

NEOCLASSICAL GEEK REVIVAL

Second Edition Basic Rulebook



A fantasy roleplaying game by Zzarchov Kowolski

NEOCLASSICAL GEEK REVIVAL

2ND EDITION BASIC RULES

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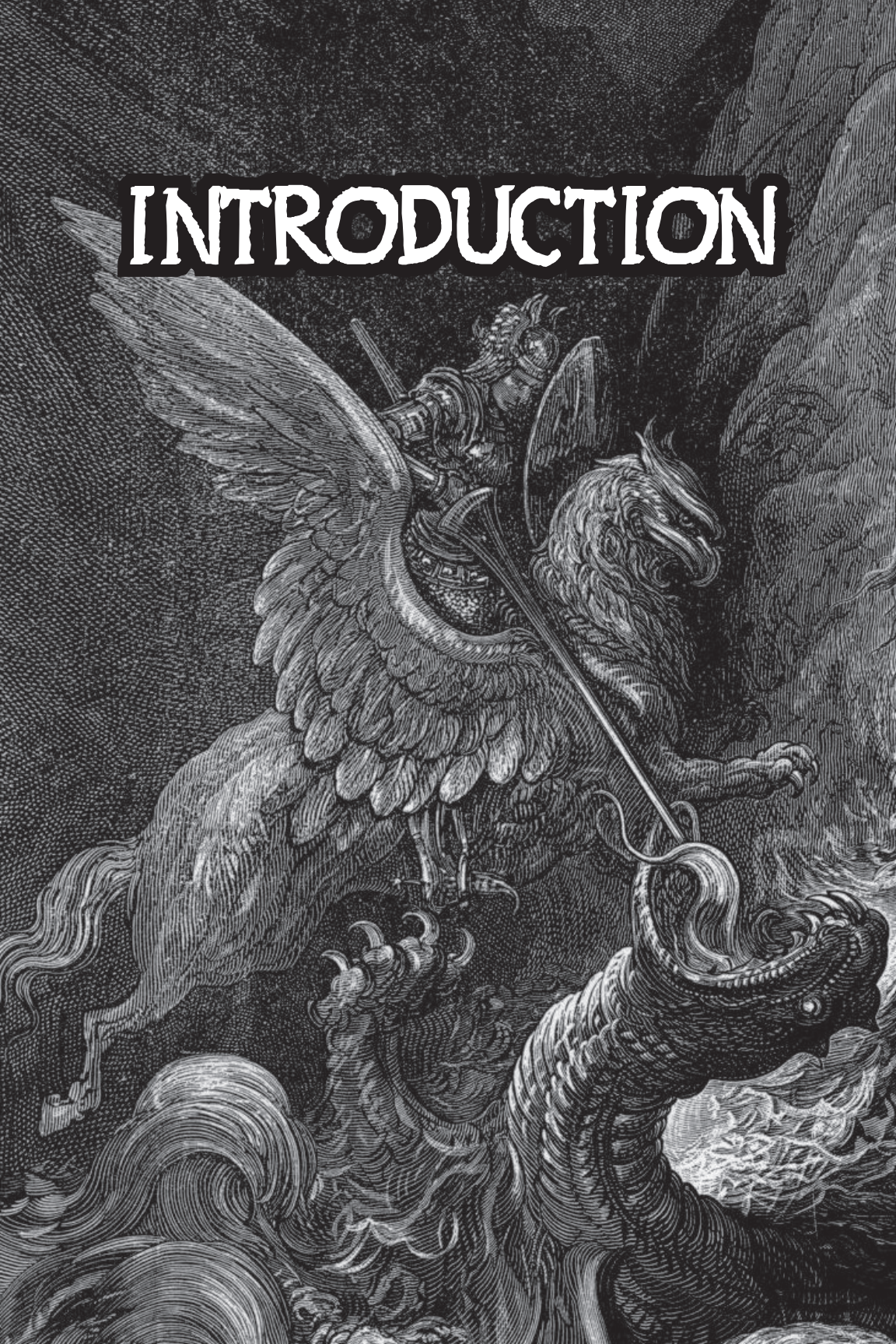
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INTRODUCTION



INTRODUCTION

FOREWORD

Neoclassical Geek Revival (NGR) is what many people would call a Fantasy Heartbreaker. Its a game about adventuring in a world of magic, swordplay, and monsters. You probably have like 20 on your shelf already. Hell some of them might already be NGR since this is the second edition.

Normally NGR is just updated with small incremental changes year on year, but it seemed like a good time for a clean break and to call this NGR second edition. Its not that different from the 2020 edition of NGR (the hindsight edition), or even the 2018 update. The 2016 version is a little different, and by the time you get way back to 2012 or before its pretty different. So here is the line in the sand; from this point forward it is officially the second edition.

A big focus of NGR is fast prep for the GM (who acts as the impartial referee) while allowing mechanical depth for the other players (who act as story tellers). The rules assume the game is largely player driven in a low magic setting.

The text is written assuming you already know the basics of how to play RPG's, because I have zero interest in rehashing those talking points for some theoretical yet non-existent reader.

-Zz

Starting with Second Edition (this edition), I have split the books into a Basic and Advanced Rulebook, and added a Content Guide as a third.

Since you are reading this, this is the basic book which means "Ya Basic".

You can run NGR with just this, but the Advanced rules make it easier to GM by reducing the need to make as many rulings on the fly and reduce cognitive fatigue for an already taxing activity. Its also more knobs and dials for players who like fiddly things.

THE BASICS

ROLLING THE DICE

Roll the dice and add the modifiers. One might assume it's pretty simple, yet this does lead to a host of familiar gaming situations:

Recounting the modifiers for 20 minutes

The hidden roll

The roll off the table

The 'after the fact' forgotten modifiers

Here instead are the general rules for rolling dice. If you have house rules, write those down instead.



- ▶ All of the modifiers are to be mentioned in no more than two statements before the roll: either the total modifier or the total bonus and the total penalty. If a modifier is forgotten, it does not apply.

- ▶ Cocked dice, dice outside of the rolling area, and dice off the table get re-rolled.

- ▶ If the player has any positive or negative re-rolls to dice use the notation ++ or -- respectively. If they have both combine the numbers and use the remainder.

- ▶ A repeating or exploding die means that if a die rolls its maximum value another die is rolled and added to the total until a result below the maximum is rolled. This all counts as one die. A repeating d6 that rolls a 6 would then roll an additional d6 and combine the results. If the second roll was also a 6 this would keep going until a result other than a 6 was rolled. A lucky streak could result in rolling 38 on a d6 with this method. It can be annotated as !d# (so !d6 for a six sider)

- ▶ The total modifiers to any non-d20 die roll (technically on a dX roll, more on that later) cannot do more than double the roll of the die itself. I.E, should someone roll a d8+4 for damage and roll a natural 3, the maximum bonus applicable is +3 resulting in a score of 6.

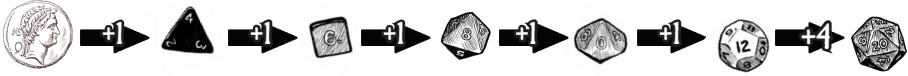
- ▶ Any dice notation of ?d# (where # is a number) refers to requiring the maximum roll. Someone stuck in mud might be out of commission for ?d6 rounds. At the start of each round a player would roll a d6, and unless the player rolled a 6 the character would remain stuck.

- ▶ Any mentions of dice steps, or increasing/decreasing the die size uses the following steps: d2 – d4 – d6 – d8 – d10 – d12 – nada nada nada d20

- ▶ Attribute scores have dice associated with them. A strong character might have a d12 for a Strength Die, another a d4. For notation purposes a capital letter of an attribute means the associated die. dS (Strength), dA (Agility), dH(Health), dI(Intelligence), dP (Perception), dC (Charisma), and dW (Will). A Luck Die can be noted as dL.

- ▶ Any time a die is refereed to as inverted it is something simple in practice but difficult to explain. In practice it means you invert so that the total of the original die and the inverted die are 16. A d12 inverts to a d4, a d4 inverts to a d12. D6 and 10, and d8 stays a d8. A d20 inverts with 0. This will usually come up in rulings where you don't want to invoke a long drawn out series of minor actions. A character might run a mile barefoot down streets strewn with glass and leaping over barbed wire. You could make dozens of checks or the GM might say "take an inverted agility die of damage". The better a character's agility, the better their agility die. When inverted this means a more agile character would take less damage. Simple in practice, useful in some off the cuff rulings, takes way too long to explain.

DICE STEPS



INVERTED DICE



COMMON TERMS

Some common terms that will arise are cumulative and doubling:

Cumulative refers to a value increasing in the following manner: 1,3,6,10,15. The pattern is adding the integers of the previous numbers: 1, 1+2, 1+2+3, 1+2+3+4, 1+2+3+4+5. A rate listed as '3 cumulative per interval' would go 3, 3+6, 3+6+9 etc.



Doubling refers to each interval being double the previous. For simplicities sake, it is suggested you turn any instance of 128 into 125. Unless you have programmers in your midst 125 will be easier to calculate.



THE KNOWN RULE

NGR contains a large number of rules, and in the end it is not likely someone will have them all memorized. The rules of this game are only applicable if someone involved actually knows the rule or claims to. If no party involved knows the rule then they obviously did not choose their course of action based on the mechanics. In such a case, the GM should issue a ruling and move on. You should never be looking up rules during play. Doing so results in -1 awesomeness for a player or +1 awesomeness to all players if the GM looks up a rule (per occurrence). Awesomeness is covered near the end of the book in the End of the Session section.

CHARACTER CREATION



CHARACTER CREATION

HOW TO CREATE A CHARACTER

The first thing most players will need to do is create characters. This is done by creating what is known as “Schrodinger’s Character”. The player will select a name, species, gender, and distribution of attributes. As the first game progresses the character will have skills, traits, class, and starting inventory developed during the course of play. This allows a new character to be generated in a few moments while play continues.

You will first need to assign a few basic things like name and favourite dinosaur. The next step is to assign attributes; 80 points are distributed amongst the 7 attributes: Strength,

Agility, Health, Perception (previously awareness), Intelligence, Charisma (previously social), and Will (previously spirit).

If you are already seated at the table, an alternative method is rolling a character. Do this by rolling 3d6 for each attribute, in order, and then assigning 10 discretionary points as you see fit to customize your character. This allows for both very competent and very incompetent characters. This method should only be taken if you are willing to take the risk of playing an incompetent character. If you are unwilling to play an incompetent character, assign 80 points between the attributes. In no cases may an attribute be above 20 or below 1.

ATTRIBUTE MODIFIERS AND DICE

| Score | Modifier | Die |
|-------|----------|-----|
| 1 | -3 | d4 |
| 2 | -2 | d4 |
| 3 | -2 | d4 |
| 4 | -2 | d4 |
| 5 | -2 | d4 |
| 6 | -1 | d4 |
| 7 | -1 | d6 |
| 8 | -1 | d6 |
| 9 | -1 | d6 |
| 10 | 0 | d6 |

| Score | Modifier | Die |
|-------|----------|-----|
| 11 | 0 | d6 |
| 12 | +1 | d8 |
| 13 | +1 | d8 |
| 14 | +1 | d8 |
| 15 | +1 | d8 |
| 16 | +2 | d10 |
| 17 | +2 | d10 |
| 18 | +2 | d10 |
| 19 | +2 | d12 |
| 20 | +3 | d12 |

Every attribute is useful, but in different circumstances. A quick primer is shown opposite. An important note is that the scores from 1–20 represent functional human ranges. Someone with an intelligence of 1 is not a vegetable, but would make a good caveman or football star turned war hero turned shrimp mogul. Likewise someone with a strength of 1 could still move on their own, but would be a nice imitation of Mr. Burns.

ABNORMAL SCORES

Some creatures have ability scores well out of human norms. These attributes become listed as Pathetic (P) on the low end, Inhuman (I) for something biologically feasible but superhuman, or Supernatural (S) for something requiring magic to be possible.

| Score | Modifier | Die |
|---------|----------|-----|
| P (0.1) | -5 | d2 |
| I (25) | +5 | d20 |
| S (30) | +7 | d20 |

ATTRIBUTE OVERVIEW

STRENGTH

Score used for Maximum damage taken limit, Encumbrance, Starting Inventory

Modifier used for Bonus damage for melee

Die used for Stun attacks (Advanced)



The Strength attribute represents both a character's physical power and endurance in terms of muscles. You might ask "aren't there many muscles and aren't there a lot of considerations about speed based on muscle power?" to which I respond "shut up". Look, the musculature of a human is a complicated matter, let alone other humanoid and non-humanoid creatures. Strength is how hard you hit, how much you can lift, and for how long but somehow not how fast you can dodge and juke.

Strength has some value in combat with melee and thrown weapons, its modifier gives a bonus to damage. In the advanced rules the die associated

with your Strength score is useful for knocking people out. Those are not the two main uses however.

1 Damage attacks your strength score. Higher strength keeps you from dying when your luck runs out.

2 NGR's Inventory system is very punishing. You have a number of "dots" of inventory equal to your strength score.

These will be described more later, but don't be fooled into thinking that Strength can be a "dump stat" because it doesn't impact any conflict modifiers.

AGILITY

Score used for Maximum suspicion limit

Modifier used for Bonus to Combat

Die used for Initiative die

The Agility attribute represents a bunch of concepts like flexibility, reflexes, manual dexterity, and balance. Yes, yes, in reality these aren't always linked to each other. A gymnast and a surgeon are very different even though both of their specialties fall in this attributes bucket.

The modifier for this attribute is a bonus to Combat rolls which has obvious use, and the score itself is the limit for the amount of suspicion you can take in a stealth conflict once your luck runs out.



The main benefit is its use as the default initiative die. I know a lot of systems have initiative systems that hover between almost and completely pointless. In NGR Initiative is critical in conflicts. Even if you have a character who you want to keep out of a fight, this attribute is important.

WILL

Score used for Maximum Stress / Influence limit.

Modifier used for Bonus to Faith
Bonus Mana to Mediums

Die used for Nothing

The Will attribute represents willpower, courage, mental fortitude, and the sense of self. It is fundamentally a measurement of how in control of their actions a person is.

Will is used in determining your Faith modifier, which is used primarily in summoning miracles. It also gives some Mystics a higher mana pool. The most important use of Will is to determine



your resilience in social conflict when your luck runs out. While that may not sound bad, demonic possession and supernatural attempts to induce madness fall into that category.

Will is a deceptively important attribute and a character who has this as a "dump stat" may find themselves unable to act in key moments.

CHARISMA

| | |
|--------------------------|-----------------------------------|
| <i>Score used for</i> | Nothing |
| <i>Modifier used for</i> | Bonus to Presence |
| <i>Die used for</i> | Luck points regained with a Party |

Charisma is perhaps the most poorly named attribute in NGR. It used to be called “Social”, but that was changed because I wanted each attribute to start with a different letter for easier notation purposes. Charisma is not how charming you are, it’s how charming you could choose to be. Charisma is your intuition as to the motives of others, to know when others are lying and when they believe your lies. It is as much your bullshit detector as it is your ability to shovel it.



Charisma’s main function is as a bonus to your Presence modifier, which is used in social conflicts. That may sound minor or like something you can just avoid, but the social conflict mechanics are also used in terms of demonic possession and supernatural hauntings. Those are fairly common occurrences in NGR and being weak against them is a serious risk.

HEALTH

| | |
|--------------------------|--|
| <i>Score used for</i> | Healing, Maximum, poison and illness limit |
| <i>Modifier used for</i> | Nothing |
| <i>Die used for</i> | Nothing |

The Health attribute represents things such as your immune system, your ability to recover from injuries, as well as fake magical concepts like a life force or vitality. It is not your endurance, that is Strength.

On the surface of it, Health seems like the least useful attribute and ideally suited to be a “dump stat”, so go for it. Try it and find out.



A few warnings though, wilderness travel in NGR is brutal and leans far closer to Herzog than a Ren-Faire camping trip and the Health score is core to stopping that. It is also the attribute that suffers the most different kinds of attacks against it. If you have a low Health attribute you had best be very lucky.

INTELLIGENCE

| | |
|--------------------------|--|
| <i>Score used for</i> | Starting skill points |
| <i>Modifier used for</i> | Bonus to Occult, Reduced XP costs |
| <i>Die used for</i> | Scoring influence in social conflicts, Optional initiative die |

The Intelligence attribute is possibly the most fictitious and unrealistic one in the entire bunch. It combines learning ability, memory, mental reaction speed, logic and the like but somehow not emotional intelligence.

Intelligence is used for picking up new skills and your starting number of skills is equal to your intelligence score. The modifier is a bonus to your Occult score for casting spells and the die is useful in both social conflicts and



as an optional (if riskier) initiative die. Your intelligence score also modifies how many experience points you need to reach each level.

It is a very useful attribute, but the number of places it can be used may give a false impression it is the *most* important one. Various other rules often blunt its effectiveness. While you need less XP to level, the Milestone system often creates a party wide level cap for instance.

PERCEPTION

| | |
|--------------------------|--|
| <i>Score used for</i> | Nothing |
| <i>Modifier used for</i> | Bonus damage for missile attacks, Bonus to Stealth |
| <i>Die used for</i> | Accruing suspicion in stealth conflicts |

The Perception attribute represents a mix of the five senses, as well as both the sixth one and general spatial awareness. Perception is a general indicator of how accurately you are aware of your surroundings.

Perception is incredibly useful for skullduggery and defending against it. It gives a bonus to the Stealth modifier and its die is used to score suspicion



when keeping watch or tracking (think of that like stealth damage). It's also very useful to archers, as Perception gives a bonus to damage for missile weapons.

Perception is an all around useful attribute to anyone involved in adventuring for fairly straightforward reasons.

SPECIES

All characters must select a species. Some species may have additional benefits or drawbacks. For example, dwarves are colour-blind and elves cannot eat meat. If you want to make a new species like a squirrel or a reptiloid, keep in mind that their attributes should not be impacted; that is lazy and boring. Things that fly, things that are wildly different than humanity in scale or things that are adjectives for other species are likewise probably pretty boring and shouldn't be done. Try to avoid making every new culture a new species while you are at it. As always disregard this rule if you think it'll be awesome, but I have my doubts. Below are some standard races.

MANKIND

If you are reading this and expecting great insight into the biology of mankind, please stop reading until you can find an appropriate safety helmet to wear.

DWARVES

Dwarves are eusocial creatures of the earth, very closely related to some forms of giants. Dwarves are exceptionally hairy, muscular and stout beings. While dwarves have a large variety of hair and eye colours, matching the variety found in mankind, dwarves pay no heed to it as they are almost completely colourblind.

Dwarves see the entire world in gray scale with the exception of gold, silver

and gemstones. Their eyesight also allows dwarves to see only half as far as humans in bright light (double any distance penalties at 0 darkness), though they can see four times as far in low light conditions (light sources are four times as effective for dwarves when negating darkness). This suits the biology of dwarves quite well as dwarves only age when exposed to sunlight. This process slowly turns them to stone over the course of a normal human lifespan if a dwarf doesn't carefully control their levels of sun exposure. A dwarf who never sees the sun could expect to live thousands of years, perhaps even forever. When a dwarf dies they do not rot, instead they slowly turn to stone. The oils in their body often calcify their funeral clothing. If you don't wish to have Dwarves you could relabel them Morlocks, Troglodytes or Molemen without much effort. When paying the cost of spells, dwarves suffer illness instead of stress.

ELVES

Elves are supernatural fae creatures. They are relatives of pixies, fairies, trolls and other such creatures. Like all fae creatures elves have a natural vulnerability to iron which both deals double damage and may poison them if ingested. Elves are virtually immortal when it comes to age, so long as they are in a magic-rich area. Should the magic fade from an area due to the encroachment of civilization the elves present will grow sterile and age as

humans do unless they leave to more distant areas. Elves breed very slowly near civilized lands and take some time to mature. As elves age they begin to sleep more and more, sometimes for weeks at a time. When in a dream state these ancient elves cannot easily be awoken, but can easily be sent into a form of sleepwalking, a state that when combined with their magical powers makes them quite dangerous.

Most Elves are vegetarian creatures and can only handle small amounts of meat or other animal products without becoming ill. Different bloodlines of Elves may have different dietary requirements. Some graze on grasses, while others can only eat honey. All elves innately know a spell specific to their bloodline. Usually this is a minor cantrip, but it could be anything. If it is a cantrip the elves tend to have a somewhat standard appearance of being tall, pale and pointy eared. The more powerful or unusual their innate spell the more bizarre they may both appear and be. Among other options antlers, wooden bones, and the habit of turning to salt upon death are all possible elf traits depending on their innate spell. The elf cannot explain this spell to others though a 'Sage' may be able to fatally pry it from them; an important reason that elves tend not to mingle in other communities. An elf casting their innate spell always ignores the difficulty. While they may treat the difficulty as zero others do not. Elves also add half of their Health

score to their mana pool. When paying the cost of spells Elves suffer mutation instead of stress. This mutation is into a misshapen monstrous version of themselves sometimes called a fomorian, an alter ego with opposing aims like a Mr. Hyde to their Dr. Jekyll. You could also make them mutate into humans or something else, this is a book not your boss.

THE DEAD

I don't anticipate that The Dead (or the undead) will be a standard option in most campaigns, but hey maybe they will. This species will probably be used most often for creating adversaries. The corporeal dead are all considered supernatural and suffer from an aversion to fire (which deals double damage to them). Those created by mortal magic suffer 1 (cumulative) damage per round from direct sunlight. All of the living dead can avoid mortal concerns such as breathing, disease, and toxins, but they can be poisoned by things like salt, sanctified oils, or other mystic substances.

Many undead also know an innate spell which they may use to replicate themselves. Powerful undead may also have other innate spells for a variety of purposes.

THE WEE FOLK

Wee folk is a generic term used for a physically slight humanoid species. These species tend to stand at only half to three quarters the height of a human and show greater aesthetic

diversity. Various types of wee folk have a vast number of hair, eye and skin colours far exceeding mankind, including some garish colours. The reduced height makes these species lead lives slightly longer than humans, often by a good twenty years.

Wee folk are considered to have a size modifier of 1/2. You may wish to mix “Wee Folk” with another species such as Dwarf or Elf to play something such as a Gnome or Brownie.

WODEWOSE

This species includes not just wode- wose, but also ogres, half-giants, and any other larger than man sized goon. The wode- wose themselves are far larger than a man and covered in a layer of fur. A larger body results in a shorter lifespan while their great size and thick fur often make clothing or armouring such a character impos- sible. They will also frequently have problems moving about in buildings meant for smaller folk.

Biologically, a wode- wose is immune to any sickness from rancid meat, stagnant water or other natural hazards that plague civilization. Wode- wose get sick from eating cooked meat or processed foods such as bread. This is also true of the very nature of civili- zation being poison to the wode- wose. A wode- wose automatically critically fails any healing or travel checks while living in a city or town, taking at least one point of damage.

Wode- wose are considered to have a

size modifier of 2. You may wish to mix “Wode- wose” with another species such as Dwarf or Elf to play something such as a stone giant or troll.

SCHRODINGERS CHARACTER

Often the problem with creating a character is that he or she doesn’t live through the first adventure. This is normal, which is why heroes are rare; most adventurers die. But playing a guy who dies, then starts over, then dies again isn’t always fun (but sometimes it is hilarious).

This is where Schrodinger’s Character comes into play. The characters just happen to be the perfect heroes for their first adventure. The first session is ‘character creation’; this session starts with all players naming their character, assigning a species and assigning or rolling their attributes. The players then proceed with their character by filling out aspects of their character when required and after any rolls are made. This requires some record keeping on the first game but allows for a more organic character creation.

As they need them, players can select:

- *a number of skills equal to their Intelligence score,*
- *an inventory of items equal in dots to their Strength score,*
- *2 traits,*
- *2 or more relationships,*
- *a major and minor morality, and*
- *3 pie pieces for class.*

MMMMM PIE

Many RPG's feature a class or archetype based system where a set of abilities is selected to match a class. NGR differs from this system; it uses the 'pie system'. Everyone loves pie, right?

Each character in NGR normally has 3 pie pieces to define her class or 2 if you want to start at level 0. At 10th level a character may choose another pie piece. Each pie piece within a class gives a character a larger mechanical benefit by both giving modifiers that increase per level, and by granting new powers. Each class increases a different one of the five modifiers.

- *Warriors improve Combat modified by Agility*
- *Mystics improve Occult modified by Intelligence*
- *Rogues improve Stealth modified by Perception*
- *Bards improve Presence modified by Charisma*
- *Fools improve Faith modified by Will*

Even if you have no pie pieces in a specific class, you will still slowly advance in that area.

