old and new, and offer magic-themed alternatives for classes previously deaf to the power of magic.

Soldier (Arcane Arbalest)

These warriors use siege weapons they bind themselves to, giving power to the siege weapon and giving them greater control over its usage.

Siege Bond

Arcane Arbalests form a bond with a Siege Weapon, and learn to use siege weapons properly. They gain proficiency with Siege weapons, and receive one of the following free: Ballista, Light Catapult, or a Ram. In addition to this, the Arcane Arbalest can summon the siege weapon they're bound to as a standard action. If the area would be too small for the siege weapon to fit into (such as a tight room), the siege weapon shrinks to accommodate the room's size, but reduces the damage it deals by -2k2 and reduces its Penetration by 3. Bonding with a new siege weapon takes 8 hours.

This replaces the Martial Talent gained at 1st level.

Automatic Crew

The Arcane Arbalest can use their magical talent to reduce the amount of crew needed for their bonded siege weapon. This starts as a reduction of 1, and the reduction increases by 1 for every 4 levels after 2nd. This cannot reduce the minimum crew requirement below 1, however it reduces the time it takes to reload the siege weapon for each crew that'd be replaced (for example if this is applied to a Ballista, it reduces the reload action to a move action the first time, a swift action the second time, and finally a free action the third time).

This replaces Unshakable.

Soldier (Spirit Warrior)

These ancient fighters took to summoning weapons from thin air, and using their souls to power the weapon they hold.

Æther

The Spirit Warrior gains proficiency with all weapons with the "Æther" property, and can summon an Æther Pistol, Knife, or Sword once per combat. This illusory weapon lasts for 1 minute. If the Spirit Warrior purchases an Æther weapon and wield it instead of summoning one, they can instead use this ability to increase their weapon's base damage by +1k1.

This replaces the Martial Talent gained at 1st level.

Spell Shield

When the Spirit Warrior gains this ability, they choose a type of spellcasting (example Arcane, Divine, Psychic, etc.) Against spells of this kind they gain their Resistance as a bonus to all Defenses against these spells (effectively doubling Resistance vs. spells of that type). Against all other types of spells, they receive ½ their Resistance.

This replaces Unshakable.

Magic Weapon

Spirit Warrior's Æther weapons become more deadly and are fueled by magic. Weapons with the Æther property the Spirit Warrior wields increase Penetration by 1, and damage by +1k0 for each level they'd normally gain Weapon Training.

This replaces Weapon Training.

Soldier (Wise Consular)

Those who take up residence in urban areas sometimes are part reader, part guardian to the libraries in which they study at. More often or not they are hired to guard arcane libraries.

Wise Consulars receive 6 Skill Ranks rather than 4, and receive 1 Soak rather than 2.

Expanded Knowledge

Wise Consulars are incredibly intelligent individuals, and use that intelligence for combat. Instead of Agility, Wise Consulars use Smarts to-hit, and if they are wielding a Finesse weapon they use Smarts for damage instead of Agility as well.

This replaces the Martial Talent gained at 1st level.

Rogue (Spell Stealer)

Talented scholars who know how to access magic normally beyond their reach, Spell Stealers are talented at just that, taking spells from various different practices.

Spell Training

At 1st level the Spell Stealer learns a select group of spells equal to ½ their Magic + 1 (minimum of 1). They cast spells like a Mage, even when using spells from different types of magic and count their spells as arcane magic for the purposes of provoking attacks of opportunity and for any effects relating to magic types.

At 4th level and every 3 levels thereafter they choose an additional spell of a level they'd be able to cast as a Mage of their level, and add it to the spells they know.

Spell Stealers have a base amount of MP equal to that of a Mage of their level, and add ½ Resistance to their total MP rather than full Resistance.

This replaces Finesse Training.

Mage (Nature's Student)

Unlike Druids, Nature's Students wish to study the effects of nature on civilization, and wish to use the magical power from nature to fuel their own ambitions.

Natural Origin

Nature: Use Nature magic, and the Nature's Student is limited to the spells which they know, and cannot gain more through study or a spellbook. Despite this, they are able to commune with nature once per day in a non-urban area and recover their MP to maximum.

Nature Abilities

4th Level: Choose a terrain as listed on the Marksman's *Terrain Stride* ability (aside from Space, Urban, or Vehicle) and all spells in this area gain a +1k1 to hit.

8th Level: While in your chosen terrain, you have Regeneration 1.

12th Level: Choose an additional terrain for all of your effects. In addition, you are unaffected by difficult terrain in the terrains you've chosen.

16th Level: You receive Natural Deflection equal to $\frac{1}{2}$ Resistance to all body parts.

20th Level: You are immune to poison and disease.

This replaces Mage's Origin and Origin Abilities.

Mage (Elder Cultist)

Cultists who give reverence to Elder Gods, or similar maddening entities, Elder Cultists use their influence to spread insanity to other.

Eldritch Origin

Madness: Use Madness magic, and the Elder Cultist receives an eldritch tome that stores their spells. In order to add spells to this eldritch tome outside of levelling up, they must sacrifice 1 point of Sanity per level of the spell (bypassing Stress), doing this takes 1 day per level of the spell.

Madness Abilities

4th Level: When taking sanity damage from an outside source, you can only take at most 1 point. If this damage would roll over from Stress to Sanity, negate it.

8th Level: Spells you've cast that cause you to take sanity damage reduce the sanity damage you take by 1 (minimum of 0 sanity damage).

12th Level: If you start taking mental disorders due to a loss in sanity, any roll it requires you to make is only a 25% chance of the negative effect rather than 50%.

16th Level: Once per encounter sanity damage you deal with your spells or other effects can bypass going against Stress first and affect Sanity first instead.

20th Level: You are immune to mind-affecting effects from enemies.

This replaces Mage's Origin and Origin Abilities.

Chaplain (Nullifier)

Talented scholars who know how to access magic normally beyond their reach, Spell Stealers are talented at just that, taking spells from various different practices.

Nullify Field

Rather than unleashing the power of their deity, the Nullifier reduces the effectiveness of spells within a radius around them. This is a 4 square radius, lasts for a number of rounds equal to their level + Resistance and follows the Nullifier if they ever move. Within the radius a number of spells equal to your Resistance can be blocked, and the spells being blocked must be of a level that the Nullifier can cast.

This can be used once per day, and increases the uses per day for every even level.

This replaces Power of Faith.

Crusader (Spellslayer)

Some Crusaders take up the job to kill 'evil' spellcasters, making sure they cannot create issues in their society.

Spell Purge

This works like the Crusader's page, except that the Spellslayer's bonus is equal to their full level. This only affects spellcasters (characters with "Spellcasting").

This replaces Purge.

Spell Defense

The Spellslayer gains full Luck through Divine Defenses, and Divine Defenses only applies towards spells.

This replaces Divine Defenses.

Anti-Magic Gift

The Spellslayer can choose from the normal choices of Divine Gifts as a normal Crusader, but when choosing the Clergyman Gift they gain a bonus feat instead of Spellcasting.

This replaces Divine Gift.

Battlemage (Elemental Scourge)

Battlemages who devote themselves to the practice and expertise of the arcane elements, Elemental Scourges use this power to wreak havoc on their foes.

Elemental Trainee

The Elemental Scourge gains a Blast similar to that of the Evoker. This Blast starts out as a 1k1 damage, and adds the Elemental Scourge's Magic to the damage as normal. The base damage increases by +1k0 at every 5th level, and +0k1 at every 10th (for a maximum of 5k2 at 20th level). In addition this functions as the Evoker's Elemental Specialization.

This replaces Dual Casting Combat.

Melee Blast

Instead of making a ranged attack, the Elemental Scourge can choose to briefly summon their Blast into their hand, making a melee attack with it. It still functions as per normal, save that it functions as a melee weapon except as a ranged weapon. It can be used to Parry this way, and can parry melee spells with ease gaining a +1k0 on Parry attempts against melee spells.

This replaces Spellstrike.

Blast Trick

This functions as the Evoker ability of the same name.

This replaces Mixed Talents.

Elemental Specialization

This functions as the Evoker ability of the same name.

This replaces Arcane Tutelage.

Marksman (Spirit Sniper)

Some Marksman have an affinity for using their spirit in their weapon, and have a specialized weapon made from their very soul.

Spirit Bow

The Spirit Sniper receives a bow made of the pure energy from their soul. This functions as the Evoker's Blast and advances at the same rate, but adds either Magic or Agility to attack and damage, whichever is higher. This damage is piercing still.

This replaces Hunting Specialization.

Spiritual Being

Spirit Snipers are no longer affected by sanity damage, and are healed by both Holy and Unholy while being immune to damage from both sources.

This replaces On the Hunt.

Marksman (Nature's Champion)

Those who seek to protect nature from its enemies, Nature's Champions use every means necessary to complete their mission.

Hunter's Purge

Instead the Nature's Champion can use Purge as a Crusader of their level, and use Agility in place of Luck. The enemy the Nature's Champion uses Hunter's Purge on must be an enemy that is either actively harming nature, or wishing harm against the Nature's Champion and thus wishing to harm a protector of nature. If the Nature's Champion initiated the combat first against an otherwise peaceful being, they cannot use their Hunter's Purge on them.

This replaces Hunting Specialization.

Spellcasting

This functions as a Chaplain's Spellcasting, except that the Nature's Champion gains Nature spells, and they only receive $2 + \frac{1}{2}$ Magic spells to start with. At every level they'd normally receive an increase to Eagle Eye's range, they instead gain a new spell of a level they can cast.

This replaces Eagle Eye.

Chapter 4: Weapons

These are new weapons that are available for characters to choose. These include new weapon special abilities coinciding with magic, and mystical effects.

Superior quality weapons are made with incredible craftsmanship. They give their wielder a +1 bonus to attack when wielding the weapon. Superior weapons cost twice the normal cost of a weapon. Magical weapons are already considered to be of "Superior Quality" and thus the bonuses don't stack.