A character also gains powers from their class, and may choose 1 class power if the character has one pie piece in that class. The character may choose 3 if she has two and all 6 if she has all three pie pieces in a single class. If the character has 4 pie pieces she receives the locked power for the class. Note that a power may only be taken once.

The final benefit is that each character class has its own type of 'personal items' that characters can develop. These are methods that allow characters to naturally develop magic or magic-like items through adventuring. A character may be able to have personal items of multiple types with training in more than one class.

| Pie | Modifiers by Level | | | | | | | | | | Powers | |
|-----|--------------------|---|---|---|---|---|---|---|---|---|--------|---|
| - | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | - |
| 0 | 0 | 0 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | Zero |
| 1 | 0 | 1 | 1 | 2 | 3 | 3 | 4 | 5 | 5 | 6 | 7 | One |
| 2 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Three |
| 3 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Six; +1 modifier per milestone |
| 4 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Seven including locked power; +1 modifier per milestone |

For those who prefer formula to tables: At zero pie pieces a modifier is 1/3rd of your level (round off). At one pie piece it is 2/3rds of your level (round off). At two or more pie pieces it is equal to your level.

THE ABANDONED TEMPLE

“A Class from a bygone era”

In prior editions of NGR, the use of magic was split between two classes. The Wizard (Z) and the Priest (P). This was changed because while the different mechanics for Sorcery and Miracles were both good, it caused a bit of a difficulty with seamlessly assigning game mechanics to characters or monsters. Was an evil witch a priestess of Satan or a wizard? Now the Mystic is the “Magic” class. But, if you want to convert an old priest’s abilities in an adventure written for an older edition, opposite is how you can do it to keep the same *general* function and effectiveness.

PRIEST POWERS

CONVERT

Miracles to Thaumaturge

Exorcism to Exorcist

True Belief to Idealist

Providence to Optimist

Fervour to Fighter

Dogma to Advocate

Chosen One to Chosen One

Priests improve Faith modified by Will as if their pie pieces in Priest were in Fool.

Relics are still Relics.

CONVERTING 1ST EDITION POWER NAMES

CONVERT

Guard to Guard

Dual Wield to Gladiator

Combat Awareness to Veteran

Combat Tricks to Martial Artist

Weapon Specialization to Fighter

Dodging to Duelist

Weapon Mastery to Weapon Master

Sage to Sage

Psionic Potential to Medium

Anti-Magic to Pellar

Mysticism to Thaumaturge

Degeneracy to Warlock

Familiar to Exorcist*

Archmage to Wizard

Specialist to Thief

Parkour to Acrobat

Detect Traps to Treasure Hunter

Expert to Expert

The Watch to Scout

Quick Witted to Bandit

Professional to Professional

Reputation to Advocate**

Leadership to Leader

Interpret to Interpreter

Silver Tongue to Diplomat

Oration to Orator

Wit to Swashbuckler

Beloved to Idol

* the Bind Familiar miracle is a direct match

** the fool power Comic Relief is a direct match

THE HALL OF WARRIORS

“GLORY THROUGH BATTLE”

Powerful warriors are a staple of most myths and legends. Warriors are powerful individuals trained in the arts of combat. Knights, samurai, shaolin monks, hoplites and swashbucklers are all at least partially considered warriors.

The warrior's power is based on quality equipment and training in special manoeuvres. Finding fabled teachers, battling new warriors and gaining mythical arms and armour are the drive for a warrior's adventure.

WARRIOR POWERS

GUARD

The warrior is trained to protect others. This power allows a warrior a single free 'block' action each round.

GLADIATOR

The warrior fights for show or as a prize fighter. This power allows a warrior to wield another weapon in their off-hand. This weapon gains its own free attack when the warrior attacks with her main weapon. If it is a small weapon it may be against a different target, otherwise it must be against the same target.

VETERAN

The warrior has been in massive battles before and has a sixth sense for danger while in the thick of it. This power allows a warrior to cash luck points in at a two for one ratio in response to points the warrior suffered from successful attack rolls. A warrior who failed to defend against a poisoned arrow for 3 damage and 6 poison could cash in 5 luck points to avoid the blow. If a poison arrow trap caused the same damage and poison, the warrior with this power would still need to pay 9 luck as normal. It must be the direct result of an attack roll.

MARTIAL ARTIST

The warrior has learned a variety of subtle tricks and special techniques to help in battle. In a Basic game the warrior may make an Opportunity Attack whenever they roll their lucky number on their defense or when an opponent rolls the warrior's lucky number on an attack against the warrior while she is calm.

FIGHTER

The warrior is adept at the unglamorous and practical side of violence. This power allows a warrior to re-roll damage from an attack and choose the better result.

DUELIST

The warrior is has a lot of experience with one on one fights for matter of honour, money, law, or any number of other reasons. The warrior has honed her footwork to the point she can easily dance like a butterfly while stinging like a bee. The warrior does not have to spend any actions to Dodge so long as they are not staggered or prone.

LOCKED POWER: WEAPON MASTER

The warrior may choose to master a specific weapon. This is not merely a category of weapon but a specific weapon. If this weapon were ever destroyed, the character would be intimately familiar with it to the point that she could forge a copy of it. Having mastered a weapon allows the character to alter any die roll of the weapon by 1. This means a 19 on an attack roll could be modified to count as a natural 20.

PERSONAL ITEM: TRADEMARK ITEM

For an item to become a trademark item, a warrior must score a 4 or less on the 2d6.*

Any time a warrior completes a particularly impressive battle there will be a small chance of one of the warrior's easily visible items turning from a mundane item into a 'Trademark Item'. If the battle was particularly epic, the warrior will automatically have an item become a trademark item. A warrior can only ever have 1 trademark item at a time. If a warrior already has a trademark item, it's benefit is increased by one. If a warrior loses a trademark item, she may not gain another one until the previous trademark item has been utterly destroyed or a new milestone is passed.

A trademark item increases the warrior's 'awesomeness' score by 1 per benefit level; it also gives a bonus of +1 Presence per benefit level for morale checks if it is visible. If the warrior reaches level 10, the trademark item automatically counts as at least a +1 magical item from that point on, even if lost or the warrior dies.

**The trademark item will only increase if its current modifier is equal to or less than the session's strongest opponent's level or size modifier.*



THE DEN OF THIEVES

“THE WORLD OWES YOU
A LIVING ”

Rogues encompass more than mere thieves, a better term may be ‘specialist’. Rogues are individuals trained in bypassing problems and well trained in stealth. This includes characters such as cat burglars, treasure hunters, assassins, hunters, and detectives.

Rogues adventure for standard reasons: wealth, fame, to save/destroy the world. Rogues gain in power by finding artisans to create the precision tools they need to better do their job, and gaining the money to pay for them.

ROGUE POWERS

THIEF

This power relates to the rogues ability to notice and deal with even the most trivial or minuscule details of a situation. They may negate up to two points of suspicion from a successful detection roll per luck point spent. If a rogue who is a Thief suffered 5 suspicion from a watchman, she would only need to pay 3 luck to avoid it.

ACROBAT

Everyone may be able to run, climb trees or leap across a ledge but a rogue with this power can run along a tightrope, scale a brick wall and leap between buildings in a few seconds.

This power allows a rogue to add their Stealth modifier to any movement based attribute checks. This power also allows a rogue to “Defend One-self” as a free action when taking a Move action.

TREASURE HUNTER

This power represents a rogue always being on alert for traps. The rogue may wait until after the effects of any trap are revealed before announcing their saving throw and may negate up to two accrued points for each point of luck they spend as a result of a trap. If a Treasure Hunter rogue suffered 5 poison from a toxin smeared on a door latch she would only need to spend 3 luck to avoid it. This could include things like natural quicksand, sniper killzones, and awkward social situations where the rogue would be trapped by social convention.

EXPERT

This power grants the rogue a +5 bonus when employing skills or backgrounds on attribute checks and +2 on attribute dice as compared to the normal +2 and +1 bonus respectively.

SCOUT

This power represents rogues who are adept at seeing the unseen such as detectives, hunters, and snipers. The rogue may re-roll her Perception die after a successful detection roll and

20 choose the best result.

BANDIT

This power represents a rogue who deals directly with her opponents and needs the ability to think on her feet faster than the average bear and ideally faster than any rivals, opponents, or consequences. The rogue may roll both her Intelligence AND Agility die for initiative and choose the preferred result. She will also defend herself by default even when using her Intelligence die.

LOCKED POWER: PROFESSIONAL

This power allows the rogue to become calm (rather than on edge or reckless) at the beginning of each round.

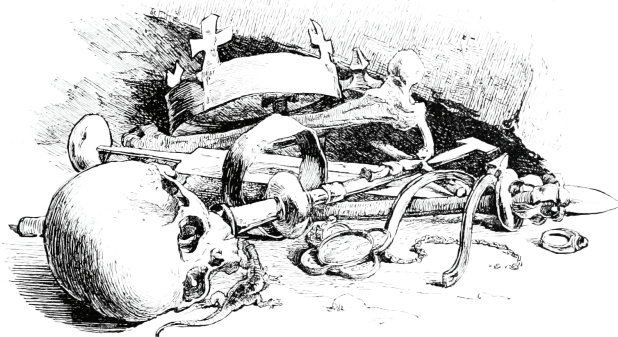
PERSONAL ITEM:

LUCKY ITEM

For an item to become lucky the rogue must roll 7 on the 2d6.

Any time a rogue completes a particularly impressive stealth mission there is a small chance of one of the rogue's personal items turning from a mundane item into a 'lucky item'. Heists, assassinations, and surviving a dungeon with treasure are all common examples of a stealth mission. If the task was epic in scope, the rogue automatically gets a 'lucky item'.

Lucky items increase the value of an item by giving the rogue bonus luck points when carrying the item. A lucky item can be upgraded to have more than one benefit. Each benefit level is worth 1 extra luck point per milestone the rogue has passed, awarded at the beginning of every game session. Only the rogue may gain the benefit of her own lucky item until the rogue reaches 10th level. After that point they also apply to anyone the rogue has gifted the item to, as they have become genuinely magical artifacts blessed by the trickster deities.



THE WIZARD'S TOWER

“I AM BECOME DEATH, DESTROYER OF WORLDS ”

Mystic characters are those who seek to empower themselves directly through arcane lore. They are occultists, astronomers, and warlocks seeking to bend the universe to their own will.

A mystic's power is based upon knowing arcane spells and having access to useful ingredients and supplies. Due to the nature of counterspells, people do not freely share their magic with others. Mystics are thus driven to seek out long forgotten libraries, hieroglyphs, and cave paintings to search for new spells as a drive to adventure.

MYSTIC POWERS

SAGE

This power allows the Mystic to perform magical research without paying any Cost (including on a failed Casting roll) and without access to a laboratory. If they do have access to a laboratory they perform the work much faster.

The Sage may also spend a week and make an Intelligence check to attempt decode a cipher or cryptic text and discern if it contains an underlying spell such as a text in an unknown tongue, coded scrolls, pictographs, or stellar constellations. Success allows the mystic to translate the spell into her language.

MEDIUM

The Mystic has *the gift*. This power grants the Mystic a mana pool equal to (5 + Will modifier) times their level. When regaining mana through rest, a Mystic with this power may multiply the amount gained by her level.

PELLAR

This power allows the Mystic the ability to more easily undo the works of other magicians.

A Pellar may attempt counter spells she does not know, and may automatically counter spells she does know as a free action (scoring an automatic “Epic Success”). The Pellar may also to attempt to dispel enchantments she does not know and allows automatic success against a spell she does know.

A ward made by a Pellar automatically counters its spell as if it was an “Epic Success”. If a Pellar has only created a single ward for a particular spell, it is considered an “amulet” and does not break upon use.

THAUMATURGE

The Mystic is a wonder worker. This power grants her the ability to meddle with powers beyond her understanding. She may summon miracles for their base price even if she is not on holy ground. When summoning miracles in this manner she uses her Occult modifier in place of her Faith modifier.

EXORCIST

A Mystic with this power is able to perform exorcisms without both the aid of a holy symbol or spending piety, though she must then use her Occult instead of her Faith.

The Mystic may also negate up to two points for each luck point spent against the result of a successful supernatural mental assault against the Mystic (possession, words of power, psychic assaults, etc). Thus if the Mystic suffered 5 stress from an appeal by a demon attempting to possess the Mystic, she could pay 3 luck to negate the stress rather than 5. If the Mystic fumbled an exorcism and suffered 7 damage, she would need to spend 7 luck to negate the damage as normal.

LOCKED POWER: WIZARD

The mystic has honed her talent in at least one particular spell. This spell is altered to be a new spell named by the wizard, with a few minor tweaks that generally follows the same function or uses the same template(s). This spell counts as having a difficulty of zero for the wizard and is considered an innate spell that only the wizard knows. The wizard is also technically an elf with the usual benefits of immortality and pitfalls of iron. They may pay cost as either their original species or as an elf. Unlike most Elves, the wizard has the ability to write down her innate spell (or spells) and teach them to others.

WARLOCK

The mystic has made a series of small pacts with real or imaginary beings to rationalize the costs of magic to themselves. At each milestone they gain a new ability:

1st: Eccentric *the warlock may add their total accrued stress to casting and anti-magic rolls.*

2nd: Withered *the warlock may add their total accrued illness to their mana pool.*

3rd: Corrupted *the warlock gain additional mana equal to their total accrued mutation when they sleep.*

4th: Doomed *the warlock adds their total accrued damage as a bonus to all dice they roll on a successfully cast spell.*

Elf/Dwarf warlocks switch the order of Eccentric with Corrupted/Withered. Players who actually care can switch the order however they wish.

PERSONAL ITEM: TALISMAN

For a talisman to increase in power the 2d6 score, the left most die must show a 6.

Any time the mystic learns a new spell, banishes a mighty spirit, breaks a complicated curse, or completes some other form of supernatural learning experience she may attempt to personally craft a talisman to aid in their sorcery and then improve it upon it by tinkering with it as they learn new insights into the hidden world.

Talismans have a mana pool of 1 per benefit level, times the number of milestones its owner has passed that can be used when brandished.

Only the mystic may gain the benefit of her own talisman until the mystic reaches 10th level or dies (and stays dead). After that point the benefits also apply to any

23 who carry it.

THE SHIP OF FOOLS

“GOD SMILES ON FOOLS AND DRUNKS”

A Fool is generic catch all term for a non-adventurer. It includes bumbling jesters, fish-out-of-water, and people stuck in the wrong place at the wrong time. Anyone who has no business adventuring but is somehow adventuring is a fool. The fates and trickster deities look out for their own however, and they smile a little stronger on the baker caught up in an multidimensional conspiracy than they do on the warrior monk destined to be a hero who has trained all her life.

FOOL POWERS

UNLIKELY HERO

This power represents the poor fool who just wanted a quiet or at least predictable life. This power increases the luck die of the fool by one step (such as from a d6 to a d8). Level 0 characters with this power have one additional luck point (to a maximum of 3).

FOP

This power represents a certain level of indifference or incompetence towards the ways of the world. This power increases the luck die of the fool by one step (such as from a d6 to a d8). Level 0 characters with this power have one additional luck point (to a maximum of 3).

GAMBLER

Never tell her the odds. This power increases the luck die of the fool by one step (such as from a d6 to a d8). Level 0 characters with this power have one additional luck point (to a maximum of 3).

COMIC RELIEF

This power represents the ability of the fool to put the party in better spirits. This grants the fool and every other player character in the group +1 cumulative ‘awesomeness’ per milestone. A fool with one milestone gives every other player character +1 awesomeness but a fool with 2 milestones gives every other player +3 awesomeness. Any characters who regain luck with the fool in their party may also re-roll any of their luck dice that rolled equal to or less than this number (1,3,6 or 10) as if they had spent fate points on the re-rolls. If there are multiple fools with this power you could in theory re-roll some of the re-rolls as well.

IDEALIST

This power represents the belief that the fool is doing what they consider right, regardless of the opinions of others. The fool may add their Faith modifier to their awesomeness score for a single roll at the end of every session. They will acquire a lot of fate points through a campaign.

OPTIMIST

The fool knows that things may look bleak now, but everything will turn out fine in the end. The fool is restored to her maximum luck points after a night's rest provided she reassures herself, prays, or in some other way shows hope for the future.

LOCKED POWER: CHOSEN ONE

This power represents the fact that the fool is apparently destined for some unknown purpose and is darn near unkillable. This power also increases the luck die of the fool by one step (such as from a d12 to a d20). Seeing as they have all the other fool powers, it is definitely a d20.

PERSONAL ITEM: MEMENTO

For a fool to gain a memento, the fool must roll a 1 on the right most d6.

The memento is a small item that reminds the fool of home, either positively or negatively. This does not need to be from their home, it may just remind them of it. This could be a locket given by their dead parents, a flower they picked from atop a mountain, or a potato hucked at them by their one true love.

Anytime the fool discovers some new and far off vista or explores a place of wonder, there is a chance they may select a mundane item to become their memento from home or increase an existing memento's benefit level by one.

Whenever a fool rolls a die or dice by spending a fate point they may add the benefit level of a memento they are holding as a bonus to the roll (or re-roll). A memento has no benefit for anyone but the fool.



THE FORUM OF THE BARDS

“THE PEN IS MIGHTIER
THAN THE SWORD ”

The term ‘bard’ here is used loosely; it is used as a fantasy catch all for the character who is adept at dealing with people. Unlike many games, the bard has no innate rogue or magical powers. The bard’s power of speech also rivals what a warrior can do with a pointy stick in terms of shaking believability. A powerful bard is the one who can truly convince the emperor of her new clothes, or that a wagon full of onions is worth a wagon full of gold.

In terms of game play, the bard is only useful if you are going to interact with sentient beings, it may also require a mind shift for many game masters to allow the players to cause massive world changes based on words alone. Powerful bards can be the equivalent of those great orators who occasionally appear in the history and alter civilization. A bard’s powers are intimately based on other sentient beings.

A bard adventures to boost her image, spread her word and, more importantly, find followers to do her work for her.

BARD POWERS

ADVOCATE

This power represents the bard’s skill as a master debater and gives the bard a free “Interjection” action each round.

LEADER

This power represents a bard’s role as a leader and the appearance of courage. Those near her may use her Presence for their own resistance rolls.

INTERPRETER

This power represents the bard’s skill as a cunning linguist to understand foreign and alien languages at a basic level. Using hand gestures, miming, and by speaking both slowly and loudly in an annoying tourist kind of way the bard can understand and communicate basic terms like ‘Follow’ or ‘Danger’ or ‘The cheese is mouldy, where is the bathroom’. The bard must make a Charisma check, modified by Presence. On an epic success the bard can gain this level of communication (including a skill) within an hour, a normal success requires ?d20 hours of communication and a normal failure requires ?d20 days of communication. An epic failure prevents the bard from establishing this level of communication without gaining a skill.

DIPLOMAT

This power represents the bard's skill in crafting each phrase 'just so', and gives the bard the ability to re-roll their intelligence die and choose the better result in any type of social conflict.

ORATOR

This power represents the ability of the bard to sway large crowds. Whenever the bard transforms an appeal into a statement her appeal targets everyone listening.

SWASHBUCKLER

This power represents a bard's ability to lash out with her razor sharp wit and cause deep psychological scars to her victim. While a clever insult or witty pun won't ever do any physical damage, it can hold sway with the trickster deities who dole out luck to the various heroes and villains. The bard may make a free appeal against a target whenever they make an attack action against the same target.

As a secondary effect, a scathing remark in combat also allows the bard to force an opponent to cash in luck points to avoid taking influence from a successful appeal. The opponent cannot choose to suffer influence instead. This only works with witty lines in dangerous situations such as combat.

Villains could also use this power to gloat with a monologue.

LOCKED POWER: IDOL

This power represents the almost super-human loyalty a bard of this level of skill has with society. A bard with this power can use the luck points of others, allowing them to flow 'up' instead of the normal limit of only flowing 'down'. Note the owner of those luck points have to agree with their use to protect the bard. Henchmen will always allow their luck to be used if they have any.

PERSONAL ITEM: HENCHMEN

For a bard to gain a henchman, the bard must score a 10+ on the 2d6.

Rather than an actual item, bards gain special followers. Any time a bard completes a particularly impressive debate, trial, military campaign or similar event, the bard gains an opportunity to acquire a henchman. If the event was particularly epic the bard automatically acquires a henchman.

The henchman will loyally serve the bard and are controlled by the same player. Their main benefit is that the bard can choose to make one of her henchmen suffer grisly death on behalf of her or anyone else (perhaps by shoving the bard out of the way of an attack, or a maybe with little retconjuraction magic about who drank the poison). The henchman should be someone relevant or related to the bard's recent task. Henchmen have attributes averaging 10 and are normally 0 level. They each have one background only, though they can learn the Bard's language if they don't have it already.

When the bard reaches 10th level, her 27 henchmen advance to 1st level.

CHARACTER TRAITS

Traits are a way to customize starting characters. Each trait contains a pro and matching con. Traits cannot normally be selected after character creation, but adventures are full of exceptions.

A list of sample traits is provide below, and you may wish to create additional traits for your game. The general rule is a pro that will impact the character, and a con that will impact the character. If a character can ignore the con with a specific build, it is no longer a con; it is just a free bonus.

PRODIGY

You are a naturally talented individual and life has just dealt you a good hand. You gain +2 to all attribute scores. No attribute score may exceed 20.

You also just tended to coast through life, relying on natural talent and failing to learn practical life lessons. You start the game with one fewer pie piece to determine class. If you are playing in a more mythical setting, consider instead having this trait be “Mythic Being” and instead of giving +2 to all attribute scores, have the character’s highest attribute score be considered “Supernatural”.

LOOSE CANNON

These individuals are so hopped up on adrenaline in any conflict that they may ignore the effects of any accrued points on dX conflict rolls, but are always reckless in conflict dX rolls.

MARY SUE

You spent your youth being honed into an elite force. You may select an extra pie piece at character creation, though you may not have more than three in one class (unless you bug your GM until she groans and says “fine, be a munchkin special snowflake” and everyone rolls their eyes so you can “win” at imagination.)

Unfortunately the fates don’t seem too interested in the ‘likely hero’ that everyone saw coming. Your luck die for the purposes of luck points is always a d4 (regardless of if you have any fool powers).

ZEALOT

You know what is what and are steadfast in your convictions. When making a Will check or rolling the Will die, re-roll the die and choose the better result. You are also less open to new ideas. When making an intelligence check or rolling the intelligence die, re-roll the die and choose the worse result.

BODY BUILDER

You’ve got visibly burly muscles. You may re-roll any Strength checks, or rolls of the Strength die and choose the better result.

Because these big muscles impede your movements, you must re-roll any Agility checks or rolls of the Agility die and choose the worse result.

EGOTIST

You are so full of unrepentant pride and self-confidence that opponents must beat your defence by 10 to score a critical success in a social conflict. This also means you tend to dig yourself in worse rather than admit mistakes. Any epic failure in a social conflict causes a !d10 influence instead of a normal !d4.

BARBARIAN

What do you know of cultured ways, the guilt, the craft and the lie? You, who were born in a naked land and bred in the open sky. You may re-roll any Health checks, or rolls of the Health die and choose the better result. You must re-roll any Charisma checks or rolls of the Charisma die and choose the worse result.

MONSTER

The first instinct of those who see you is revulsion and terror. This trait should not normally be used for player characters and should be reserved for monsters. Appeals from a Monstrous being do not cause influence and instead of cause fear. The amount of fear dealt (and received) from appeals by Monstrous beings is affected by Size in the same manner as damage.

SKILLS AND BACKGROUNDS

Characters in NGR starts with a number of skills equal to their intelligence score. Skills represent the large amount of training an individual will pick up that is not directly related to the character's archetype. Skills fall into four types: Languages, Knowledge, Weapons, and Backgrounds.

Languages represent the written or spoken tongues of the world. There is no default language that everyone speaks, so languages are quite important. Being able to speak a language does not give you the ability to read a language and vice versa. If you can speak a language and read another language with the same alphabet you can probably manage to grasp basic concepts through reading.

Knowledge skills are the most useful and versatile skills. Beyond being used in investigations, skills have several uses. A skill may be used to grant a +2 knowledge bonus to related attribute checks or a +1 bonus to a lone attribute die. Someone with wood lore might gain a +2 bonus to a Perception saving throw in the woods or a +1 bonus on their Intelligence die when convincing someone not to wander into the woods at night. Players are encouraged to think up of their own general skills.

Weapon skills are also considered knowledge skills, but with an important second function. Characters are

assumed to be skilled in any weapons required or commonly used with that skill. A character with fencing would know how to use swords, a lumberjack an axe, and a butcher a knife. If a character is using a weapon they have no training with, the weapon gains the unsuitable tag.

Skills that are deemed too broad (by group consensus) can instead be considered a background. Backgrounds are somewhat vague clusters of skills that can be interpreted more broadly. Having a skill “Gem Cutting” would only give a bonus to things related to cutting gems. “Gem Cutter” would be a background and also be useful with things like appraisal, shop keeping, local tax procedures, and the like. “Barbarian Tongue” is a language but “Life among the Barbarians” would be a background that also gives knowledge of customs and local barbarian politics. Backgrounds take the place of 4 starting skills.

Characters may attempt to gain a new skill each season they spend training full time (or a year for a background). Characters make an intelligence check at the end of the season. If the character succeeds they have gained the new skill. The time will be increased if the character has less time to study. If studying part time for instance the time will be doubled. As an optional rule a player may sing an appropriate montage song while making the intelligence check. If she fails the

first check, the character may make a re-roll 30 seconds later, providing she is still singing the song and has not yet admitted to forgetting the words. Other players are allowed to join in and provide backup to better mask her failure. Also note that due to the vast potential for specific skills, almost anything could count as full time training. Being locked in prison might give one the opportunity to learn the “isolation” or “being shackled” skill. Also note that a skill just means you are better at an activity than a non-skilled person. A skill called “drinking acid” doesn’t mean you can drink acid and live, merely that you’ll get +2 on your -20 check to avoid dying instantly.

CREATING A GROUP TEMPLATE

When a new group of characters is built, it is important to have a group template. This gives the characters a reason to band together beyond meeting in a tavern. Each character must have at least two relationships to other party members; the character whose player is seated to the left and the character whose player is seated to the right. You cannot alter another character’s history without the other player’s consent. If you chose ‘Romance’, you could not declare the two character’s had dated, but you could declare that your character had a crush on the other character. Each relationship has a slight mechanical benefit.

A set of example relationships is listed below. Feel free to create other relationships with the GM

1: FAMILY

Character +1 fate

Target +1 fate

Example This relationship represents a blood relation, adoption, or a strong friendship or sense of obligation resembling family. For example, you could be the child of a close family friend to the other character. Either way, your character feels a familial bond.

2: PROTECTOR

Character +250XP

Target +1 fate

Example This relationship represents a sense of strong protectiveness. A parent, a bodyguard, or a trusted lady-in-waiting is examples of a protector. A character could feel protective of a character they have only recently met and it does not need to imply a long history. Never the less the relationship is strong and not merely a passing sensation.

3: (B)ROMANCE

Character zilch

Target +2 fate

Example This relationship covers everything from long-term marriages to unrequited love or even hero worship. This is a link beyond minor attraction or admiration and is unlikely to ever fully leave the mind of the character.

4: EMPLOYEE

Character \$500 in coin or jewellery

Target zilch

Example This represents any financial relationship; the character has been paid and has a job to do. This could be that your character was paid by the target, or paid by a third party to watch over the target or perform some other action. This relationship also requires enough of a dedication to reputation or work ethic that this is a major impact on behaviour.

5: HIGHER CALLING

Character 50 Piety

Target +1 fate

Example This represents a sense of divine duty. Perhaps your character believes the other is the chosen one, or simply part of a wayward flock. Either way your character sees their destiny as dependent on the safety of the target.

6: LIFE DEBT

Character +250XP

Target +250XP

Example This represents a deep sense that the character owes their life to the target. Perhaps the target saved their village, spared their life, or saved them personally. This could also represent a debt that the character feels she owes to the target's bloodline, nation, or species. Either way, the character feels an unshakable debt to the target.



STARTING EQUIPMENT

Generating a starting set of equipment can take a fair amount of time if you wish full control over each individual item based on a cash value. Starting characters are given their strength score in 'dots' of equipment. This equipment can be decided during the first game session as needed. Should a character need rope to cross a chasm, as long as they have 4 dots left in their inventory then they luckily happened to have brought some along. All of these items should be mundane and common items, with the exception of 1 special item such as military grade equipment, luxury items, specialist tools, or highly illegal items. Any unused starting 'dots' should count as a extra coin the character has back home (say 25 coins). If a character with 10 strength only used 5 dots of "Schrodinger's inventory" during the first game sessions and picked up 3 dots worth of loot, the character would have an additional 125 coins (5 unused starting dots x 25 coins).

As an alternative, the GM may outlay a set of starting "equipment packs". Characters can instead just announce their starting equipment pack and begin play with the listed items. This would mean the character would lose the advantage of "just in time" equipment during their first adventure. Listed below are some example equipment packs; you are encouraged to think of your own starting packs that fit with the flavour of your game world.

1: WANDERER

A wanderer's pack contains very little. It has a staff or walking stick and a single tool. This tool could be a set of lock picks, a holy symbol, or a wizard's grimoire. Choosing the wanderer's pack also gives the character 2 extra fate points.

2: EXPLORER

An explorer's pack contains a large number of useful items. It contains a rope and grapnel, a set of light armour, a backpack with two weeks of food, a full wineskin, a set of flint and steel, a piece of navigational equipment (often a map or lantern), 2 militia weapons or weapons that double for non-military purposes, and one small weapon such as a dagger or small sword.

3: WEALTHY

A wealthy person's pack contains very little of immediate use. It contains a set of fancy clothes, a fine fur cape or cloak, an expensive hat, an ornate and high quality personal weapon such as a sword or dagger, 1 tool such as lock picks or a holy symbol, 3 pieces of jewellery worth \$500 or more each, and \$1,000 in coins.

4: MILITARY

A military pack contains equipment needed for front line combat. It contains a helmet, a set of mail, a shield, 1 militia weapon, 1 small weapon and 1 weapon of choice.

5: MERCHANT

A merchant's pack contains a beast of burden and a wagon, or a riding animal. It also contains a backpack with two weeks of food, a full wineskin, a navigational tool such as a lantern or map, 1 self-defence weapon, a set of light armour, and \$1,000 in coins or a single tradable good.

6: NOMAD

A nomad's pack contains a bow or set of throwing weapons, a backpack with two weeks of food, a full water skin, a hunting animal, and a tool such as lock picks, a holy symbol, or a grimoire.

CHARACTER MORALITY

All characters must select a morality by the end of their first game session. Moralities come in two pieces, a major and minor concern. The major concern is the most important moral consideration that guides an individual's actions. The minor concern is the moral or ethical consideration an individual will strive for as long as it does not interfere with their major concern.

One part of morality (either major or minor) will be a choice between personal liberty and external rules. This can take many different forms, however the player chooses to write it. Terms like freedom, liberty, chaotic, anarchistic or independent are found on one axis while terms like honourable, obedient, lawful or pious

are on the other axis. The second part of morality (again either major or minor) is the choice between self-interest and the good of the community. This too can be put in any terms the player wishes, such as good versus evil, selfless versus selfish or compassionate versus uncaring.

In such a system, many variations can occur. An honourable good warrior may be best friends with a good honourable warrior until faced with a dilemma over choose the good path or the honourable path. Note that morality represents only how the character feels, not how they act. A good person (or rather one with a good morality) could still set fire to an orphanage; the character would just be driven with nigh unbearable guilt. Likewise a selfish pirate captain might uncharacteristically put her life in danger to rescue stranded nuns, the pirate captain would merely feel stupid the entire time.

LUCK BE A LADY TONIGHT

The final step when creating a new character is to pick a 'lucky number' between 1 and 20 inclusive. This will be important for any conflicts you enter. When you roll it on a d20, please be sure to bring it up and complain if something cool doesn't happen. Characters have one lucky number per milestone they have passed.

SO THIS BOOK SEEMS TO KEEP GOING

Yes yes, so you want the cliff notes of what other information you need? Make sure to fill in where it says “Luck Points” those are used to avoid damage (combat), stress (mental possession), and suspicion (getting caught sneaking about). If you take 5 damage, you want to be able to cash in 5 luck points. You normally have a number equal to the max roll on your “Luck die” (Its base is a d6, but if you are part Fool or a Mary Sue it may be different).

MANA

Only elves and some Mystics have mana. Elves have half their health score and Mystics with the Medium power may have more. Mana is used to fuel spells and some Mystic abilities.

PIETY

Anyone can collect piety, but only those with a religion need to care too much. You cash in piety to summon miracles. If you aren't on holy ground and don't have the Thaumaturge power you need a vastly larger amount (100x), enough you don't need to worry about it right now. You gain more piety by doing religious duties (smiting heathens, converting people, burying the dead, etc).

FATE POINTS

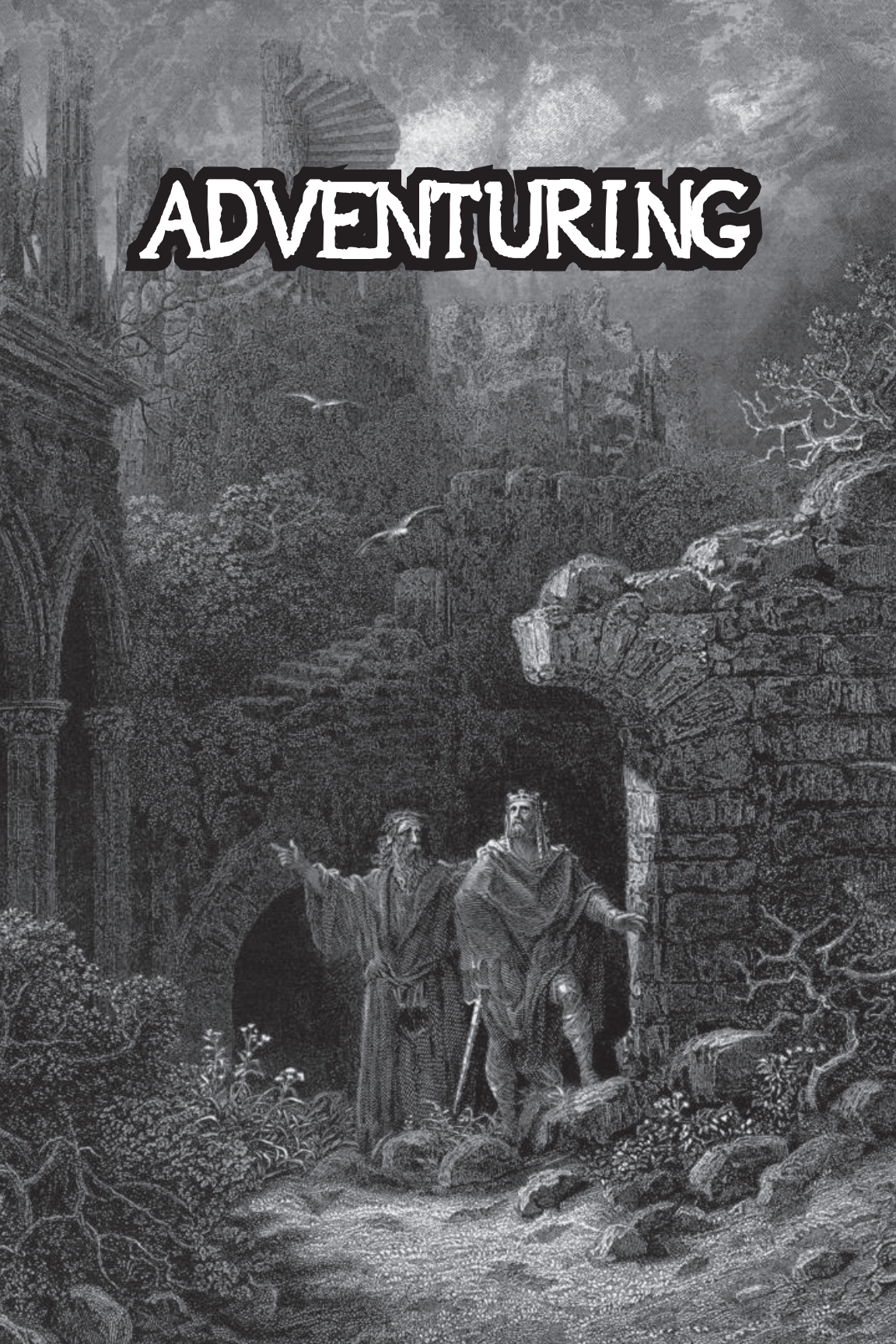
Fate points have a few uses, but think of them as re-rolls.

You gain more fate points by being awesome, specifically by taking extra risk purely for style. If you want more fate points, be an instigator. Even if you know its a bad idea, have your greedy cut-purse steal gems from the “Cursed Cave of Wonders”, or have your Dwarven warrior get drunk when she should be keeping watch. See where it says destiny points? Keep going if you are new. They won't come up unless its your birthday. Where it says XP, mark down enough to get you to level 1. This is usually a thousand plus or minus up to three hundred depending on your intelligence, but don't worry about that much.

MODIFIERS

The 5 modifiers (Combat, Presence, Stealth, Occult and Faith) are based upon your class, level and attributes. That was already covered back on page 13. Combat, Presence and Stealth are used directly in “Conflicts”. Which is a fancy way of saying what happens when you get in a disagreement with another party. There are specific rules but the basic is that you will go round by round, taking actions that usually involve some manner of rolling a d20 and adding your modifier while the opponent rolls a d20 and adds their modifier. If you hit or are hit by these rolls bad things happen unless you spend those luck points. If you have that much information you can play along and figure out the rest as you go.

ADVENTURING



ADVENTURING

GOING OUT AND ADVENTURING

Adventuring can be a dangerous business. Simply living can be a dangerous business in troubled times. There will frequently be dangerous situations where characters must navigate hazardous terrain, avoid traps and overcome similar obstacles.

The chief mechanism for resolving such obstacles is careful attention to details and quick thinking. When that fails, you might be able to pull your behind out of the fire using an attribute check or a variant of the attribute check known as a saving throw. The primary penalty for failing these last ditch efforts is accruing various types of negative points, the chief one being damage. These all accrue against an attribute and cause increasing penalties. When the accrued points equal the attribute something bad happens like death, dishonour, or potentially a word that doesn't even start with 'd'.

The main reason this chain of bad events leading to death occurs is the limiting factor of how many things a person can do at once. An individual can only take two actions at any given time. While that is most important when involved in conflicts, such as a fight, it still applies when just roaming about. To understand the reason the limit of two actions is important requires the understanding that talking to someone, defending yourself from potential attack, keeping watch, and moving are all distinct actions. If someone is both defending themselves and keep watching for foes sneaking up on them they can't move. If they are moving and defending themselves they are not keeping watch. This is complicated further when other temporary actions occur. If an individual is moving and roots around in their backpack they either stop and end up behind the rest of their party or cease defending themselves. This means that things can strike you at a vulnerable moment.

| <i>Sample Actions</i> | <i>(Pick 2)</i> |
|--------------------------|-------------------------|
| Move | Switch weapons |
| Stand up | Make an attack |
| Defend yourself | Try to convince someone |
| Defend someone else | Exorcise a spirit |
| Keep watch | Cast a spell |
| Search a location | Use an object |
| Investigate with a skill | Open a door |
| Track something | Regain your composure |

KEEPING YOUR COOL

Throughout this book it will refer to dX this is actually a series of possible dice, or no die at all. It is based on the assumption of rolling a d20 and adding a score to the result. The bonus added to the die roll can exceed the roll of the die (you could have +20 on a roll of a 4). A natural roll of a 20 before modifiers is called an “Epic Success” and always succeeds while a roll of a natural 1 is called an “Epic Failure” and always fails. The difference is that a character does not need to use a d20. A character who is *calm* and collected must choose to always count a roll as a natural 10 on the die. If that looks unlikely to succeed a character can become *On Edge* (before “rolling”) and instead roll 3d6 to generate a natural result between 3 and 18. A character who is either *calm* or *On Edge* can also become *RECKLESS* and roll a d20 to generate a natural result between 1 and 20. The important note is that once you shift from *calm* to *On Edge*, or to *RECKLESS* from either *calm* or *On Edge* you cannot revert for the remainder of the adventure (or until you choose to have a few restful nights sleep in a safe area away from danger). It is in essence a risk spiral where a character becomes less stable.

A character always becomes at least *On Edge* when they spend luck points. A character will become *RECKLESS* if they spend fate points.

ROLLING A dX

CALM

10

If you:
Spend Luck Points
or
Want to roll a higher number
Move to ON EDGE



ON EDGE



If you:
Spend a Fate Point
or
Want to roll a higher number
Move to RECKLESS



RECKLESS



If you:
End an adventure
or
Spend an extended stay in a peaceful and safe place (perhaps some sort of homely house)
Move back to CALM



CALM

10

ATTRIBUTE CHECKS

One of the core mechanics in NGR is the humble attribute check. This is used for any situation in which you cannot think of a more suitable mechanic or where one may not exist. An attribute check requires a player to roll a dX and add her attribute score as well as any modifiers from skills. If this is a task of 'man against nature' the score must equal or exceed 20 to succeed. If this is a case of 'man against man' or some other form of competitive test, the roll is required to score higher than one's opponent in order to succeed. In a competitive test between human level (1-20), Pathetic (P), Inhuman (I), or Supernatural (S) scores, only an epic success can succeed against a higher category, and only one category higher.

It will frequently be important to modify an attribute check by the difficulty of the goal. While kicking down a steel door and a rotted wooden door may both require strength checks, one will be considerably more difficult to accomplish. The following suggested modifiers may be used to customize a difficulty.



ATTRIBUTE CHECK MODIFIERS

| <i>Task is Considered</i> | <i>Modifier</i> | <i>...or required score</i> |
|---------------------------|-----------------|-----------------------------|
| Near Impossible | -20 | 40 |
| Gruelling (very hard) | -10 | 30 |
| Hard | -5 | 25 |
| Difficult | -2 | 22 |
| Normal | 0 | 20 |
| Straightforward | +2 | 18 |
| Easy | +5 | 15 |
| Very Simple | +10 | 10 |
| Utterly Trivial | +20 | 0 |

While it may seem easier to use different "target numbers", it can get more difficult in opposed situations. If you are trying a hard manoeuvre to push someone off a ledge, they won't need to even resist your roll if you score below 0.

THE VENERABLE SAVING THROW

Occasionally, characters will encounter events where they have but a split second for a chance to avoid crippling injury or certain death. These events allow a character to declare a course of action to try and avoid the injury through making an attribute check such as dodging falling rocks or avoiding a ball of fire. Normally this action has to be related to one of the two actions the character is currently performing. If they are defending themselves as an action this can be pretty

much anything. Skills, tools, or other factors can modify these checks in the same manner as a normal attribute check. They may roll one dX per milestone they have passed and then choose the best result. 0th level characters with no milestones do not get a saving throw.

The type of action a player makes determines how effective the action will be if it succeeds. This does not necessarily mean the task is any easier or more difficult to attempt, only how effective it will be if it is pulled off. Rolling a lucky number on a saving throw may trigger an opportunity attack (see the conflict section), so long as it can be tied to a direct result of the action taken by the character making the saving throw. For example, if a character dodged a lightning bolt spell the character could not declare

the spell missed, hit the wall behind the character and bounced back to the caster, as that is not really based upon the action of the character that made the saving throw. The character could declare that she landed at the base of a bookshelf and tipped it over, falling towards the caster.

If a saving throw option lists a partial option, such as 'full or half' and there is no way to adjudicate the partial option, treat the lesser option as 'nothing'. For example, if one is dodging a fireball then 'half' would represent half damage but if dodging a shrink ray it either connects or does not so a successful dodge would remove all effects. A saving throw may fall under the following categories:

SAVING THROW CATEGORIES

| <i>Saving Throw is</i> | <i>Fail or Success</i> |
|------------------------|------------------------|
| Crazy enough to work! | Double or Nothing |
| A standard response. | Normal or Half |
| A brilliant defence! | Half or Quarter |

A plan that is crazy enough to work might include leaping at a lightning bolt and hoping it goes underneath you, while a standard response covers the five D's (duck, dodge, dip, dive or dodge) and a brilliant defence may include a plan such as throwing the chest of treasure you are carrying into the path of the fireball to cause it to detonate prematurely. Epic successes



always result in 'Nothing' while epic failures always result in 'Double'.

I do want to stress that the player has to actually announce what they are doing and it should be a quick decision. Often I will describe to the players a small click or a tug at their boot and mentally count to three. If someone hasn't announced they are doing something they do not get a saving throw. If this is a new player to the game, give them one warning where you explain the concept and let them think about a saving throw. Players get jumpy all on their own after that or at worst after the first grisly decapitation.

DAMAGE AND OTHER ACCRUED POINTS

As mentioned, the main risk of failing to overcome an obstacle is some sort of accrued point unless you count things like lost time or blocked passage as risks.

These points accrue against an attribute along a track that is in essence a death spiral (sometimes quite literally). Each point on that track gives a small penalty of some sort. When those combined points *exceed* half of an attribute a negative condition is triggered until the point total decreases to half or less. When they *equal* an attribute something terrible and likely permanent has happened

This is simple enough, but each attribute may have a second type of point that builds up against it. Strength for example, has both Strength and Stun. The long and the short is that Stun is a type of Temporary Damage. They are treated the same for all the problems except for one. The terrible event that occurs when the points equal the attribute score. Temporary points don't count for that. If someone has 10 Strength, they will be incapacitated if they take more than 5 points against Strength and dead at 10. If they take 3 points of damage and 7 points of stun then they are incapacitated but not dead. If temporary points would be taken to exceed an attribute, then each additional temporary point transforms one existing temporary point into a regular one.

So if in the example above the character took an additional point of stun, that point of stun would turn one of their existing points of stun into damage. They would go from 3 damage and 7 stun to 4 damage and 6 stun.

To deal with some special circumstances, some attributes have more than one track. These separate special tracks are unrelated to the regular or temporary points even if they use the same attribute as a baseline.

VULNERABILITY

Sometimes a target is vulnerable to a specific type of threat. Elves, faeries, and trolls are vulnerable to iron. Werewolves and vampires are vulnerable to silver. Trolls and the undead are vulnerable to fire. Arachnophobes are vulnerable to fear or stress from spider monsters. For every accrued point they would normally take from such a source they instead take two.

STRENGTH

| | |
|-------------------|--|
| Penalty per point | -1 to dX rolls |
| Halfway Penalty | Incapacitation |
| Full Penalty | Death |
| Regular Point | Damage |
| Uses | Anything that could cause permanent physical injuries (fires, falls, cuts, and stabbings) |
| Removal | Weekly Healing |
| Temporary Point | Stun |
| Uses | Stun encompasses anything that is meant to knock out an individual, mostly blunt force trauma but also things like oxygen deprivation or pain. |
| Removal | 1 per Hour or 'Regain Composure' Action (Health Check to heal 1) |

EXAMPLE TRACK

Assume an individual had 10 Strength and had taken 3 damage and 6 stun.

| Points | Note |
|--------|-----------------------|
| 1 | X |
| 2 | X |
| 3 | X |
| 4 | / |
| 5 | / |
| 6 | Incapacitated (X,/) / |
| 7 | / |
| 8 | / |
| 9 | / |
| 10 | Dead (X) |

WILL

| | |
|-------------------|--|
| Penalty per point | -1 to Resistance rolls |
| Halfway Penalty | Panic |
| Full Penalty | Permanent Madness or Demonic Possession |
| Regular Point | Stress |
| Uses | Stress is often a side effect of casting magic or suffering psychic horrors such as a haunted house. |
| Removal | 1 per Week |
| Temporary Point | Fear |
| Uses | Morale loss, some forms of lesser supernatural mental interference. |
| Removal | 1 per Hour or 'Regain Composure' Action (Will Check to heal 1) |



AGILITY

| | |
|-------------------|--|
| Penalty per point | -1 to Evasion Checks |
| Halfway Penalty | Inability to take any actions other than 'Defending Oneself' without being seen. |
| Full Penalty | Being caught <i>or</i> a Random Encounter is triggered |
| Regular Point | none |
| Uses | - |
| Removal | - |
| Temporary Point | Suspicion |
| Uses | Anything that draws notice. Opening creaky doors, letting light out of a window, or breaking a door would all cause suspicion. |
| Removal | Being caught <i>or</i> Leaving the area of risk |

HEALTH

| | |
|-------------------|--|
| Penalty per point | -1 to Health Checks |
| Halfway Penalty | Nausea (Staggered) |
| Full Penalty | Death |
| Regular Point | Illness |
| Uses | Any form of generic health complication, infection or sickness. For specific diseases with a tailored effect consider using a method similar to specific poisons. |
| Removal | Weekly Healing |
| Temporary Point | Poison |
| Uses | Despite being called "poison" it can model venomous bites, toxin coated needles, and other chemicals. For very specific poisons with a tailored effect, they should not accrue points in this fashion and should instead be given an equivalent point value. |
| Removal | 1 Poison per hour is removed. For each point removed a Health check is made with failure resulting in gaining a point of Illness. |

SPECIAL CASES

INFLUENCE

| | |
|-------------------|---|
| Accrues Against | <i>Will</i> |
| Penalty per point | -1 to Resistance rolls for a <i>specific topic</i> |
| Halfway Penalty | - |
| Full Penalty | Discrediting |
| Regular Point | Influence |
| Uses | Influence is usually only scored in social conflicts/arguments. |
| Special | Each different topic you are arguing about has its own track. |
| Removal | The end of the social conflict |

INTOXICATION

| | |
|-------------------|---|
| Accrues Against | Health |
| Penalty per point | -1 to Resistance Rolls |
| Halfway Penalty | Nausea (Staggered) |
| Full Penalty | Blacking Out. Additional Intoxication becomes Poison. |
| Regular Point | Intoxication |
| Uses | Recreational chemicals, tranquilizers, and sleeping powders are great uses for this type of accrued point. |
| Special | Each point of Intoxication increases a character's maximum Mana Pool by 1 (their potential Mana, not Mana itself) |
| Removal | 1 Intoxication per hour |

MUTATION

| | |
|-------------------|---|
| Accrues Against | Health |
| Penalty per point | - |
| Halfway Penalty | Visibly mutated |
| Full Penalty | Fully Transformed |
| Regular Point | Mutation |
| Uses | This is mostly a way to deal with magical traps like turning someone into a toad or magical radioactive fields such as roaming the mystic wastes. |
| Special | Each different thing you are being transformed into has its own track. |
| Removal | Weekly Healing <i>or</i> End of a Spell duration |

RISK

| | |
|-------------------|---|
| Accrues Against | nothing |
| Penalty per point | nothing |
| Halfway Penalty | nothing |
| Full Penalty | nothing |
| Regular Point | Risk |
| Uses | Buckets of water, clouds of flour, and anything else that is currently completely innocuous. If a villainous sort throws a bucket of pig's blood on you) this would be a use of 'Risk'. |
| Special | - |
| Removal | After suffering any, all Risk is removed. |



LUCK POINTS

These accrued points quickly begin a “death spiral” making it harder and harder to succeed. To avoid this, those who possess them will probably cash in “Luck Points” to negate the various types of points on a 1:1 basis (after size modifiers are applied).