Weapon Damage Type Key:

(If a weapon is marked with a slash (S/P) they can deal one of the two when they attack)

- | | |
|-------------------------|-------------------------|
| • S: Slashing | • Wi: Wind |
| • P: Piercing | • E: Electricity |
| • B: Bludgeoning | • Ea: Earth |
| • F: Fire | • A: Acid |
| • W: Water | • So: Sonic |
| • I: Ice | • Ar: Arcane |
-

Weapon's handedness list is as follows:

- **Light:** This weapon cannot be two-handed.
 - **1-Hand:** This weapon is typically wielded in one-hand, but can be used two-handed.
 - **2-Hand:** The weapon must always be wielded in two-hands, since trying with just one-hand is typically too unwieldy.
 - **1h-Range:** This ranged weapon is wielded in one hand as opposed to two. It functions as a light melee weapon for the purpose of two-weapon fighting.
 - **2h-Range:** This ranged weapon is wielded in two hands as opposed to one. It cannot be used with two-weapon fighting.
-

Ammunition for ranged weapons are not tracked. Reloading is a move action for firearms and crossbows.

Special Ability Key:

- **Parrying:** +1k0 on tests made to parry with this weapon.
- **Æther:** Can use Magic for to-hit and damage instead of Strength or Agility.
- **Switch:** As a swift action this weapon can become a two-handed reach weapon, or a one-handed weapon.
- **Powerful:** This weapon cannot be parried. It can only be dodged.
- **Unwieldy:** This weapon cannot be used to parry.
- **Breach:** This weapon deals +2k0 damage when sundering.
- **Puncture:** This weapon ignores Deflection granted by armor.
- **Injection:** +1k0 to attacks on poisons applied to this weapon.
- **Trigger:** This is a dual melee/ranged weapon and has two modes. These different modes will receive different weapon entries, but both are part of the same weapon. Both types of weapons have different proficiency types.
- **Daunting:** This weapon deals 1 sanity damage on top of its normal damage.

Sword

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Parrying Dagger	10 G	1k1	0	Light	Melee	2 lbs.	S	Parrying, Disarm
Injector Knife	70 G	1k1	1	Light	Melee	2 lbs.	P	Finesse, Injection
Injector Sword	140 G	3k1	2	1-Hand	Melee	4 lbs.	P	Deadly, Injection
Cold Sword	250 G	3k2	2	1-Hand	Melee	6 lbs.	S&I	Finesse, Parrying
Greatrifle	1,250 G	4k4	2	2-Hand	Melee	16 lbs.	S	Brutish, Trigger

Polearm

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Extending Pole	200 G	3k2	0	2-Hand	Melee	6 lbs.	B	Switch
Shock Lance	550 G	2k2	3	2-Hand	Melee	10 lbs.	P&E	Jousting, Unwieldy
Gunlance	1,300 G	3k2	3	2-Hand	Melee	8 lbs.	P	Jousting, Trigger

Axe

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Volcano Axe	500 G	3k3	1	1-Hand	Melee	4 lbs.	S&F	Powerful, Unwieldy
Wolf Axe	1,200 G	4k2	5	1-Hand	Melee	6 lbs.	S	Shield Breaker, Brutish

Pistol

Name	Price	Damage	Pen	Type	Range	Mag	Weight	Type	Special
Æther Pistol	2,000 G	1k1	0	1h-Range	6 sq.	8 cyl.	3 lbs.	B&P	Semi, Æther

Rifle

Name	Price	Damage	Pen	Type	Range	Mag	Weight	Type	Special
Greatrifle	1,250 G	6k3	2	2h-Range	16 sq.	20 box	16 lbs.	B&P	Semi, Trigger
Gunlance	1,300 G	5k3	2	2h-Range	12 sq.	8 box	8 lbs.	B&P	Auto, Trigger

Exotic Melee

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Æther Knife	800 G	1k1	0	Light	Melee	1 lbs.	Ar	Æther, Balanced
Laser Sword	1,000 G	3k2	4	1-Hand	Melee	1 lbs.	S&F	Finesse, Deadly, Savage
Laser Whip	1,500 G	1k1	1	Light	Melee	1 lbs.	S&F	Finesse, Deadly, Reach
Æther Sword	2,000 G	2k1	0	1-Hand	Melee	1 lbs.	Ar	Æther, Savage
Twin Laser Sword	4,000 G	2k1/2k1	2	2-Hand	Melee	2 lbs.	S&F	Finesse, Deadly, Savage
Bladed Array*	6,000 G	3k3	2	1-Hand	Melee	12 lbs.	S	Thrown 6 sq., Daunting, Returning, Powerful

*** Note:** The Bladed Array is a strange device attached to one's back, floating six individual swords through a combined use of magic, and magnetic manipulation. These swords can be operated manually, or thrown.

Legendary Weapons

Weapons of legend were once wielded by incredibly powerful beings, gods, or similar powers. Some of these weapons are created in order to function as font for mortals. Others are created with the intent of slaying deities. Whatever the case may be, only one may exist at a time and if one is destroyed, another is created immediately. These weapons should be used as plot devices or boss weapons, and should **NOT** be a weapon a character has at the start of the game except for specific circumstances.

Legendary Weapons are required in order to kill a god, and once a weapon has become legendary a god has a copy of the weapon in their possession until they're killed, and upon this occurring both forms of the weapon are destroyed: the deity's form, and the mortal's form. Deities cannot touch legendary weapons lest it injure them, and risk sacrificing their godhood. Legendary Weapons aren't the only means of defeating a god, but *killing* a god requires a Legendary Weapon.

When a weapon states it grants a "+xkx vs. enemy type" this bonus is to attack and damage against that enemy type.

In addition, **Reap** is a special quality specific to some Legendary Weapons. This weapon can choose to damage sanity instead, attacking Mental Defense and dealing sanity damage. The character subtracts damage equal to either Smarts or Resistance from the sanity damage dealt, whichever stat is higher. Soak doesn't apply.

Swords

Name	Damage	Pen	Type	Range	Weight	Type	Special
Coolington's Sword	4k4	2	Light	Melee	3 lbs.	P	Finesse, Parrying, Balanced
Gram	5k4	2	1-hand	Melee	4 lbs.	S	+2k2 vs. Dragons, Balanced
Kusanagi no Tsuguri	5k3	3	1-hand	Melee	5 lbs.	S	Finesse, Deadly, Balanced, Parrying
Masamune	6k3	2	1-hand	Melee	4 lbs.	S	+2 STR, Brutish, Powerful
Muramasa	5k4	2	1-hand	Melee	4 lbs.	S	+2 AGI, Finesse, Daunting
Rangar's Estoc	6k4	6	1-hand	Melee	2 lbs.	P	Finesse, Powerful, Breach
Tyrfing	4k4	4	1-hand	Melee	3 lbs.	S	+2k2 vs. Demons, Deadly, Daunting
Banadar's Sword	10k4	1	2-hand	Melee	95 lbs.	S&B	Savage, Brutish, Unwieldy, Powerful
Fragarach	6k4	4	2-hand	Melee	8 lbs.	S	Puncturing, Luck for attack/damage
Hqfuð	7k3	4	2-hand	Melee	5 lbs.	S	+2k2 vs. Undead, Brutish, Savage
Hrotti	8k4	1	2-hand	Melee	7 lbs.	S	+2k2 vs. Mystic, Brutish, Powerful
Læventienn	5k5	4	2-hand	Melee	3 lbs.	S&P	+2 AGI, Finesse, Deadly
Lunar Nodachi	3k3	2	2-hand	Melee	5 lbs.	S/P	Powerful, Brace, Æther

Polearm

Name	Damage	Pen	Type	Range	Weight	Type	Special
Gáe Bulg	5k3	4	1-hand	Melee	4 lbs.	P	+1d5 bleed, Finesse, Deadly, Switch
Gungnir	4k4	4	1-hand	Melee	6 lbs.	P&E	Thrown 12 sq., Returning, Reach
Shinda's Lance	6k4	4	1-hand	Melee	5 lbs.	P	+2k2 vs. Demons, Switch, Puncturing
Danyries' Scythe	7k3	2	2-hand	Melee	8 lbs.	S&P	Powerful, Deadly, Daunting, Reap
Lucifer's Pitchfork	5k4	4	2-hand	Melee	5 lbs.	P	+5k3 vs. Angels, Finesse, Brace
Ruyi Jingu Bang	5k5	0	2-hand	Melee	8 tons	C&B	10 lbs. while held, Brutish, Brace
St. Michael's Lance	8k5	6	2-hand	Melee	6 lbs.	P	+5k3 vs. Demons, Brutish, Puncturing

Axe

Name	Damage	Pen	Type	Range	Weight	Type	Special
Forseti's Axe	5k5	3	1-hand	Melee	8 lbs.	S	+2 AGI, Finesse, Shield Breaker
Garmr's Fang	8k5	2	2-hand	Melee	13 lbs.	S	+2 STR, Brutish, Powerful, Reach

Hammer

Name	Damage	Pen	Type	Range	Weight	Type	Special
Mjölnir	6k4	0	1-hand	Melee	9 lbs.	B&E	Thrown 6 sq., Brutish, Returning
Sharur	5k5	0	1-hand	Melee	6 lbs.	B&F	Brutish, Powerful, Daunting, Breach

Bow

Name	Damage	Pen	Type	Range	Weight	Type	Special
Gandiva	5k5	2	2h-Range	16 sq.	3 lbs.	P	+2 AGI, Composite, Accurate, Deadly
Drey's Greatbow	6k4	4	2h-Range	24 sq.	12 lbs.	P	Composite, Accurate, Savage

Pistol

Name	Damage	Pen	Type	Range	Weight	Type	Special
Slinger's Revolver	4k4	4	1h-Range	12 sq.	2 lbs.	P	Semi, Accurate, Puncture, Deadly
Hölle Wirbel	6k4	4	1h-Range	6 sq.	14 lbs.	F	Scatter, Semi, Powerful

Rifle

Name	Damage	Pen	Type	Range	Weight	Type	Special
Brutality Rifle	8k8	8	2h-Range	16 sq.	6 lbs.	B&P	Semi, Savage, Puncturing, Daunting
Destroyer Rifle	12k8	5	2h-Range	40 sq.	8 lbs.	F	Single, Accurate, Powerful, Deadly

Shotgun

Name	Damage	Pen	Type	Range	Weight	Type	Special
Burn Blaster	6k5	4	1h-Range	12 sq.	6 lbs.	F	Scatter, Semi, Puncturing, Deadly
Arkgun	8k8	5	2h-Range	24 sq.	8 lbs.	B&P	Auto, Savage, Powerful, Daunting

Chapter 5: Armor

Defending against attack comes in different forms, however armor serves as the greatest means of defense against would-be attackers. Armor comes in a couple different varieties, and some are rarer than others. Lighter armor allows for more maneuverability while granting minimal protection, while the opposite is true for heavy armor.