Luck points can be spent to cancel not only points scored against the character (damage, influence, suspicion) but also to protect someone in their care such as a mount, sidekick, or pet. Luck points can only be transferred downwards. A knight could use 5 luck points to protect her squire but the squire could not use her luck points to protect the knight. It is important to note that luck cannot be spent to remove points already suffered. If the knight doesn't use luck points to negate damage now the knight cannot use her luck to heal the wound later. Any ability that lets you trade in luck points on a better than 1:1 basis (Combat Awareness, Specialist, Detect Traps, or Exorcism) is based on the individual suffering the points, not the one supplying the luck to negate them.

REGAINING HEALTH, LUCK AND MANA

HEALING INJURIES

While accrued points list their methods of removal, there is a special relevance to natural healing. Unlike luck points, real injuries heal much slower. Once a week a character makes a health check to heal 1 point of damage, transfers a single point of illness into a point of damage, and transfers a single point of mutation into a point of illness. These three potential actions can be carried out in whatever order is least likely to instantly kill the character. On an epic success, or a success by 5 or more, two points of damage are healed. On an epic failure, or a failure by 5 or more, 1 point of damage is accrued that cannot be negated from luck as things turn south. Exceedingly sanitary or unsanitary conditions can increase the benefits or penalties to those rolls. Hiding in a sewer might grant a -10 penalty, while being in a sterile environment with nurses might grant +5.

REGAINING LUCK

Luck points don't heal in the same manner as accrued points. They don't heal in a linear predictable fashion. Whenever a character regains an amount of luck (through any means), the luck points regained are compared against the current number of luck points the character has. If they are larger, they become the character's new luck point total, otherwise there is no change. Wait what?

Ok, so lets assume "Bobbie the Fighter" comes away from a fight with 2 luck points. She sleeps to regain 1d6 luck points, rolling a 1. She has 2 luck points currently versus the roll of 1, so there is no change and she stays at 2 luck points. If she had rolled a 5 then she would have 5 (comparing the 5 on the roll versus the 2 she had, 5 was larger). A character can never have more luck points than the maximum possible result on all of their luck dice combined, any excess luck points are lost.

A character normally regains 1dL luck points after a night's rest. A character who is a living a miserly existence relative to their means regains 1dL luck each week. A character who is living a wasteful, relaxing, or luxurious lifestyle relative to their means regains 1dL luck points per level per night's rest. If "Bobbie" from the previous example was third level and decided to have a relaxing night at a nice inn she would roll 3d6 and compare that result to her current luck points. She rolls an 11, which is

more than the 2 she currently has and so she then has 11 luck. This will make it easier to regain the bulk of a character's luck points but slow to regain the final few points.

PARTIES, CELEBRATIONS, HO-DOWNS, SHINDIGS AND BOX SOCIALS

After an epic battle, unbelievable heist or other noteworthy event such as a character's wedding or the birth of a child, it is time to celebrate. A character may host a celebration after a noteworthy event to regain a large amount of luck points in short order. Usually this is something worthy of their current milestone, or a very notable personal event. This celebration will consume an indeterminate amount of time and money, potentially ending in characters being left destitute. A real simple rule is to roll a d100 and they lose that percentage of their easily accessible wealth. This will vary highly by local conditions. At the end of this, the characters involved will heal one point of stress and regain a number of luck points equal to the roll of their Charisma die times their level. For smaller acts of celebration while in the middle of a dangerous situation a character might be able to regain a Charisma Die of luck in exchange for a few intoxication points. For example, finding a bottle of wine in a shipwreck and drinking it while your party members are busy fighting a giant squid.



DYING WHILE TRAVELLING

Nature is a harsh mistress and a danger all in its own. If characters are travelling through the wilderness, they will slowly wear down and eventually die of exposure, dysentery, or some other ailment. They will need to make increasingly difficult health checks or suffer a point of damage which cannot be absorbed through luck. The danger of the terrain they are currently travelling through dictates the period of time until they must make their next health check.

| <i>Terrain</i> | <i>Time</i> |
|----------------|-------------|
| Pleasant | Weekly |
| Normal | 3 days |
| Harsh | Daily |
| Inhospitable | 12 hours |
| Deadly | Hourly |
| Suicidal | 10 minutes |

The first check is at a +2 bonus, followed by +0, -2, -5, -10, and then all further checks are at -20. Staying in the wilderness will eventually kill you. The difficulty of the checks reset whenever a character can sleep in a warm, dry area that is sheltered from both the elements and vermin. Travelling through the wilderness is hard and terrible, people should really stay at inns along the main roads instead. People built them for a reason.

REGAINING MANA

Mana pools slowly regenerate over time. The rate at which mana points regenerate is based upon the elf or wizard's level and the type of area they are located in. Magic is inherently disorganized and chaotic, and is strangled by the march of civilization. The first blow against the unrestrained power of magic is the naming of things. It is why names hold such power to magical beings.

| <i>Terrain</i> | <i>Rate of Mana Regain</i> |
|----------------|----------------------------|
| Orderly City | 0 |
| Rural | 1 per week |
| Frontier | 1 per day |
| Wilderness | 3 per day |
| Uncharted | 5 per day |
| Mystic Wastes | 1 per hour |
| Vortex | 1 per minute |

In each type of region there will be unstable locations that count as one type lower. These are things like haunted houses, ley-lines, meteor impact craters, and dragon graveyards. Another risk is of mutation; individuals who critically fail a healing or travelling check in Mystic Wastes will gain a point of mutation if the GM has some horrid mutation table. If she doesn't she should make one now. A Vortex will likewise cause mutations but that is slightly overshadowed by the fact that death will result within a few minutes. It would be a totally rad looking corpse though.

Mutations are an example to highlight that unusual things should happen

the more unstable a region. An area should have a list of potentially mystical events that could happen.

A good rule of thumb is that these events should have a % chance of occurring equal to the base amount of mana gained per day. A sample list of events your campaign might use could include:

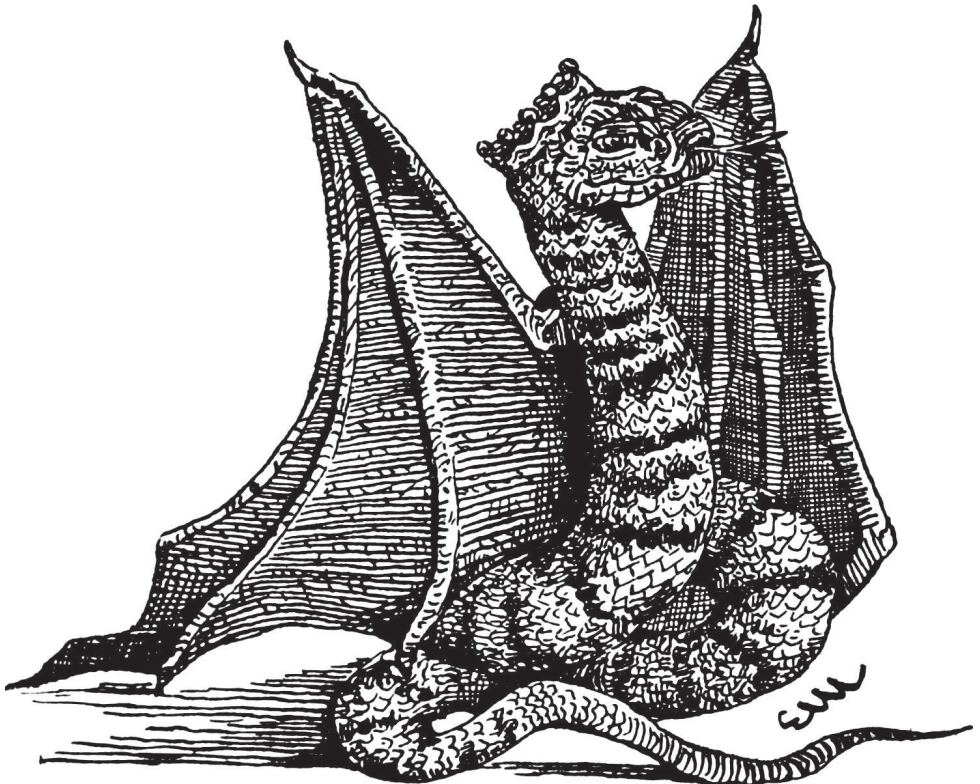
- *An improperly buried body will rise to unlife*
- *Cannibalism turns you into a beast-man*
- *Elves can conceive this month*
- *Wearing too much jewelry turns your blood blue*
- *An egg hatched by a rooster will birth a cockatrice*

MATTERS OF CHANCE

So someone asks if there is a good sized throwing rock nearby, or maybe to see if there is a passing wagon under the window they are about to leap through. If you need something based entirely on chance have the character roll a repeating luck die and compare to the chart below.



| <i>1dL target</i> | <i>How likely is it?</i> |
|-------------------|--|
| 2+ | ..unless we get unlucky |
| 4+ | .. with any luck at all |
| 8+ | .. if we can catch a break |
| 12+ | .. this is a real hail mary |
| 16+ | .. we got hope and a prayer |
| 20+ | .. someone up there needs to be looking out for us |
| 24+ | .. its not <i>strictly</i> impossible |



INVESTIGATIONS

If you are a long term player of NGR, this section has been completely re-written because I was part of an online discussion that had a vastly simpler method of explaining this concept. I am sure the people in that ethereal online place were referencing other works they had read, so please don't assume this simpler explanation is my brilliance.

When hunting for information, it generally falls into one of three categories: *Obvious*, *Hidden*, or *Secret*.

Obvious information is freely available and should be told to people at the table, perhaps reminded if they seem to have forgotten. If you walk in a room and there is a dresser on the far wall, that is obvious information. Everyone should be told about the dresser.

Hidden information requires that an action be taken or a roll be made to figure out what is going on. The contents of the half closed drawers is hidden information. Unless someone opens the drawer (risking a trap) or perhaps makes a very difficult perception check to peek through the slight crack between drawers they won't know what's inside.

Secret information requires that an action be taken AND a roll be made. The secret panel at the back of the dresser drawer holding an ancient map is secret information requiring the drawer be opened and a difficult perception check be made to notice it.

A character may use an action to start investigating with a skill. This will change any information by one level towards obvious that is related to the skill. A skill in "Furniture Making" would move the knowledge of the compartment from Secret to Hidden. Opening the drawer while investigating would reveal its presence to a character. Likewise a skill could turn Hidden information into Obvious information.

SECRET

To gain secret information, do 2 of the following:

Interact with it using an action

Investigate with a skill

Succeed at an attribute check

HIDDEN

To gain hidden information, do 1 of the following:

Interact with it using an action

Investigate with a skill

Succeed at an attribute check

OBVIOUS

You have obvious information automatically

DANGEROUS OBSTACLES AND CONDITIONS

Generally I will go with the assumption that you can figure out how to wing unplanned damage using the general guidelines of “roll a d6” and go from there. A few examples always help thought so I am going to include rules for probably a few of the most common types of death and destruction for a party of players.

FALLING

This is probably the most common type of dangerous potential obstacle and it is fairly easy to resolve. Someone who falls a story or more takes 1d6 of damage as a base. If the ground is especially soft or dangerous you might modify that. Landing on loose earth might deal d4 damage while sharp pointy rocks might deal a d10 damage or perhaps even repeating (!) damage if they are something like stalagmites. Then multiply the damage by the number of stories fallen. Falling 7 stories onto loose earth would deal a d4 x 7 damage. Falling twenty feet onto jagged rocks would deal a d10 x 2 damage. The reason I would advise against multiple dice unless someone is bouncing off of things on the way down, is because of how damage reduction and size modifiers work. Also it creates a really swingy situation with falling that adds to suspense. While the damage range may be the same, the probability curve is much more varied.

FIRE

Fire is usually the most common player caused hazard. Fire is probably the root component of most potential plans players suggest. If an area is set on fire it causes damage to everything in the area, dealing 1d6 damage at the end of every round after characters finish moving. The area has a die worth of fire in it. If you roll a 1 for the damage, the fire goes down by one die worth of intensity. If that brings it to zero dice of fire, the fire is extinguished. If you roll a 6 for damage the fire has spread and there will be an additional die worth of fire in the area. For size modifiers, treat all of the damage as coming from a single source. Any damage reduction per die is still applicable per die.

PANIC

If someone ever takes enough accrued points of Fear to suffer “Panic” they become limited in their choice of actions. A character in a state of Panic who spends an action, is limited to only taking that type of action. If a character spends an action moving, they can only use their second action to move or to facilitate movement. If they spend an action making an attack, they cannot defend themselves and must spend their second action also attacking in a blind rage. If they defend themselves they could not move and would instead just be trying to fend things off (And possibly screaming “Oh God no!” as well). You could “Double Down” or “Do Over” an action as covered in the Conflict chapter if

④ it made sense.



EXHAUSTION

If a character misses a night of sleep or performs grueling labour they become exhausted and cannot “regain composure” to remove accrued Stun. If an exhausted character misses a night of sleep or performs grueling labor they become very exhausted and are also continually staggered. A third level of exhaustion causes a character to suffer a point of illness and pass out. Sleeping a full night removes all exhaustion effects.

HUNGRY AND THIRSTY

If character goes a day without food they become hungry, and other than being irritable suffer no ill effects. After a week without food they become starving and suffer 1 point of illness each day without food until they die. They cannot use luck to negate this illness.

Thirst is handled in a similar manner. After a day without water a character becomes thirsty. A thirsty character suffers 1 point of illness, which cannot be negated through luck, for every 3 hours without water. In sweltering heat, these times are divided by 3.

STAGGERED (OFF-BALANCE)

If someone is ever “staggered” (Off-Balance in previous editions) they suffer a -2 penalty to all attack, defence, evade, casting, and agility rolls. This could be from the earth shaking, being sick, over-encumbered, or some other reason. It represents any form

of dizziness, nausea, or strain that impairs co-ordination. If someone is forced to be staggered when they are already suffering from the condition they are sent prone. If someone is not permanently staggered, such as being over-encumbered or poisoned, they can spend an action to regain their balance.

PRONE

Being flat on your backside is rarely a good thing. Characters who are ‘prone’ receive a -5 penalty to their defence rolls in melee and suffer an attack roll penalty equal to the weapon’s dot size (or the weapon’s Reach in melee if advanced rules are used). In addition, if they don’t have allies still standing their attackers probably also have the high ground advantage. As a slight benefit, explosions do half damage to prone characters. This bonus does not stack with a successful saving throw; characters must choose one benefit or the other. Prone characters do not receive a penalty for attacking with firearms or crossbows. If they are intentionally prone, they suffer no penalties for crossbows or firearms and gain a +1 attack bonus per dot size of the weapon. Prone characters can get back to their feet on their turn as a move action. If they are in melee this requires an Agility check.

Because this would be lame it if didn’t occur, any time a character is knocked prone near a ledge they must make an Agility check or fall off the edge.

If they still have an action free they may try and grab the ledge. Holding onto the ledge without falling requires an action and a Strength check each round. Pulling yourself up off the ledge requires a movement action and a Strength check.

Being knocked prone mid-spell casting (not miracles) causes the spell to fail to cast.

MADNESS

A character who is driven insane (or mad or any other similar term) becomes an NPC. In a game sense they are functionally “dead”. This is for two purposes, the first being to keep it a serious danger and the second is to avoid getting into the reality of mental illness. This isn’t real mental illness, and I wouldn’t want to try to simulate that in a game where Conan and Merlin fight Dracula.

An insane NPC who isn’t supernatural (so not an elf or in a state of grace) can be possessed at will by appropriate supernatural creatures.

DISCREDITING

A person or idea can be discredited. Discrediting a person is usually when you are trying to convince a third party (like a judge) to believe your side of the story. Discrediting an idea is when you try to do something like convince a villain’s right hand to turn on her master and do the right thing.

A discredited person can no longer participate in a social conflict by launching appeals to score influence nor interjecting to prevent appeals meant to score influence.

A discredited idea becomes one the person who holds it believes to be false. This is not mind control and someone who holds a discredited idea can choose “Stubborn Refusal”. A character in a state of stubborn refusal will believe deep down she is wrong, even if the character does not admit it outwardly. This can change if reality proves the character right or exposes a lie in the course of the argument. A character in stubborn refusal will not earn experience while acting contrary to her beliefs, heals luck points at the worst possible rate and cannot spend fate or destiny points. Convincing a villain (or hero) they are wrong before a battle can deny them important and powerful fate and destiny points.

DEATH

She’s dead Jim. That’s it. She’s passed on. The character is no more. She has ceased to be. She’s expired and gone to meet her maker! She’s a stiff! Bereft of life she rests in peace. She is pushing up daisies and her metabolic processes are now history. She is off the twig! She has kicked the bucket! She has shuffled off her mortal coil, run down the curtain, and joined the bloody choir invisible! SHE IS AN EX-CHARACTER.



RODENTS OF UNUSUAL SIZE

In a fantasy game, many creatures will have a size modifier. This represents creatures of substantially different sizes from humans such as a dragon or pixie. This size modifier is represented by a fraction or integer such as 3 for a large creature or $1/4$ for a small one. This number has several effects on both on damage, stealth, and attribute checks.

In terms of damage, when a creature physically deals damage (or stun) the total amount is multiplied by the size modifier. A dragon with a size modifier of 8 who deals 3 damage from a bite would turn that into 24 damage. A pixie with a size modifier of $1/4$ who deals 4 damage would turn that into 1 damage.

When a creature takes damage (or stun, poison, mutation, or intoxicants) the creature will in turn divide the damage by its size modifier. If that same dragon took 16 damage it would be reduced to 2 damage. If the pixie took 16 damage it would be increased to 64 damage. The opposite ratio is used for the scoring of suspicion. A dragon would score less suspicion when it successfully makes a detection roll, a pixie would suffer less upon failing a Stealth roll and vice versa.

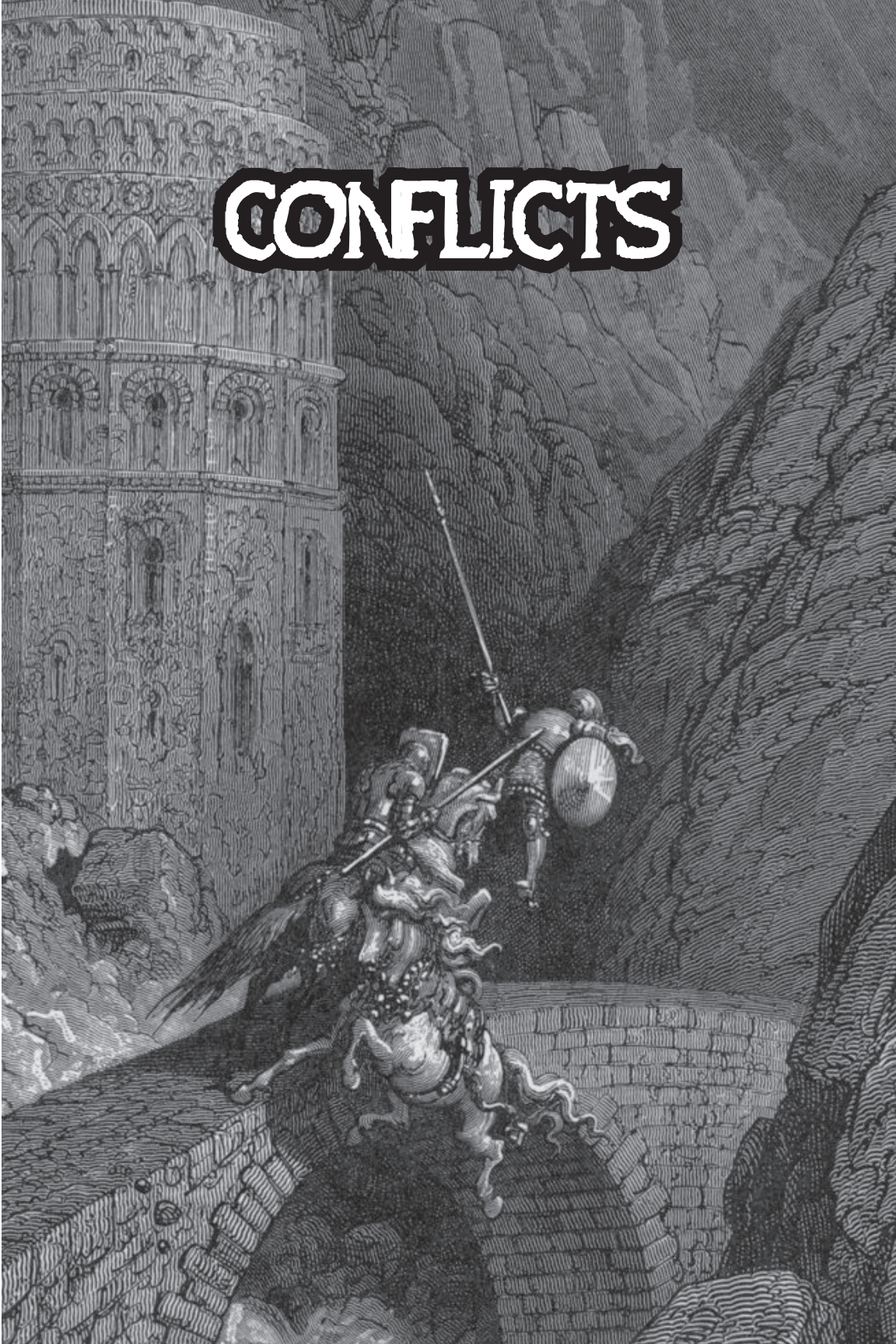
For attribute checks a high size modifier is good with strength checks but poor for agility checks. For an opposed strength check ('man against man'), the result is multiplied by the size modifier. If a dragon rolled a dX and scored 12, it would result in a total score of 96.

A pixie with the same original score of 12 would have an end result of 3. For opposed agility checks this situation is reversed. In an opposed agility check the score is divided by the size modifier. If the total score of a dX roll was 16 the dragon would have an end result of 2 while the pixie would have a result of 64.

It is important to note than in any of the above situations a decimal score is always rounded down. If the score had been 15 for an agility check the dragon would score a 1. If the dragon was dealt 7 damage it would take 0 after the modifier is accounted for. It is also important to note that in any 'man against nature' check this is not relevant. A dragon trying not to slip on a plane of ice is not based upon the dragon's size and so size modifiers would not come into play, likewise for a pixie trying to climb hand over hand.



CONFLICTS



CONFLICTS

THE MECHANICS OF A CONFLICT

Conflicts are what happen when you suddenly need to get real specific about the exact timing of actions in relation to other actions or potential actions. Swinging an axe at a sapling isn't a conflict, but swinging it at a halfling probably is. The easy thing to say would be that conflicts are between two or more sentient (if not necessarily sapient) actors, but there are times you might not need to boil into conflict just because there are differing aims. If you try to bribe a guard that is angling for a bribe, that isn't a conflict. At best it's needing to make a Charisma check to intuit how big a bribe they are looking for. Trying to intimidate a guard might be a conflict, but if the guard is actually intimidated by the band of murderous drifters with dragonbone armour, then you likewise probably don't need to make any rolls.

When a conflict breaks out, time begins to be measured in Rounds. Rounds are chunks of time usually representing a few seconds, let's go with five or six. If the situation is something less common, like intrigue at a royal court's gala then a round might represent a different length of time, at least until the players cut the chandelier rope after setting fire to the throne out of boredom. I am

kidding, those types of scenarios are usually the result of one player, not all of them in concert.

As mentioned at the start of the previous chapter, a person can only do two things at once. These are a character's actions and they get two per round. The order that actions occur in are based on the Initiative of each character, a numeric value that changes each round. So far so good?

So each round starts by each participant rolling their initiative score. Technically each participant should roll a unique initiative score, but for a swarm of identical and nameless non-player characters the GM can just make a single roll for no reason other than being lazy.

Then characters begin taking their actions. The character with the lowest initiative goes first, spending all of their actions one by one. Those with a higher initiative can interrupt any announced action before it begins resolution to spend some of their actions, or wait until it is their turn. Then the next character with the lowest initiative who has unspent actions goes and spends their actions (while those with still higher initiatives are able to interrupt). This continues until all actions by all parties are spent.

At the very end of the round, any administrative actions like checking

for expiring durations and moving characters to a new area (providing they had spent an action to do so).

That is just a broad overview and we will go into each step in more detail.

INITIATIVE

Every round players will need to roll initiative to determine the order in which they take their actions. For most adventuring situations, a player will determine their initiative score for the round by rolling their Agility Die with ties being resolved by rolling a d6 as a tie breaker or series of tie breakers. As an alternative, a character may roll their Intelligence Die instead of their Agility Die. Choosing to roll the Intelligence die represents someone acting on deliberate thought instead of reflexes. If someone is acting based on deliberate thought they are not considered to be deliberately defending themselves, a risky situation described under that action. If people are being wankers about this, roll Intelligence dice first, then Agility. Skills can be added to the roll with an important caveat. Any actions taken during the round, other than defending oneself must in some way be related to the skill.

The participant with the lowest initiative must go first. They must announce an action they wish to take and anyone with a higher initiative can interrupt her action with an action or actions of their own. Anyone with an even higher initiative can interrupt that participant and so on.

In theory every single participant involved could be part of a chain of interruptions. The highest initiative interruption is resolved first, then the next highest, all the way down to the original action. Once the actions have begun resolving, you may no longer interrupt that action. If the original participant has another unspent action, she then announces her second action and the process repeats itself. The participant with the next lowest initiative must then go through the process to announce their actions. This continues until all participants have used all of their actions. Then the next round begins and initiative is rolled fresh.

There is an exception (because there always is), which is the first round of a conflict. The individual who initiated the conflict goes first, and anyone with a lower initiative on this first round is assumed to have wasted their actions. Those who both rolled an Agility die for their initiative and 'wasted their actions' are assumed to be defending themselves.

ACTIONS

Every round, participants have two actions they may spend as they see fit. This technically applies to the times between conflicts as well. Common actions include things like opening a door, moving to an adjacent area, drawing an item from your inventory, trying to find an item you've packed inside a container in your inventory,



attacking someone, keeping watch on an area, and of course the most important default action of defending yourself. The reason this applies to the time between conflicts is because this is when ambushes can occur. If the party is running fast that means they are spending both actions moving and are neither trying to spot brigands nor defend themselves from an attack. Defending yourself, keeping watch, and moving can require the party to have some semblance of duties (or are just willing to go along for the ride). Some actions are specific to conflicts and they will be described in more detail.

DEFENDING ONESELF

An important default action is to defend yourself. This allows the participant to make an opposed roll against any number and types of aggressive rolls, specifically Defense (dX + Combat vs an Attack), Evasion (dx + Stealth vs a Detection), and Resistance (dx + Presence vs an Appeal), and in the advanced rules allows one to make an Agility check against Trampling.

As a default action, a participant who rolled their Agility die for initiative may defend herself even if someone interrupts her with a higher initiative. Such a participant is only considered to not be defending herself if she announces it before making any defensive rolls. This includes after the aggressive roll is made. Doing this will free up the action normally used for other purposes (such as attacking twice).

If someone is acting based on deliberate thought (Intelligence Die) instead of reflexes (Agility Die) they are **not** considered to be defending themselves automatically. If someone with a higher initiative interrupts them before they can begin defending themselves they will be in serious danger.

This is a key tactical decision in NGR. If you focus your attacks on one individual it will remove them as a threat much quicker, but it will mean that many other opponents will be able to attack twice since they did not need to defend themselves. One individual with the highest initiative must also decide between trying to strike first and possibly remove a single threat fully, or hold their attack until everyone else has gone to force everyone else to waste an action to defend themselves on the risk that they would be the target.

AGGRESSIVE ROLL

While there are a near infinite number of actions participants can take in a conflict, at some point someone is going to have to start trying to win. That usually means making an aggressive roll such as an attack (Combat), a detection (Stealth), or an appeal (Presence). Other specialized types of conflict may have their own aggressive rolls. Exorcisms for example are a special type of appeal.

The aggressor will announce the type of aggressive roll (an attack, detection, or appeal) and then roll a dX and add

their base modifier for that type of conflict.

Then they will decide the exact nature of the attempted roll and add any additional modifiers to the roll. For example, an attacking barbarian might roll the dX to attack and see the result is a 3 before announcing she is using her axe to try and slash her opponent. If she rolled a natural 20 she might declare she is trying to grapple her opponent with her free hand. After the roll the participant must announce what means they are using as well as what they would spend their first 'success' on (that will be covered later in this section). This must happen before the opponent can make an opposed roll. If the total result of the roll is zero or less it automatically fails and the opponent does not need to defend themselves from you. If a natural 1 was rolled, the result was a fumble and it is an automatic failure. The effects of a fumble depend on the type of aggressive roll you were making. Rolling one of your lucky numbers on an aggressive roll gives you a special benefit depending on the type (see Lucky Numbers later in this section).

| Type | Against | Fumble |
|------------|------------|--|
| Attack | Defense | Choose 1: Be Disarmed, Go Prone, Grant an Opportunity Attack |
| Appeal | Resistance | Suffer ld4 influence |
| Detection* | Evasion | Anyone in target area loses ld4 suspicion |

**Detection rolls are normally made against an entire area or direction, anyone that could be spotted must make roll Evasion, it is an 'Area of Effect' as the kids say.*



DOUBLING DOWN

Most types of conflict have an option for the aggressor to “double down” and spend a second action on an aggressive roll (turning them into Power Attacks, Dramatic Pauses, or Statements). This is done after the die is rolled but before the opponent makes their defensive roll. If this action then succeeds it scores one more success than normal (again, successes are detailed later in this chapter). This can be done as part of an interruption without being decided ahead of time.

*an Attack becomes a Power Attack
an Appeal becomes a Statement
a Detection becomes a Dramatic Pause*

Note that after doubling down they are still also considered their base type. A power attack is also an attack.

DO OVER

If the aggressive roll has exceeded the defensive roll that isn't always the end of the story. If the defender has an unspent action they can announce a "Do-over" after making the first defensive roll. This is the defensive equivalent of Doubling Down. The defender may re-roll the defensive roll and choose the best result between the two. If they still fail they usually suffer an additional penalty.

| Type | Reroll | Penalty |
|------------------|------------|-----------------------------|
| Dodge | Defense | Go Prone |
| Logical Fallacy* | Resistance | Suffer 1 additional success |
| Freeze in Place | Evasion | Suffer 1 additional success |

**While a resistance roll could represent silently listening, to make a do-over against an appeal/statement requires responding. This probably isn't relevant most of the time, unless for example someone is pleading with an invisible being to save them from some goons.*

SHIFTING POSITION

Teamwork is incredibly important to staying alive. An action can be spent to "Shift Position" to allow the person spending the action to be the target of all aggressive actions of a specific type (attacks, detection, or appeals) that would otherwise be against someone the person shifting position wants to protect. This does not give the person shifting position a defensive roll, it merely makes them the target in the

place of someone else. This benefit will last until the end of the round or the protector shifts position again (whichever is first).

An action to shift position can also be used to gain benefits to defence by using terrain, such as jumping on a table to gain the high ground or moving behind cover to gain a bonus to defense and evasion rolls. These benefits will last until another shifting position action is taken or they are knocked prone.

An action can be spent to shift position after an attack is made but before a defense roll is made. Interrupting actions spent shifting position will be a common tactic in conflict.

Block

All further attacks this round against the target are against you instead.

Interject

All further appeals this round against the target are against you instead.

Divert Attention

All further detections this round against the target are against you instead.

RESOLVING OPPOSED ROLLS

1.) Aggressive action roll is made ($dX + \text{Modifier}$) against a valid target.

! If the roll is a fumble, the action is wasted and the aggressor suffers a fumble effect, stop here.

2.) Aggressor decides the exact nature of the roll and what the first success will be used on. The aggressor also decides to “Double Down” or not (assuming they have a spare action). The aggressive roll is now finalized.

3.) Anyone with higher initiative can interrupt to “Shift Position” to make themselves the new target

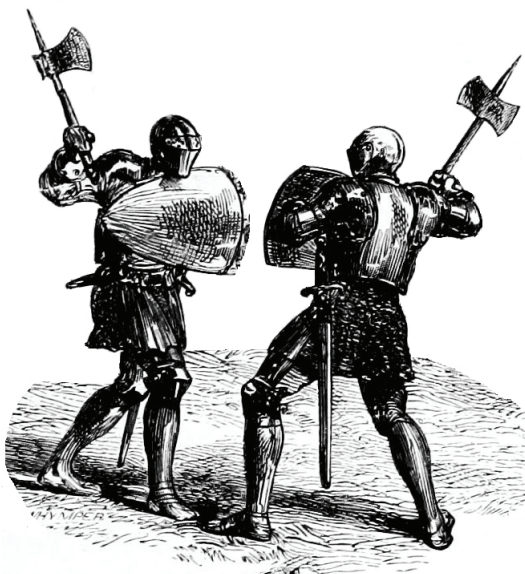
4.) The defender chooses if they wish to make a defensive roll ($dX + \text{Modifier}$) against the aggressive roll.

If the defensive roll is equal to or higher than the aggressive roll, the aggressive roll scores no success. Only an Epic Success on the defensive roll, can match an Epic Success on an aggressive roll. An Epic success on the defensive roll is always considered to exceed any aggressive roll. An Epic Failure on the defense is considered to score a total of 0. If the aggressive roll scores higher than the defensive roll, one success is scored. If an aggressive roll exceeds the defensive roll by 5 or more it may be a critical hit and score an additional success. Helmets can make the number required higher (6,8, or 10) . This number required to score a critical hit is known as the Threshold. An Epic Success on an aggressive roll is always a critical hit unless an Epic success is scored on the defensive roll.

! If the current target is not able to (or chooses not to) make a defensive roll, they score a 0.

5.) If the target does not like this result, they may spend an action on a “Do-Over” to roll a new defensive roll and choose the better of the two results. If they still fail to prevent the opponent from beating their score, they now suffer an additional penalty.

6.) The attacker spends their successes.



SUCCESSSES

If the aggressive roll exceeds the defensive roll, it is considered a success. This means one “success” is scored towards the announced intent of the roll. It is possible to score multiple successes though such as if the aggressor “Doubled Down”. If the aggressive roll was an epic success or it exceeded the defensive roll by a large margin it will be a critical hit, and score an additional success. Normally this means the aggressive roll must either be an epic success or beat the defensive roll by 5 or more. Some equipment can change this number. Helmets make it harder for the wearer to suffer critical hits in combat, but also harder for the wearer to score critical hits with detection rolls. This number is known as the “Threshold” and will be explained more in the armour and helmet section of the equipment chapter.

USING SUCCESSSES

Successes can be spent to achieve specific objectives, usually the accrual of points against an opponent. Before the defensive roll was made, the aggressor had to state what she wanted to use the first success for.

If a barbarian was trying to hack Juliard the dance wizard with an axe, the first success would have to be spent dealing damage. If the barbarian announced she was trying to grapple Juliard, the first success would have to be spent trying to grapple Juliard. This is important because some tricky manoeuvres (mostly Advanced Rules) require multiple successes to pull off. In the advanced rules grappling requires two successes. If the barbarian only scored one success, the grappling will still fail. The basic uses of successes for all conflict types are listed below. Different conflicts may have additional options. If a player wants to try something crazy, state how many successes it requires before the roll.

| | |
|--|------------|
| Cause opponent to suffer a die worth of points: Attack (Weapon die of damage) Appeal (dI of influence) Detection (!dP of suspicion) | 1 success |
| Double the results of a die worth of points (after modifiers) | 1 success |
| Have a die count as having rolled the maximum result | 1 success |
| Other special effect | 1+ success |

LUCKY NUMBERS

If a character has any of their lucky numbers rolled on a reckless aggressive roll (ie, a d20) it may trigger special events depending on the type aggressive roll made. This cannot be an automatic 10 or rolling 3d6, it must be rolling a d20 as the dX and only involves the unmodified roll.

Attacks *grant an Opportunity Attack*

You may make an attack of a type and nature you have not yet made this round. If you just attacked with a sword, perhaps you throw your torch or knee your opponent in the stomach. You could also do wilder things like a kick over a candelabra or have the arrow you just missed the target with hit the rope of the chandelier hanging over the head of an opponent. After you make an Opportunity Attack you could later in the round spend an action to repeat the attack (all other factors considered), you simply cannot have yet made that type of attack.

Note that this is the same mechanic used when fumbling. If you fumble, one of the options presented is to allow your opponent an opportunity attack against you.

Appeals *grant an Insult*

You may make an immediate follow-up appeal against the same target with an insult that against all odds gets through to them at their core. If it succeeds, the appeal does not score influence, quite the opposite as no one likes to be insulted. It reduces the influence you have scored against the target by an amount up to what you would normally have scored with this appeal (meaning you need to roll to see what that is). For each point of influence you remove in this manner (you cannot remove more than you have scored) you may add 1 luck point to your current total, up to your maximum. The trickster deities do enjoy a solid burn.

Detections *grant a Found Clue*

By noticing a key detail or sensing something is “off”, you may make an immediate follow-up detection roll against one single target who was impacted by your detection roll (the defenders choose who). This becomes a detection roll against a single target instead of an “area of effect”.



AREAS

Conflicts will often span across multiple areas. Aggressive rolls normally suffer a -1 penalty for every area between the aggressor and the target. Missile weapons normally have a range limit equal to their cumulative dot size (1,3,6, or 10 normally). Thrown weapons have a range of 1 area. Areas are abstract concepts so this may not always be applicable. An open field may count a much larger geographic region as an area than the interior of a building. Areas can also be assigned benefits or penalties to operate within. A dark alley may give a benefit to hiding or a dense jungle may limit the range of weapons used.

Any participant may spend a single action leaving into an adjacent area. This will cause the character to leave the area at the end of the round. If a participant spends an additional action to 'sprint' or is fast they may move more than one area if no one in intervening areas wishes to stop them. In the advanced rule, Trampling will apply if someone does try to block someone else from moving. As a rule of thumb you can often assume a target is fast if they have multiple sets of legs. A giant spider might be insanely fast.

If a character spends two actions moving they 'sprint'. A character who sprints suffers one point of stun. After suffering the point of stun (meaning they did not negate it) they then take their second move action.

Exceptionally difficult terrain (such as climbing or wading in hip deep mud) may require a second action to move to a new area, this does not count as sprinting.

COMMON TYPES OF CONFLICT

An important part of how NGR functions is that different types of conflicts can happen simultaneously. Two characters may be involved in a debate, while a third uses the diversion to better sneak into a better position since people are too busy talking to spend actions keeping watch. Then, annoyed at losing an argument one suddenly strikes a blow. Needing to keep a diversion going, the character who took a punch tries to talk down the now violent individual. It is meant to be a mix, that said most of the time it won't be. Here are some common times conflict will arise (usually of a single type)

SOCIAL CONFLICTS

USE: Having a social confrontation to try and change another persons mind about a fundamental issue. This does not include asking directions or trivial issues that can be solved with a simple Charisma attribute check. This is for trying to convince someone to do something they do not want to do. Intimidation could be a social conflict, but it isn't if they are actually scared of the party. A common bandit caught at the wrong end of Grimfang Endbringer's magic sword is already intimidated. No rolling required. Replace the bandit with a petty king and you might have a social conflict.

Remember that a character that loses an argument can claim 'Stubborn Refusal'. Even if they don't change their behaviour, convincing a villain (or hero) they are wrong before a battle can deny them important and powerful fate and destiny points.



COVERT ACTIONS

USE: 'Covert Actions' covers a wide range of actions that all characters may attempt such as hiding, sneaking, or generally moving around undetected. An important note is that one participant using her action for detection targets an area rather than an individual and could roll against several opponents in a single round, causing some to succeed and some to accrue suspicion.

Stealth conflict rules can also be used to track "random encounters" in locations such as a monster infested ruin or dungeon. As a character performs potentially loud actions she could be forced to make evade rolls or accrue suspicion (or to cause all present to suffer it automatically for causing loud noises, like breaking something). Whenever the individual is "caught" a random encounter can be triggered and her suspicion reset. Everyone else should lose an amount of suspicion equal to her Agility score.

COMBAT

USE: Combat is the act of attempting to physically harm another entity and will often result in physical injuries and death. Characters may launch an attack against another individual as their action, which in turn may roll a defence to avoid the blow. Successful hits will cause damage and eventually lead to death. This is an adventure game where one of the classes is "Warrior" so this will come up a lot.



COMMON SENSE

While I shouldn't have to point this out, just in case your favourite childhood snack was lead paint chips as you spent your idle days playing under the power lines I will. An action has to have some possible chance of success to roll a die, however slim. You cannot stab a dragon flying at 10,000 feet even if you roll a natural 20. You cannot sneak down an empty well lit hallway with a guard looking at you barring something like a diversion.

SPECIAL CONSIDERATIONS

BLINDING AND FIGHTING UNSEEN FOES

If you are attacking a character you are unable to see in melee you suffer -10 to attack rolls. This is usually the case with invisibility or blindness. If you are not in melee with the unseen foe, consider it hidden as per a covert action.

IMMUNITY TO NORMAL WEAPONRY

Some opponents are immune to normal attacks, requiring special weapons to harm them. These opponents can normally only be harmed by magical weapons (either imbued by a magician or blessed by a priest) or by specific forms of attack. If the creature requires magic to harm, but is vulnerable to an attack type (like fire) it can be harmed by non-magical damage of that type

(though it does not take double damage). If it is hit with a magical attack of that type (like a magical flaming sword) it takes double damage as normal.

If a creature can only be slain with special methods, for example a wooden stake through the heart, roll for damage first. If it deals enough damage to slay the target it will. If it does not deal enough damage (perhaps the target cashes in luck points or the roll is poor) then the damage can be ignored by the creature. If a warrior stabs a vampire with a wooden stake for 12 damage and the vampire dies if it takes 10, it will deal damage. The vampire has 3 luck points and is wearing leather armour. Combined the vampire can reduce the damage below 10, no longer enough to kill it. The vampire therefore has to cash in 2 luck points and is unharmed as the stake misses the heart.

BATTLING THE ETHEREAL AND IMMATERIAL BEINGS

Occasionally incorporeal creatures will be fought with magic weaponry. In these cases the blade doesn't do any actual damage when stabbing a ghost as there are no arteries to slice. In these cases the weapons (regardless of the weapon) do an amount of damage equal to a damage die based on the bonus of the weapon plus one. A +1 dagger, sword, or mace would do d4 damage and a +3 would do d8 damage. A lowly +0 weapon would still do d2 damage.

EXORCISMS AND BANISHING THE UNCLEAN

Any individual brandishing a holy symbol may spend 1d6 piety to attempt to banish a supernatural creature through their devotion by reciting scripture. Note that the player actually has to recite or invent scripture at the table. She should be goaded to add gusto. This is resolved by the individual making an appeal against the target using Faith in place of Presence. The target may defend with a resistance roll using Presence as normal. Success causes the target to suffer either fear, damage, or suspicion rather than influence. What is caused is the decision of the exorcist. The scripture should match the type of points (ie: are you talking about driving out the spirit, destroying it, or making it show itself?).

You cannot cause fear or damage to an unseen (hidden) target and will need to use suspicion to reveal it first. If you use exorcism to cause damage to a spirit possessing a body, the body will also suffer an equal amount of damage. Exorcists concerned with a host's life will usually use fear to drive the spirit from the body first.

On a fumbled appeal the individual will suffer damage instead of influence as their holy symbol either catches fire or suffers some similar supernatural reprisal. Even mystics with the exorcist power who are not using a holy symbol suffer this fate (perhaps by bleeding from the eyes or nose?).

It may be important to note that the holy symbol itself will lend its qualities to the appeal. An iron holy symbol would cause double fear or damage to an elf, while a silver holy symbol would be extra effective at repelling a werewolf.

A target brandishing an unholy symbol will reduce the fear or damage taken by 2 per die similar to armour in combat. Wearing an unholy symbol will increase the 'threshold' of the defender, requiring the exorcism to beat the defender's resistance roll by 10 to score a critical success.

SPIRITUAL, PSYCHIC OR DEMONIC POSSESSION

Should a mystical creature attempt to possess a living being it must engage in a conflict to drive them mad. The mystical creature can only attempt possession until it has been discredited (defeated) in this conflict. The appeals of the creature will cause stress rather than influence, leading to insanity and possession. Once inside of a meat suit it will be very difficult to harm the possessing force without harming its vessel. Brandishing a holy symbol will reduce the stress taken from these appeals by 2 per die similar to armour in combat. Wearing an holy symbol will increase the 'threshold' of the defender, requiring the possession attempt to beat the defender's resistance roll by 10 to score a critical success. A spirit in a state of panic cannot possess nor remain in possession of a body.



BETWEEN LIGHT AND SHADOWS

You may end up running the type of game where the amount of light and shadows is important beyond mere “light” or “dark”. Areas will have a darkness score between 0 and -10. For example daylight would have a darkness of 0, dusk or the full moon -2, the night sky -5, and a pitch black room would have a darkness of -10. The darkness score can be used as a penalty to attack and detection rolls (based on the amount of darkness the target has available). It is also a penalty to Perception checks based on vision and would make a pretty sweet penalty to resistance rolls against possession and supernatural horror if you wanted to hear endless “are you afraid of the dark?” comments.

Light sources reduce the darkness, a good rule of thumb is to reduce it by 1 for every 10 feet of light radius an object would radiate. A candle is +1, a lamp +2, a torch +3, and a lantern +4. The amount of light in an area is half as effective to neighbouring areas. If an underground cavern was in pitch black (10 darkness) and you brought two torches (6 light) then the immediate area has 4 darkness, the neighbouring areas have 7 darkness. The next area out has 9 darkness, and beyond that it is back to total darkness. The penalties to attack and detection rolls based on darkness do not apply if you are attacking someone carrying a light source. They also do not apply to anyone being attacked in melee by

someone holding a light source. Someone holding a light source cannot hide, but also does not suffer any penalties to resistance rolls due to darkness (if you use such penalties).

You might ask why darkness is a penalty to attack and detection rolls rather than the much simpler to describe option of it being a bonus to defence and evade rolls. If an attack or detection roll is below zero, the opponent does not need to spend an action defending themselves.

For example, suppose a bandit attacks Grunk the Barbarian in total darkness and rolls a 4 with a +2 bonus. If the darkness is a bonus to defence then Grunk will be struck unless she spends an action to defend herself, allowing her to roll a d20+10 in an effort to beat a 6. If the bandit suffers a -10 penalty instead, the total score of the attack is -4. The swing goes wild and Grunk does not need to spend an action defending herself.