Armor can be made Superior quality by spending 300 G on it. Superior quality decreases the Armor Penalty by 1. Magic armor is considered to already be Superior quality, and thus the benefits don't stack.

Deflection (Def): This reduces damage made by weapons to a certain degree, and protects the wearer from harm. This number subtracts from damage rolled before applying Soak. A weapon's Penetration stat reduces the amount of Deflection armor has.

Agility to Defense (AtD): This is how much of a character's Agility is able to be added to their Defense and Dodge stats. This only applies to Body armor.

Armor Penalty (AP): This is a penalty that is applied on certain skills. If a character tries to wear armor they're not proficient with, this penalty applies to attack rolls as well.

Spell Failure (SF): This is a percentage chance of a spell failing while this armor is worn, adversely affecting the wearer's spellcasting. This only applies to characters with the ability to cast spells who have not taken the *Arcane Armor Training* feat.

Location (Lo): This is where the armor's Deflection is applied to upon being attacked. Deflection isn't dispersed evenly per body part with the body having the most Deflection and the head having the least. The exception to this rule is Shields which instead must be raised as a swift action and guard the body part specified when raised. (Example, a Kite Shield raised to guard the head grants 4 Deflection to the head).

Pieces of armor that have an (S) next to their location can be stacked on top of another piece of armor that fits in the same location. For example, a Chain Coif can be worn with a Standard Helm on top of it, totaling the bonuses and penalties.

Speed: How fast a character can move (in squares) while wearing this armor. Heavier armors make it so you have less squares to move in a single round due to their bulky nature. Only armor that covers the body or legs reduces your movement speed. The reduction to speed is represented as a -1 sq. and so on.

If multiple pieces of armor are worn, take all of the bonuses and penalties together.

Armor Pieces

Name	Price	Def	AtD	AP	SF	Speed	Weight	Lo	Special
Armored Cowl	10 G	0	—	-0	0%	—	1 lbs.	Head (S)	+1k0 on Deception to disguise
Mage's Cowl	100 G	1	+10	-0	0%	—	2 lbs.	Body	—
Shadowmail	600 G	2	+8	-0	5%	-0 sq.	10 lbs.	Body	+1k0 to Stealth checks
Mindplate	1,500 G	4	+5	-3	25%	-1 sq.	30 lbs.	Body	+4 to Mental Defense
Stoneplate	1,800 G	8	+0	-9	50%	-2 sq.	75 lbs.	Body	—
Reflector Suit	2,000 G	4	+6	-4	25%	-0 sq.	25 lbs.	All	Deflection is only against fire
Reflectorplate	4,000 G	8	+4	-6	40%	-1 sq.	35 lbs.	All	Deflection is only against fire
Radiation Suit	950 G	4	+2	-4	40%	-1 sq.	40 lbs.	All	+4 to Bodily Defense

If an attack is made but it's unsure where the attack would hit when dealing damage, roll a 1d10 before damage is dealt and consult below (reroll on missing body parts)

Head	Body	Left Arm	Right Arm	Left Leg	Right Leg
1	2-6	7	8	9	10

Shields

Shields are usually worn in one hand while another weapon is used for attacking. They are used by raising them to block an incoming attack, granting a certain degree of protection to the wearer. In order to make a shield protect a specific body part, you must use the **Raise** action as a swift action and select a part of your body (except the arm the shield is worn in). When raised, the shield applies its Deflection to that body part on top of the armor already worn.

While not raised, the shield instead only protects the arm it is worn in which is chosen when the shield is equipped.

Name	Price	Def	AtD	AP	SF	Speed	Weight	Special
Reflector Shield	500 G	2	—	-1	15%	—	10 lbs.	Deflection is only against fire

Chapter 6: Equipment

The following is a list of magical and alchemical items available for people to buy.

Alchemical Gear

Names	Price	Weight
Blind Stick	25 G	1 lbs.
Electric Scepter	60 G	1 lbs.
Glowstick	1 G	—
Grappling Gauntlet	50 G	4 lbs.
Sheen, Adamantine	6,000 G	—
Sheen, Iron	200 G	—
Sheen, Mithral	2,500 G	—
Sheen, Silver	1,000 G	—
Sheen, Steel	600 G	—

Name: Blind Stick

Price: 25 G | **Weight:** 1 lbs.

Description: This functions as a Stun grenade, except that those caught within the burst are blinded for 1d5+2 rounds, and the burst radius is 8 squares. One box contains 6 Blind Sticks, and Blind Sticks can alternatively be activated as a melee weapon, though doing this also risks blinding the user.

Name: Electric Scepter

Price: 60 G | **Weight:** 1 lbs.

Description: This handheld tool sends out an electric shock upon being pressed against something and the button being pressed. This must be used against a prone, grappled, or otherwise impaired target who cannot easily move away. Using the Electric Scepter as a standard action deals no damage but instead paralyzes the target on a successful 6k4 attack against their Bodily Defense. Resistance or greater to Electricity nullifies this effect.

Name: Glowstick

Price: 1 G | **Weight:** N/A

Description: A small handheld light source that doesn't run out of fuel, gas, or whatever it is that powers it. A glow stick radiates a 2 square radius of light while in darkness.

Name: Grappling Gauntlet

Price: 50 G | **Weight:** 4 lbs.

Description: This portable grappling hook has been fused into a gauntlet for ease of use, especially in combat. This functions as a normal gauntlet, and can be activated as a move action to hit a surface within 8 squares. Upon doing so, the user is dragged towards this surface (counting as their movement). This can be directly up and let the user hang off buildings, or be used to help them safely land on the ground.

Name: Sheens

Price: Varies | **Weight:** N/A

Description: Sheens can be applied to weapons as a quick coating, allowing the weapon some flexibility when dealing with enemies. Sheens last until the end of the combat they're applied. Applying a sheen is a swift action.

- **Iron:** +1 to damage.
- **Steel:** +2 to damage.
- **Silver:** +1 MAG, and gain a +1 Penetration vs. Lycanthropes.
- **Mithral:** Gain a +2 Penetration vs. Lycanthropes.
- **Adamantine:** +1 Penetration, and an additional +2 PEN vs. Constructs.

Potions

Names	Price	Craft DC
Flight Drink	300 G	22
Climb Drink	300 G	22
Swim Drink	300 G	22
Land Drink	300 G	22
Detox Salve	500 G	28
Physical Salve	500 G	28
Mental Salve	500 G	28

Name: Flight Drink

Price: 300 G

Description: Once drank this potion grants a 6 square Fly speed for 1 minute. If the character already has a fly speed, they increase their speed by 3 squares.

Name: Climb Drink

Price: 300 G

Description: Once drank this potion grants a 6 square Climb speed for 1 minute. If the character already has a climb speed, they increase their speed by 3 squares.

Name: Swim Drink

Price: 300 G

Description: Once drank this potion grants a 6 square Swim speed for 1 minute. If the character already has a swim speed, they increase their speed by 3 squares.

Name: Land Drink

Price: 300 G

Description: Once drank this potion grants a 6 square Land speed for 1 minute. If the character already has a land speed, they increase their speed by 3 squares.

Name: Detox Salve

Price: 500 G

Description: Drinking this potion cures the character of a single poison or disease effect. This effect's penalties are cured after 1 minute of curing the poison/disease.

Name: Physical Salve

Price: 500 G

Description: Drinking this potion cures the character of a single physical ailment. Physical ailments include bleed, blindness, deafened, exhausted, fatigue, nauseated, paralyzed, petrified, sickened, staggered, and stunned.

Name: Mental Salve

Price: 500 G

Description: Drinking this potion cures the character of a single mental ailment. Mental ailments include confusion, cowering, dazed, frightened, panicked, shaken, and stunned.

Poisons

Names	Price
Magebane	500 G
Slaying Powder	5,000 G

Name: Magebane

Price: 500 G | Injury | 6k4 vs. Bodily Defense

Description: This poison deals 1 point of Magic and Resistance damage per round it remains within the user's bloodstream. This poison lasts 1d5+1 rounds.

Name: Slaying Powder

Price: 5,000 G | Ingest | 6k6 vs. Bodily Defense

Description: This poison deals 1d5 damage to Endurance per round it remains within the user's bloodstream. This poison lasts for 1d10+2 rounds.

Items of Power

Items of Power are items that are to be worn on specific parts of the body in order to grant special abilities and powers to the wearer. Many Items of Power exist, and the most powerful of them are regarded as *Artifacts*.

The following slots exist for Items of Power:

- Head (Mask, Helm, Helmet, Hat, Cap)
- Neck (Cloak, Cape, Amulet)
- Body (Vest, Shirt)
- Hands (Gloves, Bracers, Wristbands)
- Ring – Two rings can be one at once.
- Belt (Belt, Sash)
- Boots (Boots, Shoes, Sandals)

Characters can only wear one Item of Power per slot they have (except for Rings). Ring slot items count as one per hand, and if a hand is missing then a slot for a ring is missing. If the character has multiple arms/hands this doesn't grant more ring slots but so long as they have at least two hands they also have two ring slots.