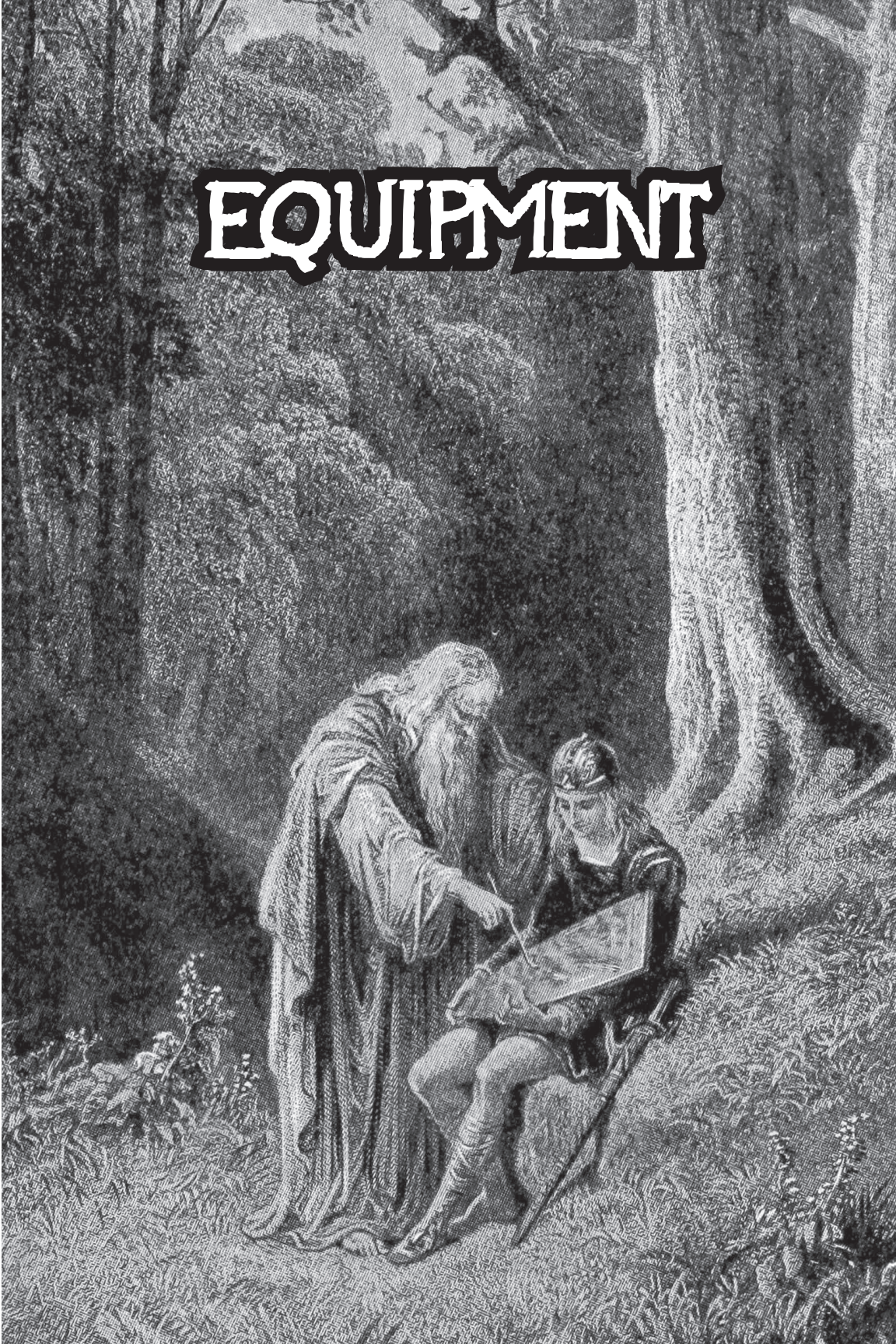
DARK ENVIRONS

| Name | Darkness |
|----------------------------|----------|
| Daylight | 0 |
| Dusk, Dawn, or a Full Moon | -2 |
| Night Sky | -5 |
| Starless Night | -8 |
| Underground | -10 |

LIGHT SOURCES

| Name | Light |
|------------------------------|-------|
| Candle | 1 |
| Brass Lamp or Burning Branch | 2 |
| Torch | 3 |
| Oil Lantern | 4 |
| Campfire | 10 |

EQUIPMENT



EQUIPMENT

THE VALUE OF GOLD

So just how much is a gold coin worth? If 2 gold coins buy a nice dagger that's fine, but is a gold coin a lot of money or not?

To answer this question, I think of all prices in dollars to give an approximate modern day comparison of how much that is to an average person. If you are trying to think of the price of an item on the fly, compare it to a modern equivalent device. A horse is much like a car, a draft horse like a transport truck. A dagger might be closer to a handgun, a sword an assault rifle.

Currency can take many forms, it varies region to region. As NGR is a generic system, this section will assume you will use metal coins at some point. Even with coins, the value shifts region to region. If a region has abundant silver, silver coins may be worth a pittance while in a region with little to no silver a silver coin may be more valuable than a gold coin.

Taking coins from region to region can be a form of merchant traffic that drives the characters to adventure. Taking silver coins to a town devoid of silver, then taking back gold coins to the silver mine. When taking coins across national boundaries, one can expect a 10% decrease in value as a standard outside of border towns.

Here are some coin values for generic coins.

| <i>Coin</i> | <i>Modern Equivalent</i> |
|-------------------|--------------------------|
| Copper Coin | \$1 |
| White Copper Coin | \$5 |
| Silver Coin | \$15 |
| Electrum Coin | \$50 - \$100 |
| Gold Coin | \$300 |



ENCUMBRANCE

THE DOT SYSTEM

Encumbrance is a system to determine approximately how much gear you can carry. It is not scientific and is pretty abstracted. This is the dot system.

The dot system is basically categorizing weight and general difficulty in carrying items with a number of dots. It's fairly abstract because while important, it's also boring and time consuming since items carried change so often. The dot system specifies how many 'dots' worth of equipment you can carry, as well as where you carry the item, without a lot of fuss. How many 'dots' worth of equipment you can carry is broken down by 'total dots', representing how much you are weighed down with. Maybe you are strong enough to carry 5 bags of sand, but if you don't have something to carry them in, it's going to impact your abilities. 'Total dots' is a simple number to figure out: simply add up all the dots on your person in any location.

The maximum number of dots you can have for total dots without penalty is your strength score. You also get some bonuses if you are highly under encumbered. Anyone may become over-encumbered/ overburdened and carry up to half her strength (round up) of additional dots, though this causes the character to be perpetually 'Staggered'. Someone carrying less than half of their strength score in dots gains a +1 bonus to agility checks,

evasion rolls, casting rolls, and their defence roll.

So how much is a dot? Below is a listing of some common dot 'weights'

| Item | Dots |
|--------------------------|------|
| Small (fits in a pocket) | 1 |
| Medium (easily held) | 2 |
| Large (2 hands to hold) | 4 |
| Helmet | 1 |
| Light Armour | 1 |
| Partial Mail* | 1 |
| Full Mail | 2 |
| Partial Plate* | 2 |
| Full Plate | 4 |
| Reinforced Plate* | 8 |
| 25 Coins | 1 |
| A day's food | 1 |
| Water Skin | 1 |
| Potion | 1 |
| Full Quiver | 2 |
| Coil of hemp rope | 4 |
| Coil of silk rope | 1 |

**these come up in the Advanced rules.*



CONTAINERS

An adventurer's backpack is not the TARDIS made of leather. Items can be nested within a container item, effectively reduce the number of dots they contain. The most common is a backpack. It can contain 8 dots, but only takes up 4 on your back.

Container items also have 2-3 more attributes besides capacity and dot size. The first is searching time, which represents how many actions it takes to find an item in the container. A backpack takes ?d4 actions, so each action you spend has a 1/4 chance of finding the right item.

The second is maximum item size. In the case of a backpack it is 2 dots. This means the backpack can have up to 8 dots worth of gear, but no individual item can be more than 2 dots in size. Maximum item size should always be smaller than the size of the container item, otherwise you end up with unlimited storage. To get at an item contained in an item that is itself contained you must first draw the container, then from that get the second item. Packing well allows you to carry more items but means you cannot get at those items in a hurry.

The third potential attribute of some containers is carrying location. Only one container can be in a carrying location to be effective. You can have one backpack, one knife belt, and two big sacks for example.

| <i>Backpack</i> | |
|-----------------|------|
| Size | 4 |
| Capacity | 8 |
| Item Size | 2 |
| Search Time | ?d4 |
| Location | Back |

| <i>Cloth Bag</i> | |
|------------------|-----|
| Size | 2 |
| Capacity | 5 |
| Item Size | 1 |
| Search Time | ?d6 |

| <i>Coin Purse</i> | |
|-------------------|------------|
| Size | 1 |
| Capacity | 4 |
| Item Size | Coins only |
| Search Time | ?d2 |

| <i>Knife Belt</i> | |
|-------------------|-------------|
| Size | 2 |
| Capacity | 5 |
| Item Size | Knives only |
| Search Time | 0 |
| Location | Chest |

| <i>Big Sack</i> | |
|-----------------|------|
| Size | 6 |
| Capacity | 12 |
| Item Size | 4 |
| Search Time | ?d8 |
| Location | Hand |

| <i>Small Chest</i> | |
|--------------------|-----|
| Size | 3 |
| Capacity | 6 |
| Item Size | 1 |
| Search Time | ?d4 |

ARMAMENTS FOR WAR

The following pages deal with weapons, armour, shields and helms. This is but one portion of the section on equipment in general.

Many pieces of equipment are based upon the 'tag' system; a weapon or armour has basic characteristics set by its type that are then in an advanced game are modified by any and all 'tags' assigned to it. As these are the Basic rules, tags are not included.

BASIC ARMOUR AND HELMETS

The main benefit in armour is not to avoid being hit, but to reduce or eliminate the impact. Armour will grant you a 'damage reduction' score per die of damage (DR). This means if armour gives you a DR of 2, and you take 2d6 damage, you would receive up to 4 fewer points of damage. It is important to note the rolls of each die. Armour will also tend to give negative modifiers as penalties. These modifiers apply to evade checks, agility checks, casting and anti-magic rolls. Armour can be described by the basic type, and then modified by descriptive tags should you wish that level of detail.

Armour is assumed to include appropriate headwear (a leather cap, helmet/coif, or great helm). This increases a value known as "Threshold". This is the margin of success needed to score a critical hit on a contested Stealth or Combat roll. The default value is 5, meaning someone needs to beat your defense roll by 5 to score a critical hit against you in combat but that you also need any detection roll you make to beat an opponent's evade roll by 5 to score a critical in a stealth conflict. The better a helmet is at keeping your brains intact the more it hinders your ability to spot hidden targets (barring magical benefits). In the advanced rules you can track helmets separately from armour.

| Type | Modifier | Damage Reduction | Dots | Threshold |
|----------------|----------|------------------|------|-----------|
| Loose clothing | 0 | 0 | 0 | +0 (5) |
| Light armour | -1 | 1 | 1 | +1 (6) |
| Mail armour | -3 | 3 | 2 | +3 (8) |
| Plate Armour | -5 | 5 | 4 | +5(10) |



SHIELDS

Shields are primarily used as a defensive measure in combat. A shield's powers and drawbacks are defined by its size. The larger the shield the better its defensive bonus but the worse it is for agility checks and evade rolls. Shields can be used to 'Shield Punch', dealing blunt damage based upon their size. Note that all shields have the 'unsuitable' weapon tag by default in the advanced rules. Shields add their quality or magical bonus to their agility check, defensive bonus, and any shield punch attack and damage rolls. Cloaks and capes may be used to block melee attacks and cloaks also help with evade rolls. Having a free hand grants a +1 bonus to agility checks but not evasion rolls.

| <i>Type</i> | <i>Block</i> | <i>Mod</i> | <i>Dots</i> |
|-------------|--------------|------------|-------------|
| Small | +1 | -1 | 1 |
| Medium | +2 | -2 | 2 |
| Large | +4 | -4 | 4 |
| Cloak | +1* | 0 / +1 | 1 |
| Free Hand | N/A | +1 / 0 | - |

BASIC WEAPONS

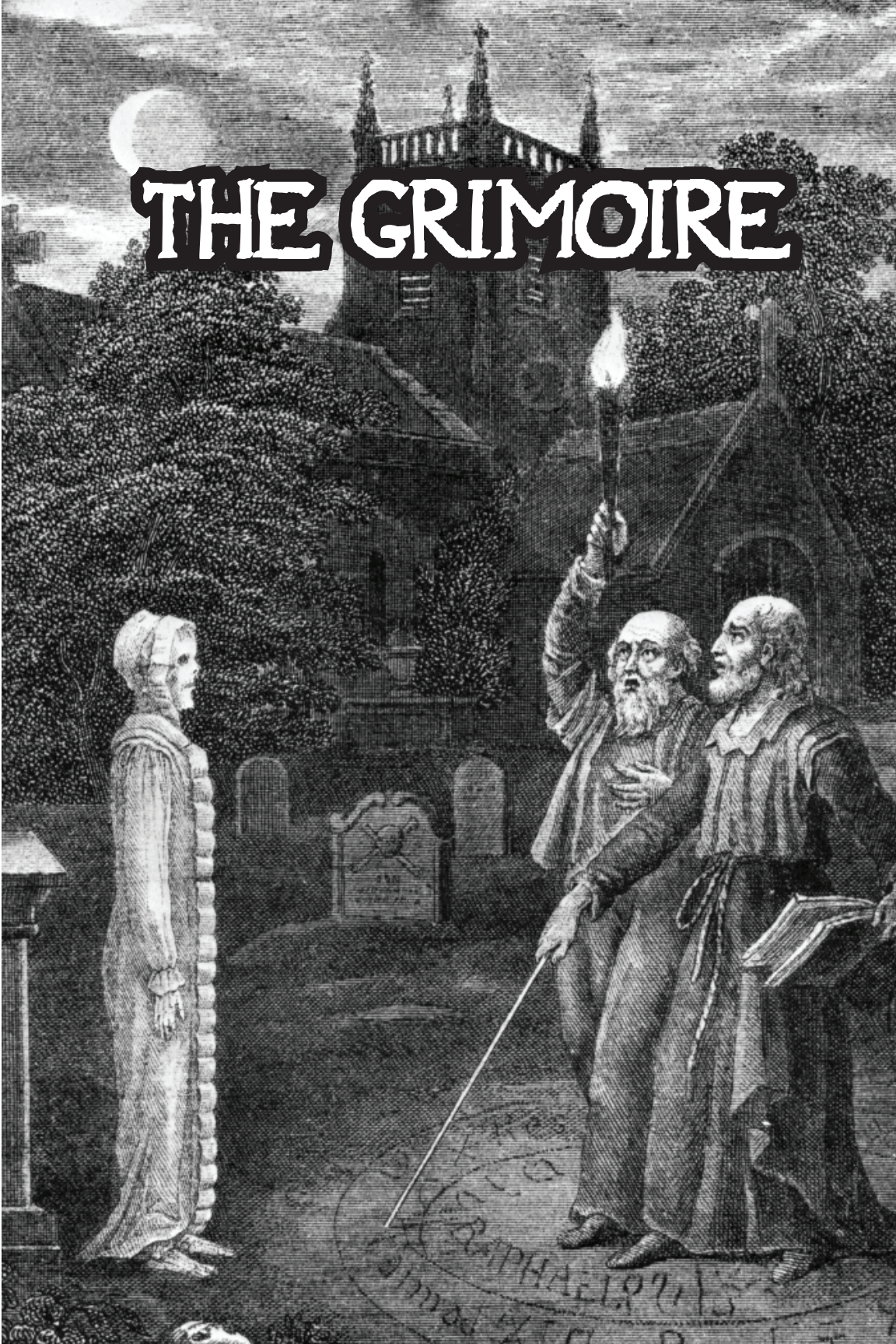
Much like armour, weapons are described with basic characteristics and then modified by the use of descriptive tags. Weapons are primarily defined by their size: small, medium or large. A weapon's size determines its base damage die, and weapon range (which is only used in Advanced games). Large weapons require two hands to wield properly without inhuman or supernatural strength.

Damage is altered by the Perception modifier for missile weapons, and the Strength modifier for melee or thrown weapons.

| <i>Type</i> | <i>Reach</i> | <i>Damage</i> | <i>Dots</i> |
|-------------|--------------|---------------|-------------|
| Small | 1 | d4 | 1 |
| Medium | 2 | d6 | 2 |
| Large | 4 | d8 | 4 |

In the advanced rules the differences between a club, a sword, and a spear are hashed out using the "tag" system.

THE GRIMOIRE



THE GRIMOIRE

THE GAME MECHANICS OF SORCERY

Casting spells, mechanically, involves several steps. A caster (not just a Mystic) announces the spell to be cast, selects a power level for the spell, pays any costs and then casts the spell as a conflict action. A caster cannot cast a spell that the caster cannot afford to pay. A caster's Occult is also often modified by armour worn.

A caster must also choose a power level for most spells. Increasing the spell's power level will increase its difficulty, cost and will change the scope of the spell. This is somewhat modified by how well known the spell is. If the caster is the only one who knows the spell, it will be double the intended power level when cast. Magic is weird and mysterious; the more who know of it, the less power it holds. It is literally the occult (the hidden).

The caster then must try to fight reality to cast the spell, exactly like a conflict. The caster makes a casting roll, rolling a dX and adding their Occult to the roll as a bonus. The universe always scores a 10 (as if it were calm, at least in this dimension) and adds the difficulty of the spell as a bonus. If the wizard fails to cast the spell she must pay an additional point of cost for each point she failed by. If a wizard rolled a 5 with a total bonus of +3 against a difficulty of 2 then not

only would she pay the cost of the spell (which doesn't go off) but an additional 4 cost as well (to bring her up to the 12 scored by the universe). An epic failure counts as a total score of at most 0 and an epic success will always succeed (unless an epic success is scored in a defence, such as from a counterspell). Being knocked prone while casting a spell causes it to fail, but might not require any additional cost.

COST

Magic has a price. That price is listed as the spell's cost. A wizard must suffer 1 point of stress per point of cost followed by damage if the caster is driven insane; This loss cannot be absorbed with luck points. Instead of stress, Elves will suffer mutation (followed by damage after they mutate), and Dwarves will suffer illness on a 1 to 1 basis.

A spell can never be lowered below a cost of 1 unless some form of innately magical component is being consumed. A character that has mana may pay with it instead of stress, illness, mutation, or damage (thus a cost 1 spell is either 1 mana or 1 stress/damage/illness/mutation).

MANA

Some characters will have a mana pool, this allows them to store and 'heal' mana. Without the ability to store mana in such a way it will bleed off fairly quickly, a point per minute usually.

DEFENCES AGAINST THE DARKARTS

Those subject to malicious spells and enchantments are not without recourse if they are properly schooled in the spells being used. This is one of the reasons that wizards do not share their spells.

COUNTERSPELLS

An opposing magician may attempt to counter a spell as it is being cast. The opposing magician must spend an action to interrupt the caster (requiring higher initiative) and must also know the spell in question (meaning they must have it memorized or in the tome in front of them). The opposing magician rolls a dX and adds their Occult to the roll. This score is used as an additional defence roll that the caster must beat. An epic failure on a counterspell counts as a zero and an epic success will always cancel a spell though it might still not end up costing the caster additional cost.

So if Flandag casts a spell with a total dX value of 10 with a difficulty of 2 and someone counters the spell (scoring a 17) then Flandag will pay 9 additional cost (2 from the universe scoring a 12 and 7 from the counterspell). If Flandag scored a value of 22 and someone countered with a natural 20 and a +1 bonus then the spell would be countered but Flandag would not pay any additional cost.

WARDS

A magician may craft a protective ward against any spell they have access to with a few hours notice at a cost of 1. This ward will take up a dot of inventory and cannot be stored in a container for it to function. Should someone wearing this ward be the target of the spell in question, the ward will attempt to keep the spell from affecting its bearer (other targets may still be impacted). This function mirrors the counterspell functionality as described above (using the Occult of the ward's crafter at the time of its creation). Regardless of success or failure, the ward is consumed in the attempt.

DISPELLING

A magician may attempt to dispel a single spell that is currently in effect for a cost of 1. This includes spells affecting items, people, places, or even the magician herself. The magician must both know the spell in question and be able to touch (or at least hover a hand over) the target entity for ?d20 actions. At the end of that period, the magician rolls a dX and adds her Occult to the roll. This roll must exceed 10+ the difficulty of ALL of the spells currently impacting the target. If the magician succeeds in the roll, a single spell is deactivated. If the magician fails, they must immediately pay the difference in cost as if they failed to cast a spell. Due to this risk, magicians often store dispel attempts inside of potions or



other delayed casting mechanisms. They have a cost of 10 and suffer a -1 penalty for each day since they were made, regardless of form.

LEARNING AND MEMORIZING SPELLS

To cast a spell a sorcerer must spend an action and either have it memorized by spending a skill slot or using a held object with an accompanying skill to decipher it. That is a fancy way of saying using a grimoire and a skill to be literate in most cases, but it doesn't have to be. A wizard could encode their spell in a cut gem, requiring a skill such as a gemology to read its peculiar lines. An artist could hide the steps to a spell in an abstract painting, an astrologer in star charts, or a demonologist in the visages of unsettling idols. Use whatever fits in the tone of your campaign. A mystic with the Sage power can always reverse engineer this kind of encryption and translate the spell into another format. Books will probably still be the most common method of writing spells, due to the density they can contain in a single object, but they do bring their own hassle. If there are more than four or five spells in a book you may wish to add a search time to find the right spell's starting page, similar to retrieving an item from a backpack. How far down that rabbit hole you go depends on how much you want to stress inventory management for wizards.

A character can also temporarily memorize up to one spell with about an hour of preparation. When first attempting to cast such a spell, make an intelligence check. A failed check causes a mystical failure as if an epic failure was rolled.. This temporary memorization only lasts until sleep.

RESEARCHING SPELLS

A sorcerer may study an individual or item and attempt to discern if it is magic, what spells are influencing the item or creature (permanent or otherwise) , and even disassemble it to learn the magic for herself. Unless they have the Sage power this requires a well stocked laboratory (or a consumable testing kit of some sort).

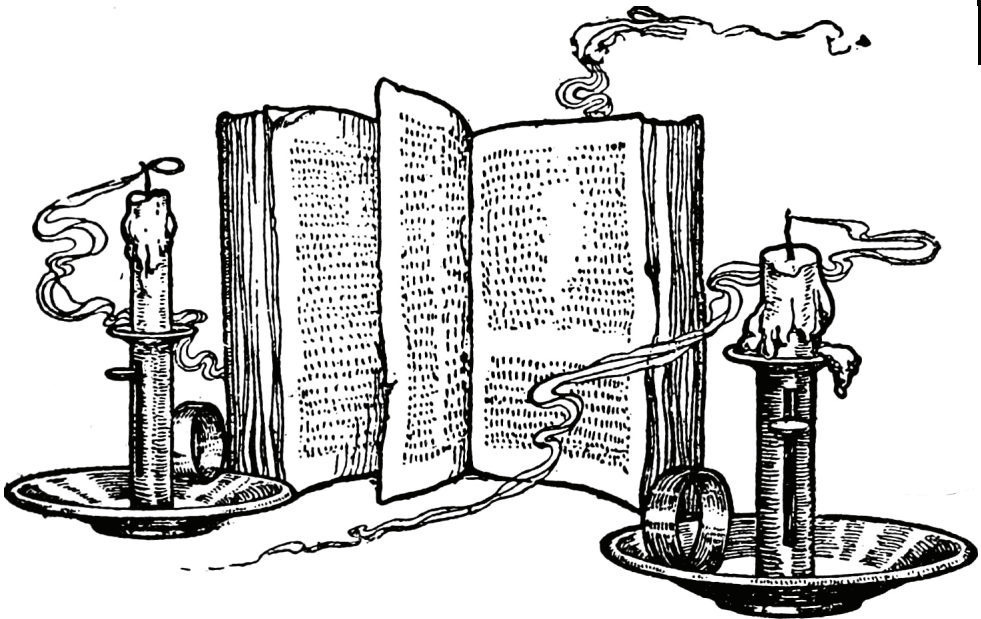
To test if an item is magic merely requires paying a Cost of 1 and a day to spend running various tests. A Sage does not need to pay any Cost to do this. A Sage with laboratory can conduct this test in a single minute.

After confirming something is magic She may spend a day to examine the object or creature. They then pay a cost of 1 and make a Casting roll against the sum difficulty of all spells impacting the target (or the Faith of miracles) added to the roll of a d20. (If as the GM you don't know use the example chart included). On a success she identifies what spells and miracles are at work on the item or creature. A Sage does not pay any Cost (including

on a failed Casting roll) and if she has access to a laboratory requires only an hour of time to complete the work.

The sorcerer may also pay 1 cost and make a similar Casting roll at the end of a season's work to reverse engineer a totemic spell, a magical item that has already been identified, or a creature's innate spell and in doing so learn one relevant spell of her choice (Miracles are not spells). The item or creature is destroyed in the process regardless of success. For a creature, using a fresh corpse gives an additional +5 difficulty while an ancient one gives an additional +20 difficulty. A Sage does not pay any cost, and completes the work in a single week if she has access to a laboratory.

| <i>Type of Bullshit Magic you didn't plan for</i> | <i>Difficulty Modifier</i> |
|---|----------------------------|
| Minor Cantrip | +2 |
| Competent Magic | +5 |
| Powerful Enchantments | +10 |
| Ancient Sorcery | +20 |
| Primordial Chaos | +40 |
| Vivisection | +0 |
| Fresh Corpse | +5 |
| Ancient Remains | +20 |



MAKING NEW SPELLS

The spells listed in NGR are generic variants devoid of real flavour. They are broken into a method of targeting, an effect, and any special options. This is to let you quickly adjudicate spells that existed only in your head before a player kicked a friendly court wizard in the nards because they were bored and wanted a fight. It also allows you to randomly generate new spells for use as treasure.

Pick (or roll a d12) a method of delivery which will set the difficulty per power level and pick (or roll a pair of d6s as a d66) an effect which will set the cost per power level. If you select one or more kickers (extra effects) that may impact the difficulty or cost by either a set amount or an amount per power level. You can roll a d20 for potential kickers if you want. If something has a reversible effect (like teleport/summon) then use the total of the dice being odd/even to randomly select. Or just pick. Whatever.

The spells generated will be things like “Bolt of Damage” which is lame, so its up to you to crank that into “Manxibran’s Magnificent Mutilation” or “Finger of the Black Death” or something similar.

THE WIZARD’S GRIMOIRE Ω

DELIVERY

① SELF

DIFFICULTY *0.5 per power level (round down)*

RANGE *Self*

This caster is the target of the spell and suffers the full effect.

② TOUCH

DIFFICULTY *1 per power level*

RANGE *Touch*

This caster makes a free unarmed attack against a target. The caster may spend 1 success to cause the target to suffer the full effect. If the caster misses, the spell is lost.

③ BOLT

DIFFICULTY *2 per power level*

RANGE *Long Missile Range (10 Areas)*

The caster makes a free missile attack against a target. The caster must spend the first success to cause the target to suffer the spell’s full effect. Other successes may only be spent on ‘knock-down’ or ‘disarm’.

④ CONJURE

DIFFICULTY *1 per power level*

RANGE *Current Area*

This space more or less directly in front of the area is the target of the spell, with whatever is there at the end of the round suffering the full effect. A target that is defending itself can choose to be out of the way.

(5) REMOTE

DIFFICULTY 3 per power level

RANGE 25 miles per power level

The caster targets any being within range that the caster has a piece of (blood, hair, nail clippings), or any supernatural creature the caster knows the true name of regardless of range. The target suffers the full effect.

(6) CONE

DIFFICULTY 3 per power level

RANGE 1 Area

The caster billows forth a cone of magic. 1 target in the same area will suffer the full effect or 1 target per power level in an adjacent area will suffer the partial effect.

(7) VOLLEY

DIFFICULTY 3 per power level

RANGE Long Missile Range (10 Areas)

The caster makes a free missile attack against 1 target per power level with a +1 bonus per power level. The caster must spend the first success to cause the target to suffer the spell's partial effect. Other successes may only be spent on 'knock-down' or 'disarm'.

(8) GAZE

DIFFICULTY 2 per power level

RANGE Short Missile Range (1 Area)

The caster makes a free detection roll against a visible target, who can attempt to avoid locking eyes with an evasion check. The caster must spend the first success to cause the target to

suffer the spell's full effect. Further successes are probably useless.

(9) WORD

DIFFICULTY 2 per power level

RANGE Short Missile Range (1 Area)

The caster gains 1 free appeal against a unique target per power level with a +1 bonus per power level. These appeals cannot be turned into statements. The caster must spend the first success to cause a target to suffer the spell's partial effect.

(10) ZONE

DIFFICULTY 5 per power level

RANGE 1 Area per power level

Everything in the same area as the caster suffers the spell's full effect, though a saving through might allow them to only suffer the partial effect. For each additional power level the caster may select 1 additional adjacent area to be affected.

(11) ITEM

DIFFICULTY 1 per power level

RANGE Touch

The caster places the spell as a stored energy inside an object they craft. Each version of this spell should be a different object type. The first person to "use" the object (drinking a potion, being struck by an arrow, reading a scroll) suffers the major effect. The spell degrades by 1 power level per week unless the item is stored in ideal conditions for its type (such as a scroll in a dry desert).



(12) RUNE

DIFFICULTY 1 per power level

RANGE *The Immediate Area*

The caster writes magic symbol(s) on an object or surface that contains within them a specific set of conditions. The first thing to fulfill those conditions in the presence of the writing is the target of the spell and suffers the full effect. The spell is broken if the rune is defaced before it triggers.

EFFECT

(1-1) ARMOUR

COST 3 cumulative per power level

FULL EFFECT

This spell grants the target a DR equal to the spell's power level for 15 minutes per power level.

PARTIAL EFFECT

This spell grants the target a DR of 1 for 15 minutes.

Depending on the version of the spell can be through magical body paint, energy fields, hardening the wizard's clothing or other methods. This effect does not stack with armour or other means of gaining damage reduction. Use the greater value provided.

(1-2) BARRIER

COST 5 per power level

FULL EFFECT

This spell creates a wall or barrier with a size and shape of the caster's choice centered on the target. This barrier has a length of up to 5(cumulative) feet per power level and a height of up to 5 feet per power level. If the barrier is solid it can absorb 10 points of damage per power level, with a DR of 1 per power level. A damaging barrier will do 1d6 damage per power level of the spell if someone attempts to cross the barrier and 1d6 damage if they merely touch the barrier. The barrier will last for 5 (cumulative) minutes per power level.

PARTIAL EFFECT

This spell creates a small five foot by five foot barrier centered on the target. If the barrier is solid it can absorb 10 points of damage with a DR of 1. A damaging barrier will do 1d6 damage if someone attempts to cross the barrier and 1 damage if they merely touch the barrier. The barrier will last for 5 minutes.

Depending on the exact version of this spell it will either be a solid (force field, briars, ice, etc) or damaging barrier (fire, lightning, poison gas, etc). After the spell duration expires, any materials conjured by the spell will remain. For example, an ice barrier would leave a large slab of ice behind that would melt normally while a poison gas barrier would leave a cloud of poison gas behind that would drift and settle normally.

(1-3) BLURRED FORM

COST 1 cumulative per power level

FULL EFFECT

The target gains +1 per power level to evade rolls for hiding and also a +1 per power level to defence rolls when taking a move action . This benefit will last for 1 minute per power level.

PARTIAL EFFECT

The target gains +1 to evade rolls for hiding and +1 to defense rolls while taking a move action for 1 minute.

This spell blurs the outline of the target, making it very different to focus on them and discern their exact position.

(1-4) CHANELLING

COST 1

FULL EFFECT

The target gains 3(cumulative) points of mana per power level of the spell.

PARTIAL EFFECT

The target gains 3 points of mana.

This spell is used to recharge the mana stores of the target. The spell either draws from hidden reserves within the caster, or collects magical energy from the world around the caster, depleting it until natural restoration for the area occurs. If it is drawn from the caster, the caster usually suffers some form of accrued points (such as 1 damage) that cannot be absorbed through luck. Otherwise the caster will usually consume or sacrifice some item or being.

(1-5) CHARM

COST 1 cumulative per power level

FULL EFFECT

The target suffers -1 to resistance rolls per power level against the caster and suffers 1 additional influence per power level per die from successful appeals from the caster for 10 (doubling) minutes per power level.

PARTIAL EFFECT

The target suffers -1 to resistance rolls against the caster and suffers 1 additional influence per die from successful appeals from the caster for 10 minutes.

This spell lowers the mental defenses of the target against the caster and could represent hypnotism or a love potion.

(1-6) DAMAGE

COST 2 per power level

FULL EFFECT

This spell deals 1d6 damage times the spell's power level. to the target.

PARTIAL EFFECT

This spell deals 1d6 damage to the target.

Different versions might also do stress, illness, or similar dangerous effects or just different methods of damage such as fire, or acid, or lightning.



(2-1) EMBIGGEN/DEBIGULATE

COST 10 cumulative per power level

FULL EFFECT

The target grows by one size modifier per power level or the target shrinks by 1 size modifier per power level. This lasts for 1 hour per power level.

PARTIAL EFFECT

The target grows by one size modifier or the target shrinks by 1 size modifier for 1 hour.

This spell causes the target to grow (or shrink). A normal sized human could be increased to a size modifier of 2 or decreased to a size modifier of 1/2. Note that embiggen and debigulate are two different spells and knowing one does not guarantee the wizard knows how to cast the opposing spell.

(2-2) ENCHANT ITEM

COST 10 cumulative per power level

FULL EFFECT

Target item is a +0 item, gaining +1 for each additional power level up to +5 for 1 (doubling) hour per power level.

PARTIAL EFFECT

Target item is a +0 item for 1 hour.

This spell makes a personal sized piece of equipment into a magical item. This spell's duration can be ignored for magical materials, which will hold the charge indefinitely if the bonus granted is equal to or less than the power of the material (for example, silver can hold a +0 bonus indefinitely while Meteoric Iron can hold up to a +3 bonus indefinitely).

(2-3) ENCHANCED CAPACITY

COST 1 per power level

FULL EFFECT

If the target is a container, its storage capacity is increased by 1 dot per power level for 1 day per power level.

PARTIAL EFFECT

If the target is a container, its storage capacity is increased by 1 dot for hour.

This spell causes a sealable container to be "larger on the inside". When the spell ends, any excess matter is either compacted or extruded through portals (lids, doors, etc), choosing the path of least resistance.

(2-4) FAST FEET

COST 1 cumulative per power level

FULL EFFECT

When the target takes a move action they may move 1 extra area per power level. This lasts for 1 round per power level.

PARTIAL EFFECT

When the target takes a move action they may move 1 extra area for 1 round.

This spell causes the target's legs to be able to move at comically fast speeds. At sufficient speeds this may allow the caster to run over water or up walls.

(2-5) FLIGHT

COST 3 cumulative per power level

FULL EFFECT

The target may fly for 10 minutes per power level. They may fly at a rate of 1 area per per power level per move action.

PARTIAL EFFECT

The target may fly for 10 minutes. They may fly at a rate of 1 area per per move action.

This spell allows the target to fly for the spell's duration, with some versions they may grow wings or have other such limitations. The target can only be attacked in melee by non-fliers if interrupted when attacking someone in melee.

(2-6) GLAMOUR

COST 1 per power level

FULL EFFECT

The target changes its appearance (as well as potentially the voice and smell) to that of something different for 10 (doubling) minutes per power level for up to 1 person per power level at a time.

PARTIAL EFFECT

The target changes its appearance (as well as potentially the voice and smell) to that of something different for 10 minutes to a single observer at a time.

This spell creates an illusion to change the appearance of a target (as well as potentially the voice and smell depending on the version spell) to a limited number of people at a time.

If too many people are observing at once, the last observers are unaffected until someone else stops observing and the illusion can catch up. If the someone is familiar with the individual the target is impersonating they may use Detection rolls to see through the disguise.

(3-1) GLOW

COST 1 per power level

FULL EFFECT

The target counts as a light source of +1 per power level for 10 minutes per power level

PARTIAL EFFECT

The target counts as a +0 light source for 10 minutes.

This spell causes the target to be outlined with a faint glow, though it could also manifest as flickering flames, or coloured light depending on the version of the spell.

(3-2) IMPRISON

COST 5 per power level

FULL EFFECT

The target suffers !d6 influence power level to convince it to be bound.

PARTIAL EFFECT

The target suffers !d6 influence to convince it to be bound.

This spell will only affect a mystical or incorporeal creature (such as a ghost, demon, djinn or dryad). They cannot choose stubborn refusal against being bound into an object. The object itself is always considered a spell compo-



ment and not always a beneficial one. Living objects require a willing target (including a calm but unaware target). The being is trapped and powerless in the item until the spell expires or the object is broken or interfered with in some way (ie, opening a box or uncorking a bottle). Certain versions of this spell may allow the being to communicate. The version of the spell will dictate if capturing multiple beings at once needs multiple objects or if they all must be stored in the same object (and therefore released at once as well)

(3-3) INCORPOREAL

COST 3 *per power level*

FULL EFFECT

The target becomes incorporeal for 1 cumulative round per power level and may move 1 area for every two power levels per move action.

PARTIAL EFFECT

The target becomes incorporeal for 1 round and must take 2 move actions to move 1 area.

This spell forces the target to assume an incorporeal form. The type of form (ethereal, mist, hologram) is based upon the version of the spell. The target may be able to move through walls, or slip through cracks depending on the version of the spell. The target is immune to mundane physical attacks though may be injured through methods appropriate to the form (such as strong winds against a mist form). This spell has a duration,

though the caster may choose to end it at any time.

(3-4) INVISIBILITY

COST 3 *per power level*

FULL EFFECT

This spell turns the target invisible for 1 (cumulative) minute per power level or until they suffer 1 point of damage (or damage equivalent) per power level.

PARTIAL EFFECT

This spell turns the target invisible for 1 minute or until they suffer 1 point of damage (or damage equivalent).

This spell turns the target invisible, allowing them to treat all hiding based evade checks as epic successes unless they are epic failures. Damage equivalency includes being covered with a substance to make the caster visible such as water or paint.

(3-5) LOCK/OPEN

COST 2 *per power level*

FULL EFFECT

This spell seals (or attempts to open) the target door, window, chest, or other devices as if by the caster using their own strength, but with a size modifier equal to the spell's power level.

PARTIAL EFFECT

This spell seals (or attempts to open) the target door, window, chest, or other devices as if by the caster using their own strength

Lock and Open are two different versions of this spell and knowing one does not mean a caster knows the other. The “Lock” version creates glowing runes that keep the target locked until they are forced open or the caster casts this same spell again.

(3-6) MESSAGE

COST 1 per power level

FULL EFFECT

This caster establishes communication with the target for 1 round (6 seconds) per power level, allowing two way communication.

PARTIAL EFFECT

The caster sends a single sentence message to the target.

The way the caster communicates to the target will depend on the version of the spell, it might be telepathic or it could be that the target can hear the caster’s voice as if they were next to each other (and vice versa).

(4-1) MIND INVASION

COST 6 per power level

FULL EFFECT

The target must honestly answer a question put forth by the caster to the best of their knowldge in a single sentence or take 1d6 damage times the spell’s power level.

PARTIAL EFFECT

The target must honestly answer a question put forth by the caster to the best of their knowldge in a single sentence or take 1d6 damage.

This spell allows the caster to pry information out of the mind of the target. The question being asked must be the same for all targets and it is not important that there be a mutal language, the question and response are in the form of raw thought. Both the question and answer are telepathic.

(4-2) NECROMANCY

COST 10 per power level

FULL EFFECT

The target corpse (or spirit) is raised as an intelligent undead but still has a chance of being free willed.

PARTIAL EFFECT

The target corpse (or spirit) is raised as mindless undead unless they are free willed.

The nature of undead raised will differ based on each version of the spell. Any heroes or villains who are raised may become free willed undead. Roll a d20 per hero or villain. If the roll is less than the character’s level times the number of milestones they’ve passed, they become free willed. A caster can control 1 (cumulative) undead per point of Occult at any one time, the others act on their own. If the caster dies all of her undead are destroyed, except free willed undead. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.



(4-3) NIGHT VISION

COST 1 per power level

FULL EFFECT

The target gains low light vision for 5 (cumulative) minutes per power level.

PARTIAL EFFECT

The target gains low light vision for 5 minutes.

This spell allows the target to see in the dark up to half of the distance they could see in optimal light. To this end it halves the penalties for darkness.

(4-4) OBFUSCATION

COST 1 per power level

FULL EFFECT

A bank of billowing fog (or similar effect) forms around the target, blocking view to not only the target but anything within 10 feet of it. The fog does not move and will remain for 10 minutes per power level .

PARTIAL EFFECT

A bank of billowing fog (or similar effect) forms around the target, blocking view to not only the target but anything within 10 feet of it. The fog does not move and will remain for 1 minute.

This spell assumes a billowing bank of thick fog, but for other versions it could be magical darkness, acrid smoke or other method of obfuscation. Strong winds, bright lights or other appropriate actions can quickly dissipate the effects of this spell.

(4-5) PETRIFY

COST 20 per power level

FULL EFFECT

The target suffers d20 potential damage times the spells power level. If this would kill the target they are instead turned to stone.

PARTIAL EFFECT

The target suffers d20 potential damage. If this would kill the target they are instead turned to stone.

This spell allows the caster to turn the target to stone. For most versions of the spell this is permanent. In regards to potential damage, note that partial damage can be ignored as described in "Immunity to Normal Weapons".

(4-6) POLYMORPH

COST 12 per power level

FULL EFFECT

The target suffers a d12 mutation per power level of this spell.

PARTIAL EFFECT

The target suffers d12 mutation.

This spell allows the caster to transform the target into something else. The target maintains their intelligence when transformed, though that may degrade/upgrade over time. This spell will last for one day normally, unless altered by spell components or made permanent. Each version of this spell transforms the target into something different and has an additional difficulty added per power level.

Below are some sample difficulties:

| | |
|----------|---------------------|
| Toad | +4 per power level |
| Humanoid | +1 per power level |
| Dragon | +12 per power level |

(5-1) PORTAL

COST 3 per power level

FULL EFFECT

A portal appears at the target with a range of 25 (doubling) miles per power level. It will last 10 minutes per power level.

PARTIAL EFFECT

A portal appears at the target with a range of 500 feet. It will last for 1 minute.

This spell allows the caster to open magical portals. Stepping into a portal will have them emerge from another portal within the portal's range, thus it is required that at least two portals be created. Each portal must be cast from the same version of the spell, and it is possible that one portal will have a range greater than its corresponding portal, making a trip one way. If more than one portal is in range, the user of a portal will emerge from a random portal within range. If the version of the spell shows the other side of the portal (some do, some do not) the character may be able to try and 'time' jump through the portal to find the desired location based on a saving throw.

(5-2) PROTECTION

COST 2 per power level

FULL EFFECT

The target is protected by a force that can absorb 1 cumulative point of damage per power level before dissipating with a DR of 1 for every 3 power levels.

PARTIAL EFFECT

The target is protected by a force that can absorb 1 point of damage before dissipating.

This spell causes the target to be surrounded by a protective force. Depending on the version of the spell it could be a flying shield, a barrier of energy, or even a suit of swirling wind.

(5-3) REGENERATION

COST 2 per power level

FULL EFFECT

The target heals 1 point of damage per power level per round. The spell lasts for 1 round per power level.

PARTIAL EFFECT

The target heals 1 point of damage.

This spell allows the target to heal injuries they suffer, but it does not affect luck. Injuries suffered from fire, acid or from magic weapons will not heal with most versions of this spell (barring spell components). Some versions convert damage into mutation points rather than heal it.



(5-4) SAFETY FALL

COST 2 per power level

FULL EFFECT

The target cannot fall more than 5 feet per round for 1 (cumulative) round per power level.

PARTIAL EFFECT

The target cannot fall more than 5 feet per round for 1 round.

This spell allows the target to fall very gently. If casting this spell while falling, add 2d6 difficulty.

(5-5) SCRY

COST 2 per power level

FULL EFFECT

This caster can observe the target remotely for 1 (cumulative) minute per power level.

PARTIAL EFFECT

This caster can observe the target remotely for 1 minute.

This spell allows the caster to observe a target remotely. Different versions of the spell will have different combinations of senses (sight, sound, smell). The caster observes the target in “third person view”.

(5-6) SILENCE

COST 5 per power level

FULL EFFECT

The target makes no sound and is unable to hear or be affected by sound for 5 minutes per power level.

PARTIAL EFFECT

The target makes no sound and is unable to hear or be affected by sound for 5 minutes.

This spell renders sound impossible. This makes most spell casting impossible and all evade rolls based on sneaking that are not critical failures count as critical successes.

(6-1) SIMULACRUM

COST 10 per power level

FULL EFFECT

The target object (if appropriate) is turned into a simulacrum that can take 2 (cumulative) points of damage per power level before the spell fizzles. It has a duration of 1 (cumulative) hour per power level.

PARTIAL EFFECT

The target object (if appropriate) is turned into a simulacrum that can take 2 points of damage before the spell fizzles. It has a duration of 1 hour per power.

This spell allows the caster to turn an inanimate representation of a being into an obedient servant, such as statue or doll. The composition of the object to be turned into a simulacrum is limited by the version of the spell, ‘Stone Guardian’ may require a

humanoid stone statue while 'Void Knight' may require a suit of armour and 'Nightmare Fuel' may require a stuffed animal. The animate object will have attribute scores determined by the version of the spell. 'Stone Guardian' may have a high strength and low agility while 'Nightmare Fuel' may be the opposite. A simulacrum may be used as a receptacle for an imprison spell, in which case the simulacrum has the Presence, Occult, Faith, Combat and Stealth modifiers of the imprisoned spirit.

(6-2) TELEPORT/SUMMON

COST *5 cumulative per power level*

FULL EFFECT

The target is instantly teleported to the caster (or vice versa).

PARTIAL EFFECT

The target is instantly teleported somewhere it would subconsciously consider not immediately dangerous between its current location and the caster (or vice versa)

Teleport and Summon are really just reversed versions of each other, but they are different spells and knowing one does not mean a caster knows the other. Multiple target's can be summoned to the caster, but what happens if the caster teleports to multiple targets can be messy or just disorienting depending on the specific version of the spell. Some might have the caster teleport to one random target, some to quickly cycle through, other might make multiple copies of the caster or even teleport evenly split portions of the caster.

(6-3) TEMPORARY

COST *1 per power level*

FULL EFFECT

This spell deals 1d6 stun times the spell's power level. to the target.

PARTIAL EFFECT

This spell deals 1d6 stun to the target.

Different versions might also do fear, intoxication, or similar dangerous effects or just different methods of stun such as pain, or choking.

(6-4) VIEW VEIL

COST *1 per power level*

FULL EFFECT

The target can detect any magical beings, including wizards with mana pools as well as any magical items or spells for 1 (cumulative) minute per power level.

PARTIAL EFFECT

The target can detect any magical beings, including wizards with mana pools as well as any magical items or spells for 1 minute.

This spell allows the target to detect magical auras and pierce the veil over the mundane world. The exact nature of how this is detected vary by version (from seeing clouds of magic, to hearing a song, to feeling heat or other more unique methods). Creatures or items that currently lack mana or magical power will not be highlighted by this spell. This does not tell the target what magic is involved, only that magic is present.



(6-5) WATER BREATHING

COST 2 *per power level*

FULL EFFECT

The target can breathe water as if it was air for 15 (cumulative) minutes per power level.

PARTIAL EFFECT

The target can breathe water as if it was air for ?d20 minutes.

This spell allows the target to breathe water and in some rare versions also means that the target breathes air as if it was water.

(6-6) WEAKNESS/STRENGTH

COST 3 *cumulative per power level*

FULL EFFECT

The target is temporarily reduces to Pathetic strength (or gains Supernatural strength) for 1 round per power level.

PARTIAL EFFECT

The target is temporarily reduces to Pathetic strength (or gains Supernatural strength) for 1 round.

This spell temporarily makes the target weaker or stronger. Note that these are two different spells that function very similar and that knowing one does not guarantee knowing the other. Different versions of these spells may impact other attributes such as agility or intelligence.

KICKER

① TRIGGER

DIFFICULTY +1 *per power level*

COST +0

This spell is used to set a condition for another spell to either activate or deactivate. Each version of this spell has its own trigger. For most versions of Trigger, unless otherwise modified by a spell component, a spell that is deactivated by a trigger still counts down its duration as normal, the effects are merely masked.

② CANTRIP

DIFFICULTY +0

COST +1 *per power level*

This spell creates a minor magical effect such as sparkles, wisps of vapour, soft coloured light or minor musical effects.

③ BIND ENCHANTMENT

DIFFICULTY +4 *per power level*

COST +2 (*cumulative*) *per power level*

This spell allows a wizard to increase the length of a spell's duration indefinitely. Until the spell is dispelled, the wizard (or anyone else) may not recast this spell, it is locked into the binding spell. If the spell is dispelled, the wizard can recast this spell. One way to remove the negative impacts of this spell is to combine it with a trigger spell; the trigger would specify a means to cancel the binding rather

than activating it.

Other versions of the spell have other trade-offs, such as creating uncontrolled monster or requiring a bound spirit, but then allow the binding enchantment to be recast. If you create a separate spell to make an unrelated spell permanent, it must be cast at an equal or greater power level than the spell being make permanent.