Name	Price	Location
Helm of Knowledge	4,000 G	Head
Helm of a Fallen Knight	8,000 G	Head
Mask of Farsight	12,500 G	Head
Parrying Cloak	2,000 G	Neck
Camo Cloak	7,000 G	Neck
Blasting Necklace	10,000 G	Neck
Seraph Robe	6,000 G	Body
Unerring Coat	11,000 G	Body
Combat Suit	17,000 G	Body
Dark Hand	3,500 G	Hands
Sap Gloves	5,000 G	Hands
Returning Gloves	6,000 G	Hands
Power Ring	1,000 G	Ring
Divine Ring	1,000 G	Ring
Adapting Ring	2,000 G	Ring
Disguising Ring	2,500 G	Ring
Storing Ring	12,000 G	Ring
Dire Ring	24,000 G	Ring
Growth Belt	10,000 G	Belt
Shrink Belt	10,000 G	Belt
Aqua Belt	12,000 G	Belt
Stability Boots	5,000 G	Boots
Shoes of Resisting	8,000 G	Boots
Dash Boots	14,000 G	Boots

Head

Name: Helm of Knowledge

Price: 4,000 G

Description: This helm when worn grants the wearer a +2k1 on all knowledge checks.

Name: Helm of a Fallen Knight

Price: 8,000 G

Description: When wearing this helm the user gains a 2 Deflection to their head, and receives a +2k1 to Persuasion checks. In addition to this, the user receives a +2 to Mental Defense against intimidate checks.

Name: Mask of Farsight

Price: 12,500 G

Description: As a standard action the *Mask of Farsight* can be activated, granting the wielder the ability to see events taking place on the same planet. In order to do this the area they wish to look at must be one they've seen previously, and once there a floating ethereal eye manifests in the location the wearer of the mask would be if they were looking in on the area. This eye can Stealth and has a 5k3 on Stealth checks, but unless it chooses to Stealth is easy to spot.

The wearer of the mask can view the area for 1 minute, after which they must wait 24 hours for the mask to recharge, after which it can be used for an additional minute.

Neck

Name: Parrying Cloak

Price: 2,000 G

Description: This brilliant red cloak can be used to parry attacks as if it were a weapon even though it's not truly being wielded and instead is being worn. Doing this requires the wearer to use one hand to grab the cloak and flourish it against the attack, confusing the foe's attack. The cloak's attack is based off the user's Agility, and adds a +1k1 bonus due to being magical.

Name: Camo Cloak

Price: 7,000 G

Description: While attempting to Stealth this cloak causes its wearer to shift and morph, appearing as the terrain they're hiding in. This functions as per Invisibility, except that so long as the wearer remains still it has no round duration. Activating this effect is a free action.

Name: Blasting Necklace

Price: 10,000 G

Description: Activating this necklace as a move action causes the embroidery to glow. After this, as a swift action at any point within 4 rounds the wearer can activate the effect, causing an explosion of 5k4 arcane damage in a 4 square radius. The attack made uses the wearer's Magic or Luck, whichever is higher. This can damage allies, but not the wearer.

Body

Name: Seraph Robe

Price: 6,000 G

Description: Robes made from the very silk of heaven itself, the *Seraph Robe* grants its wearer Regeneration 1 (Unholy) while worn. Characters wearing the robes who worship an unholy deity or cast Unholy spells do not gain the benefits of Regeneration, but instead receive a +1 to Mental Defense vs. Holy sources.

Name: Unerring Coat

Price: 11,000 G

Description: This robe can be activated as a swift action. Doing so grants its wearer a +1k0 on their next attack roll or skill check. This coat cannot be activated more than once per round.

Name: Combat Suit

Price: 14,000 G

Description: A suit made to be worn under armor and containing many small contraptions to benefit its user. This suit can be loaded with up to 5 potions or poisons. These potions can be activated as a free action by the wearer, benefiting them. Alternatively a poison can be activated as a free action, coating their weapon or spraying at the opponent (if it's an inhaled poison).

Hand

Name: Dark Hand

Price: 3,500 G

Description: While worn these gloves twist and mutate their wearer. Weapons and unarmed strikes from the wearer deal unholy damage instead of bludgeoning, and receive the *Daunting* weapon property.

Name: Sap Gloves

Price: 5,000 G

Description: As a standard action the wearer can attempt to grab a foe while wearing one of these gloves. If the foe attempts to resist, make a grapple attempt or unarmed strike. Upon touching the target, they lose 1d5 HP (bypassing Soak) and the wearer recovers the same amount of MP. This cannot affect the same target more than once in a day.

Name: Returning Gloves

Price: 6,000 G

Description: Weapons the wearer throws while wielding these gloves return to them as if the weapon had the *Returning* property.

Ring

Name: Power Ring

Price: 1,000 G

Description: A ring infused with arcane power. As a swift action the wearer can activate the ring, granting themselves a +1 to Strength for 1 minute.

Name: Divine Ring

Price: 1,000 G

Description: When using effects which would deal holy or unholy damage, or healing that is holy or unholy the wearer gains a +2 bonus to this effect.

Name: Adapting Ring

Price: 2,000 G

Description: Once per day this ring can be attuned to a specific environment. Doing this allows its wearer to survive in the environment without proper resistances or gear. This can allow the wearer to survive in the lava of a volcano, or in space.

Name: Disguising Ring

Price: 2,500 G

Description: As a full-round action the wearer can use this ring to disguise their appearance. This grants them a +2k0 on Deception checks made to disguise.

Name: Storing Ring

Price: 12,000 G

Description: This ring has its own pocket dimension which allows it to store gear. This can be activated as a swift action, putting or removing a piece of gear from the dimension. This can only be used on gear you can hold appropriate for your size or lower.

Name: Dire Ring

Price: 24,000 G

Description: As a full-round action the *Dire Ring* can be activated, empowering its wearer. For 1d10+1 rounds, the wearer gains a +1k1 to all Strength, Agility, and Endurance-based rolls. This includes to attack rolls, dodging, and so on. After the effects wear off, the wearer is confused for the same duration as they had rolled earlier.

Belt

Name: Growth Belt

Price: 10,000 G

Description: As a swift action the wearer of this belt can increase their effective size by 1 for the purpose of reach and space. This doesn't affect Soak. In addition to this the wearer gains a +2 to Defense, and a +2k0 on Parry attempts. This lasts for 1 minute, and after which the wearer must wait until the next day to use this again.

Name: Shrink Belt

Price: 10,000 G

Description: As a swift action the wearer of this belt can decrease their effective size by 2 for the purpose of reach and space. This doesn't affect Soak. In addition to this the wearer gains a +4 to Defense and Avoid, and a +2k0 on Dodge attempts. This cannot bring the wearer below 1 Size. This lasts for 1 minute, and after which the wearer must wait until the next day to use this again.

Name: Aqua Belt

Price: 12,000 G

Description: As a move action the wearer of this belt can activate it, granting them a 12 square Swim speed, and allowing them to survive in water so long as the belt is active. This belt lasts for as long as the wearer remains underwater, otherwise it only lasts 1 minute. After which the wearer must wait 24 hours before using it again.

Boots

Name: Stability Boots

Price: 5,000 G

Description: As a swift action the wearers of these boots can activate it, making them immune to the effects of being tripped, bull rushed, or otherwise be pushed down unwillingly. In addition to this, the boots will allow them to stick to a solid surface if gravity would otherwise not exist or attempt to pull them away (such as in space, or standing upside-down on a surface).

Name: Shoes of Resisting

Price: 8,000 G

Description: So long as these boots are worn, the wearer receive a +4 to Defense and Avoid against attacks of opportunity.

Name: Dash Boots

Price: 14,000 G

Description: While moving in a straight line (such as a charge) the wearer of these boots receives an ethereal afterimage that follows them in their action. If the wearer attacks after moving in a straight line, they resolve their attack first and then resolve a second attack from the afterimage as if they attacked twice.

Chapter 7: Feats

Feats are gained at every odd level, and grant characters an edge in combat and other scenarios.

Various different types of feats exist:

- **General:** Feats that aren't tied to combat, a character's species, or magic.
- **Combat:** Feats that affect combat; attack, damage, and/or defense.
- **Species:** Feats that require a character to be a specific species to take it.
- **Style:** Feats that represent combat styles. Only one can be active per turn unless otherwise stated.
- **Magic:** Feats that alter magic. Only one can be used per turn unless otherwise stated.

Abbreviations:

- **STR:** Strength
- **MAG:** Magic
- **END:** Endurance
- **RES:** Resistance
- **SRT:** Smart
- **AGI:** Agility
- **LUK:** Luck

Feat Layout:

Name: Feat Name

Prerequisites: Feat Prerequisites (if any)

Description: The description of the feat, how it works, and if there are any special parameters which allow it to work or not.

General Feats

Name	Prerequisite	Description
Arcane Armor Training	Armor Proficiency	Reduce penalties for wearing armor as a Mage.
Deific Obedience	Deeply Religious	Gain minor benefits from a deity without being divine.

Name: Arcane Armor Training

Prerequisites: Armor Proficiency

Description: You do not take the normal Spell Failure chance when wearing armor.

Name: Deific Obedience

Prerequisites: Deeply Religious

Description: You are considered proficient with the deity's favored weapon, gain a +1k0 on attacks with your deity's favored weapon, and gain a bonus to attack and damage equal to half your Devotion (with a maximum equal to your level).

Combat Feats

Name	Prerequisite	Description
Hunting Training	Marksman 5 th level	Gain an interchangeable Hunting Specialization.
Hunting Master	Marksman 9 th level	Your normal Hunting Specialization is interchangeable.
Magic Parry	MAG 5, Weapon Focus	Use your Magic for the purpose of parrying.
Mystic Acrobat	MAG 4, Acrobatics trained	Use your magic to propel you in your acrobatics.

Name: Hunting Training

Prerequisites: Marksman 5th level

Description: At the start of every day you choose an additional creature type for your Hunting Specialization. The bonus to attack and damage against this additional type is ¼ level instead of ½ (minimum of 1).

Name: Hunting Master

Prerequisites: Marksman 9th level

Description: Your Hunting Specialization granted from your class is able to be changed at the start of every day just like your additional hunting specialization.

Name: Magic Parry

Prerequisites: Magic 5, Weapon Focus

Description: You may use your Magic when attempting to Parry with your weapon, so long as you have Weapon Focus in that weapon. This grants +1k0 when Parrying with Æther weapons.

Name: Mystic Acrobat

Prerequisites: Magic 4, Acrobatics trained

Description: You can use your Magic for Acrobatics instead of the regular stats.

Style Feats

Name	Prerequisite	Description
Critical Champion Style	Weapon Focus, Level 9	Increase the likelihood and strength of critical hits.
Gladiator Style	Step Up or Risky Strike	Fight effectively while one-on-one with an opponent.
Mage Killer Style	Witch Hunter	Gain the ability to effectively fight Mages.

Name: Critical Champion Style

Prerequisites: Weapon Focus, Level 9

Description: On a critical hit with weapons you have Weapon Focus in, you deal +1k0 points of damage before doubling.

Level 5: On critical hits, double Penetration as well. If the Penetration is 0, increase it by 1 instead of doubling it.

Level 10: Critical hits are triggered when rolling 50% over the enemies' defenses, not double. (Example on a Defense of 15, 22+ must be rolled to critically hit).

Level 15: If you kill an enemy with a critical hit, you treat the next attack roll you make as being 10 higher for the purpose of critical hits.

Level 20: Critical hits you make deal triple damage rather than double.

Name: Gladiator Style

Prerequisites: Step Up or Risky Strike

Description: While fighting an opponent and no other allies or enemies are threatening you or the enemy, you gain a +2 bonus to attack and damage.

Level 5: While the criteria above is met, you cannot be tripped or disarmed.

Level 10: When attempting to parry and the opponent fails to hit you, you can make a free disarm check against them.

Level 15: When taking a Step action, you can intentionally provoke an opponent's attack of opportunity on you. This attack gains a +1k0 to hit against you, however regardless of if you had used it or not during your turn you may attempt to Parry. Successfully parrying deals ½ the opponent's weapon's damage to themselves.

Level 20: When you are engaged with an enemy in one-on-one combat, you cannot be affected by anyone except for them, and vice versa. Environmental effects still occur; however area of effects (both friendly and non-friendly), and attacks from both allies and enemies are negated until the one-on-one duel is finished.

Name: Mage Killer Style

Prerequisites: Witch Hunter

Description: You receive an additional +1k0 to hit and damage with Witch Hunter.

Level 5: If an opponent attempts to cast a spell on themselves while adjacent to you, you can make an attack of opportunity unless they succeed on a Concentration check with the DC = your attack roll. On a successful hit, the spell affects you instead.

Level 10: Once per day you can choose to be unaffected by a spell that would normally affect you. This must be a non-damaging spell. For effects such as invisibility which affect the caster, you are still able to see them and negate any penalties such a spell would give to you.

Level 15: At the beginning of combat enemy magic users who are able to see you have an attack against their Mental Defense using $\frac{1}{2}$ Level k $\frac{1}{4}$ Level as the roll (max 10k5), and on a successful hit the magic users take 1d5 points of sanity damage.

Level 20: You are immune to critical hits from spells, and enemy mind-affecting spells.

Magic Feats

Name	Prerequisite	Description
Targeting Spell	—	Make your spell follow a target, making it more accurate.
Trained Soul	—	Increase Magic Pool by a small amount.
Unarmed Spell	Martial Arts	When casting a spell, add unarmed strike as damage.

Name: Targeting Spell

Prerequisites: None

Description: By expending more MP you are able to increase the accuracy of your spell. The amount of MP you are able to spend in this manner is up to your Magic score so long as it isn't greater than your current level, otherwise it is up to your level. For each additional point of MP spent on the spell, it increases the attack roll of the spell by +1k0. *Targeting Spell* can only affect spells that go against Defense or Avoid.

Name: Trained Soul

Prerequisites: None

Description: You gain an additional 2 points of MP. This can be taken multiple times, and it stacks.

Name: Unarmed Spell

Prerequisites: Martial Arts

Description: When casting a spell that goes against Defense or Avoid against an enemy that is adjacent to you and you hit with the spell, you can deal your Unarmed Strike damage on top of the spell's damage.

Chapter 8: Traits & Flaws

Traits and Flaws are optional benefits/penalties which can be applied to a character. These traits and flaws must be chosen at character creation, or given to a player by a GM due to story progression.

When picking a trait, you must select a drawback. You have a limit of 4 traits/drawbacks.

Traits

Name	Description
Magical Lineage	You're able to cast a spell with Spellcraft.
Powerful Magic	You increase your Effective Level for magic.
Were-Touched	Go through a minor transformation on a full moon.

Name: Magical Lineage

Description: Choose a 1st level spell. You are able to cast this spell by succeeding on a DC 15 Spellcraft check. You receive a select amount of MP to cast this spell (and only this spell) equal to $\frac{1}{2}$ Magic + $\frac{1}{2}$ Resistance (minimum of 2).

Name: Powerful Magic

Description: For the effects of spells you cast, you are considered to be 4 levels higher, to a maximum of your current level. This mostly affects effects which would reduce caster level such as multi-casting, or archetypes which have reduced caster levels.

Name: Were-Touched

Description: On a full moon you go through a forced transformation granting you a +2 on Strength-based effects (including damage and strength-based attack rolls) and a -2 on Smarts-based effects (such as Knowledge skills and class abilities).

Chapter 9: Spells

Attack spells function like weapons for the purpose of targeting body parts and spells that deal physical damage (bludgeoning, piercing, or slashing) factor against a set of armor's Deflection. Otherwise it factors against a character's energy resistance.

The spell levels go as follows:

Spell Level	1	2	3	4	5
Class Level	1 st	5 th	10 th	15 th	20 th

Attacking with a spell goes as follows:

Spell Attack (Magic) k ($\frac{1}{2}$ Magic) + Misc.

Spells that apply the same effect (like a penalty) do not stack.

The following are tags that will be seen on spells. These tags may determine how the spell applies against weaknesses or resistances, or determines what kind of magic feat can apply to that spell.

- **Elemental Tags:** [Fire], [Water], [Ice], [Acid], [Earth], [Wind], [Electricity], [Arcane], [Sonic], or [Corruption]
- **Arcane Tags:** [Mind-Affecting], [Transmutation], [Illusion], or [Necromancy]
- **Divine Tags:** [Holy] or [Unholy]
- **Psychic Tags:** [Mind-Affecting], [Sense], [Telekinesis], or [Psychokinesis]
- **Rune Tags:** [Weapon], [Armor], [Creature], or [Area]
- **Summoning Tags:** [Called] or [Absorbed]
- **Nature Tags:** [Heat], [Cold], [Plant], [Sky], or [Ground]
- **Madness Tags:** [Mind-Affecting], [Sanity], or [Illusion]

MP Cost by Spell Level:

- Spell Level: 0 | MP Cost: 0
- Spell Level: 1 | MP Cost: 1
- Spell Level: 2 | MP Cost: 4
- Spell Level: 3 | MP Cost: 8
- Spell Level: 4 | MP Cost: 12
- Spell Level: 5 | MP Cost: 16

Spells add Magic as if it were Strength to damage unless otherwise specified.

Nature

LVL	MP	Name	Description
1	1	Vine Whip	Create a vined whip in the ground that attacks foes on its own.
1	1	Shifting Grasses	Create a grassy difficult terrain surrounding you.
1	1	Bend Metal	Bend metal within your hand in order to shape it into what you want.
1	1	Wooded Weapon	Increase the power of a wooden weapon you hold.
1	1	Melting Point	Touched object begins to heat up and melt.
1	1	Stationary Snowstorm	Create a small snowstorm that stays in place.
1	1	Lightning Strike	Call down lightning from the sky to hit a foe.
1	1	Ground Swell	Cause the earth from beneath someone to swell and “swallow” them.
2	4	Heat Wave	Send out a wave of superheated air at your enemy.
2	4	Chill Wave	Send out a wave of intense chilly air at your enemy.
2	4	Electric Wave	Send out a wave of electrically charged air at your enemy.
2	4	Earth Shatter	Break the ground in a small burst.
2	4	Tree Block	Summon a tree to block an incoming attack.
2	4	Bladed Wind	Sharpen the wind around you to attack your enemy.
2	4	Earthen Skin	Harden your skin like rock to act like armor.
2	4	Predict Weather	Predict and change the weather after a short ritual.
3	8	Nature’s Companion	Summon an animal that comes to fight for you.
3	8	Purge the Unnatural	Deal damage to an enemy of nature.
3	8	Sky Skipper	Gain a bonus to land speed or fly speed.
3	8	Blade of Nature	Create a blade made of a natural material.
3	8	Nature’s Recovery	Absorb the life energy of the nature around you to heal.
3	8	Tame Beast	Tame a wild animal and give it directions.
3	8	Nature’s Scrying	Scry by using your environment around you.
3	8	Necrotic Spit	Spit out a necrotic acid that rots people to the touch.
4	12	Intense Heat Wave	Send out a harsh blast of heat to harm your enemy.
4	12	Intense Chill Wave	Send out a harsh blast of chilly air to harm your enemy.
4	12	Intense Electric Wave	Send out a harsh blast of electrically charged air at your enemy.
4	12	Gale Crush	Use the power of the wind to crush an opponent.
4	12	Maze of Trees	Create a maze that forms when foes attempt to charge you.
4	12	Create Plant	Create a plant creature that defends you.
4	12	Animalistic Sense	Gain a new sense beyond your normal senses.
4	12	Bond	Benefit allies within a radius.
5	16	Natural Disaster	Create a natural disaster, even if the environment wouldn’t allow it.
5	16	Cure Land	Cure the land around you of negative effects.
5	16	Detoxify	Pull a poison from one target and put it into another being.
5	16	Bountiful Food	Create food that cures your allies of ailments.
5	16	Nature’s Force	Throw a shockwave of nature’s raw power.
5	16	Awaken the Beast	Grant an animal human-like intelligence.
5	16	Traveler	Strengthen your body so you may travel in normally harmful terrains.
5	16	Destroy Entity	Destroy a lesser being attempting to harm nature.

Vine Whip

Tags: Plant

MP Cost: 1

Casting Time: Standard

Target: A single square within 6 squares

Goes Against: Defense

Description: Choose a square within 6 squares. From that square a long and thin vine-like whip sprouts and begins thrashing violently to try and debilitate nearby enemies. The vine functions as a *whip* except instead of dealing damage it makes constant attacks against enemies within its reach and these attacks are either made to trip or grapple enemies. This vine only has one attack, and doesn't provoke attacks of opportunities. This vine lasts 1d5+1 rounds.

Shifting Grasses

Tags: Plant

MP Cost: 1

Casting Time: Standard

Target: 6 Square Radius

Goes Against: Avoid

Description: All enemies within a 6 square radius of you have an attack made against their Avoid. On a successful hit they count the area as difficult terrain. Once affected by this ability they cannot have another attack from this spell made against them for the rest of the encounter.

Bend Metal

Tags: Ground

MP Cost: 1

Casting Time: Full-Round Action

Target: Touched or held metal

Goes Against: N/A

Description: Metal that you hold or touch can be shaped and molded like putty within your hands. This cannot destroy or create new metal, merely shape existing metal. You can shape 1 square of metal for every 2 points of Magic.

With Bend Metal you can create a crude weapon or crude set of armor that falls apart after the end of the encounter. In addition, Bend Metal can be cast to aid in the crafting of metal items, granting a bonus to the Artisan check equal to your Magic.

The Crude Weapon is a 2k2 one-handed melee or 6 square range weapon that deals bludgeoning, piercing, or slashing weapon. It has 0 Penetration, and weighs 4 lbs.

Crude Armor is a set of armor that applies to all body parts and has 3 Deflection, a total of -8 Armor Penalty, a +3 Agility to Defense, and weighs 35 lbs.

Wooded Weapon

Tags: Plant

MP Cost: 1

Casting Time: Swift

Target: Held wooden weapon

Goes Against: N/A

Description: Increase the damage of a held wooden weapon by +1k0, and increase its Penetration by +2. This lasts until the end of combat.

Melting Point

Tags: Heat, Fire

MP Cost: 1

Casting Time: Standard

Target: Adjacent target or held object

Goes Against: Bodily Defense

Description: Upon touching an opponent or object within your reach, make an attack against their Bodily Defense (objects have a Bodily Defense of 10 unless otherwise specified). On a hit, you deal 2k1 points of fire damage and if it is an object it melts within 1d5+1 rounds. Objects being wielded or held by a person uses their Bodily Defense instead of the object's base of 10.

Stationary Snowstorm

Tags: Cold, Ice

MP Cost: 1

Casting Time: Standard

Target: 2 Square Radius

Goes Against: Avoid

Description: Select a square within 6 squares of you. Within that square a 2 square radius is formed, and all enemies within that radius take 2k1 points of cold damage if they remain within this space at the beginning of their turn. This area is difficult terrain. This storm lasts for 1d5+1 rounds.

Lightning Strike

Tags: Sky, Electricity

MP Cost: 1

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Avoid

Description: Choose a target within 6 squares of you. On a successful hit against their Avoid, deal 2k1 points of electricity damage and the target is stunned for 1 round.

Ground Swell

Tags: Ground, Earth

MP Cost: 1

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Avoid

Description: Choose a target within 6 squares of you. On a successful hit against their Avoid, deal 2k1 points of earth damage and the target cannot move for 1 round.

Heat Wave

Tags: Heat, Fire

MP Cost: 4

Casting Time: Standard

Target: 6 Square Cone

Goes Against: Bodily Defense

Description: On a successful attack against all enemies within a 6 square cone, the enemies take 4k2 points of fire damage and are fatigued. On a failed attack, the enemy takes half damage and isn't fatigued.

Chill Wave

Tags: Cold, Ice

MP Cost: 4

Casting Time: Standard

Target: 6 Square Cone

Goes Against: Bodily Defense

Description: On a successful attack against all enemies within a 6 square cone, the enemies take 4k2 points of ice damage and are staggered. On a failed attack, the enemy takes half damage and isn't staggered.

Electric Wave

Tags: Sky, Electricity

MP Cost: 4

Casting Time: Standard

Target: 6 Square Cone

Goes Against: Bodily Defense

Description: On a successful attack against all enemies within a 6 square cone, the enemies take 4k2 points of electricity damage and are paralyzed for 1 round. On a failed attack, the enemy takes half damage and isn't paralyzed.

Earth Shatter

Tags: Ground, Earth

MP Cost: 4

Casting Time: Standard

Target: 2 Square Burst

Goes Against: Avoid

Description: On a successful attack against all enemies within a 2 square burst within 6 squares, the enemies take 4k2 points of earth damage and take 1d5 bleed damage. On a failed attack, the enemy takes half damage and takes no bleed.

Tree Block

Tags: Plant

MP Cost: 4

Casting Time: Immediate

Target: Self

Goes Against: N/A

Description: Tree Block can be used as an immediate action to reduce the damage from an attack. This grants you Deflection equal to Magic until the attack is resolved.

Bladed Wind

Tags: Sky, Wind

MP Cost: 4

Casting Time: Standard

Target: Target within 12 squares

Goes Against: Avoid

Description: On a successful attack against the enemy, deal 6k3 points of wind damage to the enemy.

Earthen Skin

Tags: Ground

MP Cost: 4

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: This spell grants you Deflection equal to $2 + \frac{1}{2}$ Resistance until the end of the encounter.

Predict Weather

Tags: Sky

MP Cost: 4

Casting Time: Full-Round Action

Target: 12 Square Radius

Goes Against: N/A

Description: After this spell is cast, you are able to predict the current weather condition. Once this is resolved, you can change it in the 12 square radius around you to a weather condition you favor. This includes changing the temperature to induce extreme heat or extreme cold, but not causing natural disasters like tornados.

Nature's Companion

Tags: Neutral

MP Cost: 8

Casting Time: Full-Round Action

Target: Adjacent Square

Goes Against: N/A

Description: After casting, a spirit animal of equal or lower effective level than you is created in an adjacent square and assists you until the end of combat.

Purge the Unnatural

Tags: Neutral

MP Cost: 8

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Mental Defense

Description: On a successful hit against an enemy within 6 squares, you deal 6k3 points of untyped damage to the enemy. This living creatures are immune to this.

Sky Skipper

Tags: Sky

MP Cost: 8

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: By casting this on yourself, you increase either your land speed by 4 squares or you can grant yourself a fly speed equal to double your Magic. This lasts for 1d10+2 rounds.

Blade of Nature

Tags: Heat, Cold, Plant, Sky, or Ground

MP Cost: 8

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: Create a weapon made of natural materials. This weapon lasts until the end of combat, and deals 6k4 points of damage with a melee reach and 0 Penetration. Heat deals fire, cold deals ice or water, plant deals bludgeoning, sky deals electricity or wind, and ground deals earth or acid.

Nature's Recovery

Tags: Neutral

MP Cost: 8

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: By absorbing the ground's life force around you, you can heal a number of HP equal to 2 + Magic. This affects a 6 square radius, and cannot affect the same area within 24 hours.

Tame Beast

Tags: Neutral

MP Cost: 8

Casting Time: Standard

Target: Target within 16 squares

Goes Against: Mental Defense

Description: On a successful attack against Mental Defense, you can make an animal friendly to you immediately and give it an order which it will follow. Alternatively you can use Deception or Persuasion and use Magic in place of Luck instead of the attack, still affecting Mental Defense. This cannot affect non-animals.

Nature's Scrying

Tags: Neutral

MP Cost: 8

Casting Time: Standard

Target: 1 mile radius

Goes Against: N/A

Description: By touching the ground beneath you, you can see a designated area within the natural environment around you. This allows you to “see” and “hear” as if you were in all areas of the 1 mile radius.

Necrotic Spit

Tags: Ground

MP Cost: 8

Casting Time: Standard

Target: 6 Square Line

Goes Against: Avoid

Description: If you hit the Avoid of enemies within the Line, you deal 6k4 points of acid damage and the opponent takes ½ damage on the round afterwards. On a failed hit you deal ½ damage.

Intense Heat Wave

Tags: Heat, Fire

MP Cost: 12

Casting Time: Standard

Target: 12 Square Cone

Goes Against: Bodily Defense

Description: On a successful attack against all enemies within a 12 square cone, the enemies take 8k4 points of fire damage and are exhausted. On a failed attack, the enemy takes half damage and isn't exhausted.

Intense Chill Wave

Tags: Cold, Ice

MP Cost: 12

Casting Time: Standard

Target: 12 Square Cone

Goes Against: Bodily Defense

Description: On a successful attack against all enemies within a 12 square cone, the enemies take 8k4 points of ice damage and are petrified for 1 round. On a failed attack, the enemy takes half damage and isn't petrified.

Intense Electrical Wave

Tags: Sky, Electricity

MP Cost: 12

Casting Time: Standard

Target: 12 Square Cone

Goes Against: Bodily Defense

Description: On a successful attack against all enemies within a 12 square cone, the enemies take 8k4 points of electricity damage and are paralyzed for 1d10+2 rounds. On a failed attack, the enemy takes half damage and isn't paralyzed.

Gale Crush

Tags: Sky, Wind

MP Cost: 12

Casting Time: Standard

Target: Target within 12 squares

Goes Against: Bodily Defense

Description: On a successful attack against an enemy within 12 squares, you deal 8k4 points of wind damage to them, and they are stuck in place due to the force of the wind. This immobility lasts for 1d5+2 rounds thereafter.

Maze of Trees

Tags: Plant

MP Cost: 12

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: Enemies attempting to charge you are met with a row of plentiful trees and shooting up to interpose them. The opponent must make an Acrobatics check to continue. The DC of the check is equal to 15 + Magic + Resistance.

Create Plant

Tags: Plant

MP Cost: 12

Casting Time: Full-Round Action

Target: Adjacent Square

Goes Against: N/A

Description: You're able to create a plant creature to be your combat partner. This plant has 1 in all stats except for Strength which is equal to Magic, Endurance is equal to Resistance, and Agility is equal to $\frac{1}{2}$ Magic + $\frac{1}{2}$ Resistance. The plant has a slam natural attack. This plant creature lasts until the end of combat.

Animalistic Sense

Tags: Neutral

MP Cost: 12

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: When casting on yourself, you gain Darkvision of 6 squares (or increase Darkvision by 6 squares if you already have Darkvision). In addition to the Darkvision you gain a powerful Scent of 6 squares, allowing you to roll Awareness against enemies in Stealth.

Bond

Tags: Neutral

MP Cost: 12

Casting Time: Standard

Target: 6 Square Radius

Goes Against: N/A

Description: All allies within 6 squares of you gain a +4 bonus to all Defenses, and heal 1 HP per round while the aura persists. This aura lasts for 1d10+5 rounds.

Natural Disaster

Tags: Heat, Cold, Sky, or Ground

MP Cost: 16

Casting Time: Full-Round Action

Target: As per the effect chosen.

Goes Against: Avoid

Description: You can unleash a powerful shockwave of natural energy, summoning a natural disaster. These are separated by Heat, Cold, Sky, and Ground.

- **Heat:** This is a volcano that spreads magma and lava onto a 25x25 square area.
 - **Cold:** This functions as the Blizzard effect, and affects a 25x25 square area.
 - **Sky:** This functions as the Sandstorm effect, and affects a 25x25 square area.
 - **Ground:** This functions as an Avalanche, and affects a 25x25 square area.
-

Cure Land

Tags: Ground

MP Cost: 16

Casting Time: Standard

Target: 25x25 square area

Goes Against: N/A

Description: The land within the 25 by 25 square area as chosen by you is immune to effects which would damage the land, and in addition to this the land nullifies harmful auras such as auras which would harm your allies. This lasts until the end of combat.

Detoxify

Tags: Neutral

MP Cost: 16

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Bodily Defense

Description: You can extract the poison from an ally affected by a poison or another being affected by a poison, and attempt to transfer it to an enemy. The poison is transferred if you successfully hit their Bodily Defense.

Bountiful Food

Tags: Plant

MP Cost: 16

Casting Time: Full-Round Action

Target: Adjacent Square

Goes Against: N/A

Description: When using this spell, 1d5+Magic number of fruits are created that you and your allies can eat. Doing so cures any poison, disease, status conditions (including paralysis or petrification if forced into an allies' mouth). These fruits last for 1d10+2 rounds or until eaten.

Nature's Force

Tags: Neutral

MP Cost: 16

Casting Time: Standard

Target: Target within 24 squares

Goes Against: Avoid

Description: Send a blast wave of raw natural energy that deals 8k4 untyped damage to an enemy on a successful hit against Avoid.

Awaken the Beast

Tags: Neutral

MP Cost: 16

Casting Time: Standard

Target: Adjacent animal

Goes Against: N/A

Description: Upon casting this on an animal, they gain a bonus 1d5 to their Smarts, and gain the ability to speak Human Languages. In addition to this, the animal awoken this way is able to take class levels.

Traveler

Tags: Heat, Cold, Sky, or Ground

MP Cost: 16

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: You are immune to the drawbacks from natural terrains, including damage. This can allow you to survive in the terrain, but not immune to an element.

Destroy Entity

Tags: Neutral

MP Cost: 16

Casting Time: Standard

Target: Target within 12 squares

Goes Against: Bodily Defense

Description: This spell can only affect enemies whose level is equal to or lower than half your level. The target hit by this attack is instantly slain, and you recover HP equal to the HP the slain enemy had remaining (if any).

Madness

LVL	MP	Name	Description
1	1	Mind Ray	A minor ray that deals a small amount of sanity damage.
1	1	Cloak of Xhorr	Create a translucent cloak that helps confuse foes.
1	1	Insane Laughter	Break out into insane laughter in order to terrify foes.
1	1	Intense Bloodlust	You or an ally become so focused on killing, it consumes you.
1	1	Grasping Hands	A swarm of illusory hands try to grab and strangle your foe.
1	1	Obsession	An enemy you hit with this attack becomes dearest on a goal.
1	1	Mind Rend	Deal damage to an opponent's mind and tire them out.
1	1	Halt	Stop a foe in their tracks at your command.
2	4	Otherworldly Ray	A condensed ray that deals sanity damage.
2	4	Absorb Sanity	Absorb the sanity from a willing ally for yourself.
2	4	Eldritch Blast	Send a shockwave of eldritch energy at an opponent.
2	4	Blade of Horrors	Create an energy weapon made from sanity rending energy.
2	4	Mental Armor	Create armor that protects the mind.
2	4	Madness Surge	Enhance a mind-affecting spell to affect those that are immune.
2	4	Outer Entity	Commune with an entity that should not exist.
2	4	Nothing to Lose	Enhance an enemy with recklessness that could lead to their doom.
3	8	Overwhelming Ray	A powerful ray that deals a moderate amount of sanity damage.
3	8	Noxious Mind	Cause someone reading your mind to go insane.
3	8	Sanity Sewing	Use your sanity as a source of healing.
3	8	Night Terrors	Cause an enemy to fall asleep and have a nasty dream.
3	8	Insanity Realm	Open a portal to realms unknown, exposing onlookers to its dangers.
3	8	Horrific Visage	You or an ally grow very ugly, and scare those who see you.
3	8	Insanity Energy	Create a blast of energy forged from sanity.
3	8	Melt	Cause a target to believe they're melting.
4	12	Madness Ray	A powerful ray that deals a large amount of sanity damage.
4	12	Bastion of Sanity	A group of allies around you are resistant to sanity damage.
4	12	Illusion	You create a semi-real illusion that can have semi-real effects.
4	12	Destructive Aura	All enemies in an aura around you slowly go insane.
4	12	Internal Battle	You and an opponent battle mentally.
4	12	Control Thought	Control the thoughts of an enemy.
4	12	Weaken Resolve	An opponent you can see becomes weaker against attacks.
4	12	Mental Feint	An opponent slashes randomly at conjured figments.
5	16	Pure Insanity Ray	An intense ray that reduces those who it hits into a state of insanity.
5	16	Greater Illusion	You create a semi-real illusion that can have real effects.
5	16	Elder God's Strike	Unleash the power of an Elder God to lay waste.
5	16	Mindfield	An area around you becomes a minefield full of traumatic mines.
5	16	Cure Insanity	You can cure an ally of insanity without harming your own fragile mind.
5	16	Visions of Death	Survive from the brink of death with horrific memories plaguing you.
5	16	Beginning	Revive an ally by sacrificing your sanity.
5	16	End	End a target's life if their thoughts are open.

Mind Ray

Tags: Mind-Affecting, Sanity

MP Cost: 1

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Mental Defense

Description: On a successful hit against an enemy, deal 1 point of sanity damage.

Cloak of Xhorr

Tags: Illusion

MP Cost: 1

Casting Time: Immediate

Target: Self

Goes Against: N/A

Description: An enemy attempting to attack you after casting this spell has a 50% chance of missing you. This can only be used once per round.

Insane Laughter

Tags: Sanity

MP Cost: 1

Casting Time: Standard

Target: 6 Square Radius

Goes Against: Mental Defense

Description: All enemies whose Mental Defense is hit are frightened.

Intense Bloodlust

Tags: Mind-Affecting, Sanity

MP Cost: 1

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: You or an ally touched become so engrossed with killing that it consumes your every being. You take 1 point of sanity damage per point of Magic, and gain that much as a bonus to hit and damage for a number of rounds equal to $\frac{1}{2}$ Magic.

Grasping Hands

Tags: Illusion

MP Cost: 1

Casting Time: Standard

Target: 6 Square Radius

Goes Against: Avoid

Description: Tons of illusory hands erupt in a radius surrounding a target square you designate within 6 squares. Those who are hit by the attack are effectively grappled, and another attack is made on the round after if the opponents have failed to escape (a DC 20 Acrobatics check), beginning the process of suffocation (though they can still hold their breath as normal). If the opponent begins to suffocate, they add 10 to the Acrobatics DC in order to escape. Otherwise roll at the normal DC.

Obsession

Tags: Mind-Affecting

MP Cost: 1

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Mental Defense

Description: On a successful hit the opponent is forced to repeat the same action they took on the round previously, even if that would detriment or endanger them.

Mind Rend

Tags: Mind-Affecting, Sanity

MP Cost: 1

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Mental Defense

Description: On a successful hit the opponent takes 2k2 points of psychokinetic damage and is fatigued for 1 round.

Halt

Tags: Mind-Affecting

MP Cost: 1

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Mental Defense

Description: On a successful hit, the opponent stops in their tracks and is unable to move until the next round. They can still act, but cannot take a move action.

Otherworldly Ray

Tags: Mind-Affecting, Sanity

MP Cost: 4

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Mental Defense

Description: On a successful hit against an enemy, deal 3 points of sanity damage.

Absorb Sanity

Tags: Mind-Affecting, Sanity

MP Cost: 4

Casting Time: Standard

Target: Adjacent ally

Goes Against: N/A

Description: Absorb sanity from a willing ally. This can be in the form of either Stress or Sanity, but the type absorbed must correspond with the type gained. If your ally loses Sanity, they gain the mental disorder(s) you have and you lose yours.

Eldritch Blast

Tags: Mind-Affecting

MP Cost: 4

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Avoid

Description: On a successful hit deal 5k2 points of untyped damage to the opponent.

Blade of Horrors

Tags: Mind-Affecting, Sanity

MP Cost: 4

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: This creates a *Longsword* made of eldritch energy in one hand, and adds Magic to damage as if it is Strength as per normal. This blade deals sanity damage instead, and the opponent adds ½ Resistance and ½ Smarts for their Soak. Penetration is factored against the Soak instead of any Deflection/Resistances. This lasts until the end of combat.

Mental Armor

Tags: Mind-Affecting

MP Cost: 4

Casting Time: Swift

Target: Self

Goes Against: N/A

Description: Conjure a set of armor made from mental energy. This adds Deflection equal to your Resistance to all body parts. This lasts for 1 minute.

Madness Surge

Tags: Sanity

MP Cost: 4

Casting Time: Free

Target: See description

Goes Against: See description

Description: Cast this spell immediately before casting another spell with the Mind-Affecting tag. Madness Surge deals 5 points of sanity damage to you, and the spell with the Mind-Affecting tag is now able to affect creatures immune to Mind-Affecting.

Outer Entity

Tags: Sanity

MP Cost: 4

Casting Time: Full-Round Action

Target: Self or ally within 6 squares

Goes Against: N/A

Description: Commune with an entity from beyond the dimensions of mortal comprehension. You take 5 points of sanity damage and on yours or the roll of an ally within 6 squares of you, the roll explodes on 10s.

Nothing to Lose

Tags: Mind-Affecting, Sanity

MP Cost: 4

Casting Time: Standard

Target: Target within 12 squares

Goes Against: Mental Defense

Description: On a successful hit the opponent receives a +4 bonus to attack and damage, but takes 10 sanity damage. Alternatively the opponent can forgo the bonus to attack and damage to only take 2 sanity damage, but this sanity damage bypasses Stress and instead directly affects Sanity.

Overwhelming Ray

Tags: Mind-Affecting, Sanity

MP Cost: 8

Casting Time: Standard

Target: Target within 12 squares

Goes Against: Mental Defense

Description: On a successful hit against an enemy, deal 6 points of sanity damage.

Noxious Mind

Tags: Mind-Affecting, Sanity

MP Cost: 8

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: Anyone who attempts to read your mind takes 8 points of sanity damage. This spell lasts for 1 day.

Sanity Sewing

Tags: Sanity

MP Cost: 8

Casting Time: Standard

Target: Self

Goes Against: N/A

Description: You can take sanity damage to recover 2 HP per point of sanity sacrificed.

Night Terrors

Tags: Mind-Affecting, Sanity

MP Cost: 8

Casting Time: Standard

Target: Target within 12 squares

Goes Against: Mental Defense

Description: On a successful hit, the target falls asleep until their next turn. While dreaming the target takes 5 points of sanity damage, and 4k4 points of psychokinetic damage.

Insanity Realm

Tags: Sanity

MP Cost: 8

Casting Time: Standard

Target: 6 Square Cone

Goes Against: Mental Defense

Description: On a successful hit, enemies within the cone are panicked for 1d10+2 rounds.

Horrific Visage

Tags: Sanity

MP Cost: 8

Casting Time: Standard

Target: Self or adjacent ally

Goes Against: N/A

Description: You or an ally touched gain a +2k2 to intimidate-based Persuasion checks, these checks explode on 9s and 10s, and reroll 1s.

Insanity Energy

Tags: Mind-Affecting, Sanity

MP Cost: 8

Casting Time: Standard

Target: Target within 12 squares

Goes Against: Avoid

Description: On a successful hit the opponent takes 8 sanity damage and deals 6k3 points of an arcane energy of your choice.

Melt

Tags: Mind-Affecting

MP Cost: 8

Casting Time: Standard

Target: Target within 12 squares

Goes Against: Mental Defense

Description: On a successful hit the opponent believes their internal organs are melting and they become nauseated for 1d10+2 rounds.

Madness Ray

Tags: Mind-Affecting, Sanity

MP Cost: 12

Casting Time: Standard

Target: Target within 12 squares

Goes Against: Mental Defense

Description: On a successful hit against an enemy, deal 10 points of sanity damage.

Bastion of Sanity

Tags: Sanity

MP Cost: 12

Casting Time: Standard

Target: 6 Square Radius

Goes Against: N/A

Description: All allies within your radius take 5 less sanity damage while within your radius. This lasts for 1d10+4 rounds.

Illusion

Tags: Mind-Affecting

MP Cost: 12

Casting Time: Standard

Target: See description

Goes Against: Mental Defense

Description: You can create an illusion that interacts with the world in a limited fashion. This illusion can be incredibly large or small (with the maximum size equal to that of a single Size 8 creature) and in order for people to discern it is a fake they must make an Awareness (DC 20 + your Magic) or interact with it (which is instead an attack vs. their Mental Defense). This illusion cannot cause real harm. This illusion lasts for as long as you concentrate on it (spending a swift action to do so).

Destructive Aura

Tags: Mind-Affecting, Sanity

MP Cost: 12

Casting Time: Standard

Target: 6 Square Radius

Goes Against: Mental Defense

Description: All enemies in a 6 square radius of you that you hit take 2 sanity damage. So long as they remain in this radius, they continue to take 2 sanity damage. This radius lasts for 1d5+5 rounds.

Internal Battle

Tags: Mind-Affecting

MP Cost: 12

Casting Time: Standard

Target: Target within 18 squares

Goes Against: Mental Defense

Description: On a successful hit, you and the target have a battle inside of their mind. Compare your attack that hit their Mental Defense against an opposed Smarts check by the target. If the opponent fails, they take 1d5+1 points of damage (bypassing Soak) and are fatigued. If they succeed, they're only fatigued.

Control Thought

Tags: Mind-Affecting, Sanity

MP Cost: 12

Casting Time: Standard

Target: Target within 18 squares

Goes Against: Mental Defense

Description: On a successful hit, you have free reign to implant a thought within the opponent's head or to remove an existing memory they have. The implanted thought contains a strong urge to accomplish the task from the opponent, and resisting the urge requires them to take 4 sanity damage per round while resisting. This lasts for 1d5+1 rounds.

Weaken Resolve

Tags: Mind-Affecting

MP Cost: 12

Casting Time: Standard

Target: Target within 8 squares

Goes Against: Mental Defense

Description: On a successful hit, the target takes a penalty to attack and damage equal to your Magic and they take a penalty to Defense/Avoid equal to your Resistance.

Mental Feint

Tags: Mind-Affecting, Sanity

MP Cost: 12

Casting Time: Immediate

Target: Target within 8 squares

Goes Against: Mental Defense

Description: On a successful hit the opponent wastes their attack of opportunity (and by product their dodge) attempting to strike at foes that aren't there. The opponent can resist the urge to lash out, but instead they lose all of their Stress as they're forced to confront the horrific visage of a false being.

Pure Insanity Ray

Tags: Mind-Affecting, Sanity

MP Cost: 16

Casting Time: Standard

Target: Target within 18 squares

Goes Against: Mental Defense

Description: On a successful hit against an enemy, deal 14 points of sanity damage.

Greater Illusion

Tags: Tag

MP Cost: 16

Casting Time: Standard

Target: See description

Goes Against: Mental Defense

Description: This functions as *Illusion* except for the following; the Size is up to a single Size 12 creature, the DC is 25 + Magic, and the attack vs. Mental Defense gains a +2k0 to hit.

Elder God's Strike

Tags: Sanity

MP Cost: 16

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Avoid

Description: On a successful hit deal 6k6 bludgeoning damage and the opponent's Stress is reduced to half.

Mindfield

Tags: Mind-Affecting, Sanity

MP Cost: 16

Casting Time: Standard

Target: 6 Square Radius

Goes Against: Mental Defense

Description: If an enemy takes a movement action (an action which causes them to move in any way, including taking a Step) they have an attack made against their Mental Defense, and on a successful hit a long hidden trauma is unleashed dealing 7k5 psychokinetic damage to them and causing them to become fatigued.

Cure Insanity

Tags: Mind-Affecting, Sanity

MP Cost: 16

Casting Time: Standard

Target: Adjacent ally

Goes Against: N/A

Description: An adjacent ally no longer suffers from a Mental Disorder of your choice. This doesn't restore any points to Sanity, but speeds up the process as the missing Sanity that created the mental disorder recovers at the same rate as Stress instead.

Visions of Death

Tags: Sanity

MP Cost: 16

Casting Time: Immediate

Target: Self

Goes Against: N/A

Description: If you would die or fall unconscious from an attack, Visions of Death can be cast before this happens. Upon doing so you recover full HP and do not fall prone, but you lose half of your Sanity pool, granting you that many mental disorders along with it.

Beginning

Tags: Sanity

MP Cost: 16

Casting Time: Standard

Target: Adjacent dead ally

Goes Against: N/A

Description: Revive an ally who died within this encounter, but lose all of your sanity.

End

Tags: Mind-Affecting, Sanity

MP Cost: 16

Casting Time: Standard

Target: Target within 6 squares

Goes Against: Mental Defense

Description: On a successful hit, the opponent takes -5 to Mental Defense. On the round thereafter, make another attack. On a successful hit, the opponent dies.

Chapter 10: Credits, Copyright, and Contact

This is the first supplement book for The Fade Tabletop 2nd Edition. I hope you guys like the new book. It's got a lot of love in it.

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