(4) BLAST

DIFFICULTY +2 *per power level*

COST +2 *per power level*

Blast represents the myriad of spells that cause a deadly explosion. As a kicker, this explosion will occur at the target even if it “misses”. Anything caught in the blast radius will suffer 1d6 damage. The blast diameter is 5 feet per level of the spell. If you are using abstracted positioning, this should hit 1 person per power level in a target area or 1 cumulative per power level if they are clustered in melee or a tight formation.

(5) UNSTABLE

DIFFICULTY +1 (*cumulative*) *per power level*

COST +0

This spell is one that barely functions, perhaps it is one that is too well known and is on the edge of ceasing to work at all. It becomes increasingly difficult to cast this spell.

(6) DANGEROUS

DIFFICULTY +1d6 *per power level*

COST +1d6 *per power level*

This spell is unreliable even for magic. Perhaps it is a bad translation full of imperfect phoenetic equivalences and hand gestures originally meant for the hands of a different species. Perhaps some sections are missing and replaced with best guesses.

(7) CRUDE

DIFFICULTY +0

COST +1 (*cumulative*) *per power level*

This spell is a hurried work that is full of useless gestures and calls to powers who need not be involved, all to patch gaps that may not exist at all by an overly cautious archmage.

(8) RITUAL

DIFFICULTY -1 *per cumulative power level*

COST +0

This spell has taken the form of an elaborate ritual so as to induce the aid of strange powers in teasing open a rift between the mundane and arcane worlds. It lowers the difficulty based on the cumulatvie power level (-1 at power level 1, -2 at power level 3, -3 at power level 6, etc) but increases the casting time to 10 rounds plus 1 round per power level. Any action taken other than casting the spell causes a Mystical Failure.

(9) ROLL TWICE MORE (10-20) NO KICKER

OTHER SPELL EXAMPLES

Spells don't have to follow the template system, here are two examples of non-template spells.

LEAP

DIFFICULTY *1 per power level*

COST *1 cumulative per power level*

RANGE *10 feet up or 1 area over per power level*

This spell allows the caster to leap from standing the full range of the spell. An agility check is required for a successful landing. Long leaps with unsuccessful landings may result in damage.

TELEKINESIS

DIFFICULTY *1 per power level*

COST *1 per power level*

RANGE *0 areas + 1 area per power level*

This spell allows the caster to reach out and manipulate items with her mind. The caster can push, pull, grab and grapple but not strike directly. The caster has an effective 'strength' of 1 per power level. The spell has a duration of 1 round per power level, but the caster must maintain concentration to use this spell for more than one round. This spell can be used without a verbal component by increasing its difficulty by 1d4.



THE HOLY SCRIPTURES



THE HOLY SCRIPTURES

THE GAME MECHANICS OF MIRACLES

Miracles function in a fairly simplistic manner. A character may choose to summon forth a miracle provided she has enough piety to cover the costs. Miracles are not the actions of the character but the actions of a patron on behalf of the character. For some miracles the faith of the character may grant additional benefits. If you are using miracles on a follower of the same faith they can choose to let you use their own piety points as if they were your own for that particular miracle.

Characters can only summon miracles related to their patron's nature. A character must be able to reasonably justify a miracle as relating to the patron's domain they may summon the miracle. For example, a priest of the sun god could call forth 'increase yield' if they justified it as giving the right amount of sun, while the follower of a war god would have a hard time unless it was dressed up in some sort of elaborate ritual.

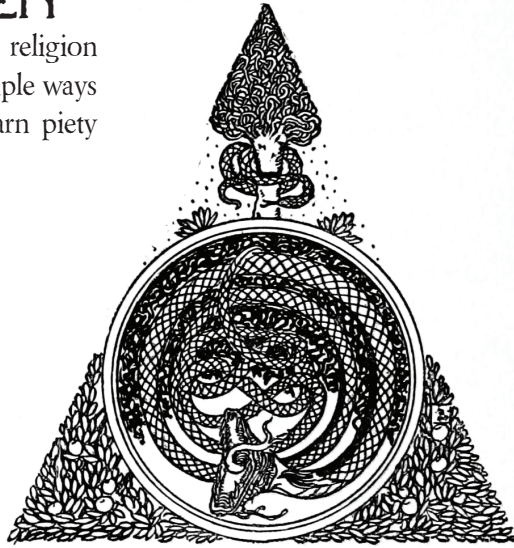
The use of lengthy, time-consuming rituals will be required to use most miracles. A fire priest would probably need an elaborate ritual where a person is surrounded by flame to justify using a healing spell.

Miracles can only easily be summoned on Holy Ground. Attempting to summon them off of Holy Ground costs 100x as much piety. The Mystic class power Thaumaturge allows an exception to this.



ACCUMULATING PIETY

Only those who have joined a religion gain piety. Here are some example ways in which a character could earn piety points:



| <i>Task</i> | <i>Piety</i> |
|--|---|
| Preaching to a congregation for a week | 1 |
| Personally converting someone | 5 or 5 (cumulative) per level |
| Converting a region | 50-1000+ |
| Building a roadside shrine | 2 |
| Building a small shrine | 10 |
| Building a large shrine | 25 |
| Building a small temple | 50 |
| Building a temple or church | 100 |
| Building a great cathedral | 500 |
| Building an epic wonder (such as the Hagia Sophia) | 1000 |
| Completing a small task of faith | 5 |
| Completing a moderate task of faith | 20 |
| Completing a large task of faith | 100 |
| Completing an epic task of faith | 500+ |
| Killing faith enemy | 2 or 2 (cumulative) per level |
| Defiling/Destroying enemy temple | as building |
| Converting a faith enemy | 3 times normal conversion |
| Burial or funeral | 1 + cumulative level* (must be level appropriate) |
| Sacrifices (Patron specific) | As converting, also allows for killing or burial |



A STATE OF GRACE

Those who accumulate 500 piety enter into a State of Grace (or equivalent) with their Patron. While they maintain a stockpile of 500 or more piety they gain the following benefits:

They always count as being on Holy Ground

They are always blessed by their patron and cannot be cursed.

Their bodies do not decay upon their death (and continue to count as blessed).

They count as Supernatural beings and cannot be possessed (though they can be driven mad).

They may gain Relics when rolling the 2d6 at the end of the session.

They intuitively can sense when they are on unholy ground.

Each Patron will also give an additional special benefit, but as a default consider making them unable to contract a disease.

RELICS

To gain a relic, a character in a state of grace's player must roll doubles on the 2d6.

Any time such a character completes a task of faith, there is a small chance of one of their personal effects turning from a mundane item into a holy relic. If they complete an epic task of their faith, then an item automatically becomes a relic.

Relics increase the effectiveness of the item in a way similar to magic items with a numeric bonus, and the item reduce the piety costs of summoning specific miracles. It is also possible that an existing relic will be 'upgraded'.

For each benefit level the relic will reduce base piety cost of any miracle performed "through" it on holy ground by 1 (minimum of 1). Miracles with a piety cost equal to or less than the relic's benefit level may be cast for their base cost by a faithful bearer of the relic, regardless of if they are on unholy ground or not.

The item will count as having a magical bonus of 1 per cumulative benefit level of the relic when wielded by any member of the character's faith against supernatural or otherwise mystical beings. These benefits do not apply on unholy ground.

THE SCRIPTURES

ANTIDOTE

TIME TO CALL FORTH *1 action*

PIETY 5

This miracle allows a priest to temporarily immunize a target against a specific type of poison or cure an amount of existing poison accrual equal to the Faith of the priest. This miracle will last for 1 hour per Faith of the priest.

ARMOUR OF FAITH

TIME TO CALL FORTH *1 action*

PIETY 3

This miracle allows the priest to somehow armour themselves against physical punishment. This could be through spectral armour, turning their skin to stone or covering it in hard bark; it varies from patron to patron. The miracle lasts a number of minutes equal to the cumulative Faith of the priest and grants a damage reduction equal to 1/3 the priest's Faith (round up). This does not combine with armour.

AUGURY

TIME TO CALL FORTH *?d6 rounds*

PIETY 20

The miracle allows the priest to contact powerful spirits, ghosts or other entities to consult for advice. The spirits will grant cryptic riddles that the priest believes are relevant to the current situation. Whether or not this information IS accurate, the trickster deities are likewise entranced

and those present in the priest's gathering gain a number of fate points equal to the priest's Faith, to divide amongst them for use within the next month. Characters cannot have more than one temporary fate at any time. This miracle requires some physical ritual, item or mechanism (dice, tea leaves, the stars) to function.

AUTHORITY

TIME TO CALL FORTH *instant*

PIETY 1

This miracle allows the priest to speak out with a voice carrying the eminent authority of her patron. When in social conflict, this scores additional influence up to the priest's Faith on a successful appeal. The target cannot claim stubborn refusal this round or they are cursed (see miracle).

BIND FAMILIAR

TIME TO CALL FORTH *1 minute*

PIETY 100

A willing supernatural creature is bound to the service of the miracle worker for an agreed upon term. This miracle is often combined with Summon Servant for the patron to provide a specific familiar to serve the character, often with a specific complement of spells to teach them.

A character with a familiar can spend an action to summon the familiar at a cost of 2. The character can transfer mana to and from their familiar by touch. The familiar also acts as a living grimoire and the character may cast any spells the familiar has memorized. If the familiar is harmed



it forces the character to pay a cost of 1 per point of damage in its stead or the familiar is dispelled until the character next dreams.

A character may spend an action to dismiss a familiar back from whence it came until it is needed again. A familiar is also dispelled whenever a character dreams unless the character specifically sends the familiar on a mission. When on a mission, the familiar cannot be summoned by nor dismissed by its master until it returns.

A familiar granted by a patron can be assumed to have a mana pool equal to the character's Faith and is able to memorize a number of spells equal to the character's Faith. A character can have at most one familiar per milestone.

BLESS

TIME TO CALL FORTH *1 action*

PIETY *1; 250 to permanently bless an item*

This miracle imbues a person or item with the favour of the priest's god. The priest must speak out and say an actual blessing, but the target does not need to be specified by name. A blessing could be cast upon the first person to return a stolen trinket for example. The blessed person or item receives a +1 universal bonus until the target (or wielder of the item) makes an action (even minor) against the priest's patron or a number of hours equal to the priest's Faith pass since the blessing was applied. Giving different gods different blessings is a great way to add variety.

CALAMITY

TIME TO CALL FORTH *4 weeks + 1 week per 1,000 people*

PIETY *200, plus 50 per week*

This ritual causes a city, settlement or similar dwelling to suffer a disaster (natural or supernatural) based upon the priest's patron. This ritual must be conducted on holy ground within sight (or within) the settlement in question. As the ritual is being performed, warning signs and omens will begin to appear throughout the region. Any attempts at augury or prophecy will grant additional and clear-cut reference to a calamity approaching. The calamity will completely bypass any followers of the priest's patron who shelter upon holy ground.

This ritual is conducted in a series of individual sessions, once per week until completed. If a session is disrupted and the priest killed or captured, or all of the holy ground in sight of the region is destroyed, the calamity is averted.

CAUSE FIRE

TIME TO CALL FORTH *?d4 rounds*

PIETY *5*

This miracle allows the priest to cause a combustible item to ignite in a single finger sized flame. The item may be one area away per point of Faith of the priest.

CHANT

TIME TO CALL FORTH *1 round to establish*
PIETY *1 per minute*

This miracle allows a priest to invoke her patron's power to protect her and her companions. This gives a +1 bonus to the priest's allies for morale, Combat and saving throws, and a -1 penalty to her enemy's morale, Combat and saving throws. This bonus is doubled on holy ground and ineffective on unholy ground. Chanting is interrupted and must be begun again if the priest is struck in combat or otherwise disrupted. Only one chant can be in effect at once. If competing chants are uttered, roll a comparative check of a dX + the priest's Faith. The losing priest's chant is disrupted.

CHANNEL THE DIVINE

TIME TO CALL FORTH *1 action*
PIETY *Up to 1 per point of Faith*

This miracle allows the priest to tap into the magical power of her patron. For each point of piety spent, the priest gains 1 mana.

COMBINE

TIME TO CALL FORTH *1 round*
PIETY *1 for each priest*

This ritual will allow two to five priests to surround a central priest by holding hands in a circle. The central priest gains two to five Faith (the number of priests) for the purposes of summoning a miracle. If disturbed (i.e., an attack) the effect ends.

CONSECRATE GROUND

TIME TO CALL FORTH *Several hours*
PIETY *see below*

This ritual will make an area of ground count as holy ground. The ground must be free of the influence of other deities of power or this ritual will not hold. To keep it permanent there must be an undefiled shrine, temple or church in the area. Enemies of the priest's patron cannot heal on the ground, and mundane weapons wielded by the faithful count as +0 weapons. Blessed weapons of the priest's patron and successful exorcism attempts always count as critical hits against the patron's enemies. The ritual requires holy substance to splash at the edges of the land.

| Type | Radius | Cost (Piety) |
|-----------------|--------|--------------|
| Roadside Shrine | 10ft | 5 piety |
| Small Shrine | 50ft | 10 piety |
| Large Shrine | 150ft | 20 piety |
| Small Temple | 250ft | 40 piety |
| Medium Temple | 500ft | 80 piety |
| Large Cathedral | 1000ft | 150 piety |
| Epic Wonder | 5000ft | 300 piety |

CREATE HOLY ITEM

TIME TO CALL FORTH *1 action*
PIETY *5 for holy symbol; 3 for a dose of holy substance*

This miracle allows the priest to create holy symbols, holy water, holy dust, sacred flames or other compounds specific to their patron. Additional



requirements for the items (smiths, materials, etc) may still be required. Any substances created in this way must be kept secure and free of outside contamination or they lose their magical powers. Any holy item counts as a +1 item to mystical faith enemies and grants +1 Faith when brandished.

Holy symbols can be used to parry the attacks of supernatural faith enemies and gives a bonus against possession or exorcism attempts. Wearing a holy symbol also gives a different bonus against possession and exorcism attempts.

Holy substances deal a 1d6 damage per round to supernatural faith enemies. If annointed in the substance, this would also apply to any melee attacks suffered through the substance would quickly lose potency within a minute or two.

CURE DISEASE

TIME TO CALL FORTH *10 minutes*

PIETY

2 piety for trivial illness (cold, flu, etc)

8 piety for a dangerous illness (dysentery)

20 piety for a likely fatal illness (malaria)

50 piety for a permanent illness (leprosy)

This miracle calls forth the power of the priest's patron to cure a mundane disease on a single person whom the priest must physically handle for the entire length of the ritual. Priests in a state of grace pay half piety (round down).

CURSE

TIME TO CALL FORTH *1 action*

PIETY *3; 50 to permanently curse*

This miracle curses a person or item with the wrath of the priest's patron; the priest must speak out and say an actual curse, but the target does not need to be specified by name. A curse could be cast upon the first person to open a tomb for example. In those cases the curse must be recorded, either in writing or remembered oral history. The cursed person or item receives a -1 universal penalty until the target (or wielder of the item) makes a suitable offering to the priest's patron, is blessed by a priest with a higher Faith, or the miracle's duration expires. The miracle will last a number of days equal to the priest's Faith once it has been applied to a target. Giving different gods different curses is a great way to add variety.

DIVINE INTERVENTION

TIME TO CALL FORTH *Instant*

PIETY *All*

This is THE miracle; the priest's patron directly intervenes on behalf of the priest to save the priest (and usually her companions). The exact extent of the act depends on the patron, and the priest has no ability to convince the patron to be more gracious. The priest must have at least 1000 piety to perform this miracle.

ENDURE TEMPERATURE

TIME TO CALL FORTH *1 action*
PIETY 5

This miracle allows a priest to ignore any non-magical heat and cold naturally found in the world. The priest also gains a DR of 1/3 her Faith (round down) against heat and cold based attacks (including fire). This miracle lasts a number of hours equal to the priest's Faith.

ENTANGLEMENT

TIME TO CALL FORTH *1 action*
PIETY 4

This miracle allows a priest to make a region of plant life twist and bend to entangle anyone caught in it. Each round anyone in the radius (or who moves into it) must make a strength check or be held fast for the round. No one (regardless of the check results) may move more than one area or make missile attacks; the plants will entangle missile weapons before they can fire. The miracle affects 1 area for every 3 points of Faith of the priest (round up) and will last 1 round per Faith of the priest.

ETERNAL GUARDIAN

TIME TO CALL FORTH *1 day of contemplation*
PIETY 500

This miracle allows the priest a sort of immortality. The priest will not die of age as long as they remain upon holy ground (not including a state of grace).

If the priest is in a state of grace, they will also not physically age. Should the priest leave holy ground the 'bypassed' age will return over a one-day period or natural death would occur. If a priest had remained on holy ground for twenty four years she would age at a rate of one year per hour upon leaving holy ground. The ending of this miracle can quickly kill a truly ancient priest.

FEAST OF PROVIDENCE

TIME TO CALL FORTH *5 minutes*
PIETY 5

With this miracle the priest can cause a single serving of food to expand to feed many, either by making each tiny crumb nourishing or by replicating the existing food many times over. The priest can feed up to 1 (cumulative) person for a full day per point of Faith. The food only lasts for a day and then spoils, it cannot be saved for travelling or stores. This requires at least a small amount of food.

FURY

TIME TO CALL FORTH *?d4 rounds*
PIETY 3

This miracle allows a priest to fill a nearby target with utter rage and fury. The target will get -5 to attack and become Reckless, but also +5 to melee damage and an immunity to stun damage. This miracle will last a number of rounds equal to the priest's Faith.



GOLEM

TIME TO CALL FORTH *2 days straight*
PIETY 500

This powerful miracle can only be performed upon holy ground; it imbues an idol of the priest's patron with life. The idol will vary in material from patron to patron and must be hand crafted by the priest. The actual construction does not matter, as it is purely the power of the priest's patron that animates the (usually humanoid) idol. The golem will bear a glowing mark of the priest's patron on its forehead and gain the power of that mark. The golem will lash out and violently kill anyone who does not follow the priest's patron. It cannot communicate in any manner, but is intelligent in its mission of destruction. The golem will roam no further than the priest's Faith in miles from the nearest holy ground. The golem has a DR of 1 for each point of Faith of the priest, it also cannot be harmed by mundane means. It suffers 1 (cumulative) damage per round on unholy ground, but is invulnerable on holy ground and regenerates at a rate of 1 point of damage per minute otherwise. The golem has attribute scores equal to 5 plus the priest's Faith, to a maximum of 20, and can have a size modifier of up to the number of milestones the priest has passed. It has no additional Combat modifier, Stealth modifier, Presence or luck points. If the golem travels too far away from holy ground, it is destroyed in a number of hours equal to the priest's Faith.

There is no way to control a golem, but a priest must also create a bound item such as a scroll or clay tablet for the golem. If this object is in any way destroyed, so too is the golem.

HEALING

TIME TO CALL FORTH *1 action*
PIETY *10 per person*

This miracle allows a priest to heal accrued points and luck points on a living target. This miracle can be used on anyone the priest can see or reasonable perceive and can be cast on a number of individuals equal to the priest's Faith at once. Note that the piety costs are still paid for each individual, merely that it can be done quicker. The piety costs double each time this miracle is used on an individual beyond the first in a single day. Characters in a state of grace pay half piety, and all characters may re-roll the dice and choose the better result if they are on holy ground. The target heals 1/3rd of an accrued point per point of Faith of the priest, always rounding up. The target also gains 1d4 luck points per level of the target, increasing whenever the priest's Faith is equal to or greater than the next highest die size's maximum roll. For example, at Faith 6 the miracle would switch to a d6 luck points per level. These luck points follow the normal limitations of regaining luck.

HEALING ITEMS

TIME TO CALL FORTH *1 full round*

PIETY *3 per item*

The priest can turn a religiously appropriate ingestible item in a minor healing item. These items heal a single point of illness, damage, or mutation as well as 1 luck point per level of the recipient. No more than one item can be ingested per day and still have an effect. Healing items last a number of days equal to the cumulative Faith of the priest unless stored on holy ground. If a healing item is stored on holy ground it will last until the item naturally decays or rots. These luck points follow the normal limitations of regaining luck.

ICON WEAPON

TIME TO CALL FORTH *1 round*

PIETY *5*

This miracle allows the priest to make a suitable holy item into a weapon that harms mystical creatures. The item does a d12 damage and counts as a +5 weapon. The weapon lasts a number of rounds equal to the priest's Faith.

LIGHT (DIM)

TIME TO CALL FORTH *1 round*

PIETY *2*

This miracle allows a priest to bring the ambient lighting in a 30 foot radius (or area if it is simpler) equal to that of a single torch(+3 light), or to cancel light by using dim. This miracle will last a number of hours equal to the priest's Faith.

LOST

TIME TO CALL FORTH *5 minutes*

PIETY *12*

This miracle allows the priest to completely remove all natural methods of long distance navigation from an individual or group such as a small caravan or lone trade ship. This causes the stars to appear incorrect and all but the most blatant of landmarks to seem unfamiliar. Any navigation attribute check will automatically result in an epic failure. The priest requires an item from the individual or leader of the target group, such as a lock of hair or a small amount of blood that is destroyed when the miracle is summoned. This miracle lasts for 1 day per point of Faith of the priest.

MOONLIGHT ILLUSIONS

(OR SUNLIGHT,
STARTLIGHT, ETC)

TIME TO CALL FORTH *1*

PIETY *2 per hour, 30 piety per month
100 piety per year, 250 piety for permanent*

This miracle allows the priest to cause visual illusions in the moonlight/sunlight/starlight/firelight. Those suspecting the illusion to be false may make an intelligence check to see through it. This miracle affects an area of 10 (cumulative) square feet per point of Faith of the priest. This illusion may be used at any point the priest can see. Which type of light is required is based on the diety, generally limited to one option.



NATURAL AFFINITY

TIME TO CALL FORTH *1 action*

PIETY 5

This miracle allows the priest to pass by wild animals unbothered, so long as she does not make aggressive acts (or intent) upon an animal, herd or offspring. This will have no effect upon already hostile animals. This lasts a number of hours equal to the priest's Faith.

PROPHECY

TIME TO CALL FORTH *variable*

PIETY *1 gained per point of Faith*

This miracle grants the priest the ability to foresee the future. Mechanically this functions as a fun little mini-game. The priest may issue a prophecy consisting of 'I foresee' and up to 20 additional words to describe a situation or event in the future. The event cannot mention people, places or things directly and must use metaphor or implications. For instance stating 'The King of England' or 'The year 1292' would not be suitable, but saying 'The King of the rose' or 'When the dragon is in the fourth house' would be suitable since they are open to wide interpretation.

The GM then must use up to half as many words as used by the priest to attempt to subvert the prophecy, adding them to the end of the prophecy.

A priest must record all prophecies they make and ensure records are kept. If a prophecy is ever intentionally

lost the priest will lose all piety. This is why there are secret cults existing to guard powerful prophecies. Any character who can claim to complete such a prophecy once and for all gains 4 awesomeness per point of Faith from the prophet. If the prophecy is over a century old they may also claim a destiny point if they do not already have one.

A priest may not have more unfulfilled-prophecies than they have milestones.

PROTECTION

TIME TO CALL FORTH *3 rounds*

PIETY 3

This ritual allows a priest to surround herself with her patron's protection. No mind control, possession, magical or melee attacks by supernatural creatures opposed to her patron will succeed against the priest. The protection fails should the priest directly assault or otherwise act aggressively to such a creature. This means the priest could not strike a demon with a mace, but could pour holy water on the ground by the demon's feet, forcing it to move or be burned. This ritual requires a holy symbol to complete and has thrice the piety cost on unholy ground, and a third the piety cost on holy ground. This miracle lasts a number of rounds equal to the priest's Faith.

RAISE UNDEAD

TIME TO CALL FORTH *1 action*

PIETY *5 or 5 cumulative per level of the undead*

This miracle allows the priest to reanimate corpses into the walking dead. If the priest summons this miracle over the grave, a spirit might be summoned instead. The priest can only animate the bodies of her religion's faithful. The priest pays half piety on holy ground. Any character raised in this manner has a chance of being free willed equal to their level times the number of milestones they have passed on a d20. The priest must touch either the corpse or the grave of the corpse.

RESURRECTION

TIME TO CALL FORTH *?d4 hours*

PIETY *500 (plus sacrifice)*

This miracle allows the priest to summon a spirit from the afterlife to bring its body back to life. Assuming the priest's patron has this power, other limits are placed. Unless the target was in a state of grace upon death, death can only be reversed within a number of hours equal to the priest's cumulative Faith. A sacrifice is always required. For evil patron's this may be people; a good patron may require a loss from the priest, either something specific like sight or something generic like a d4 health points. There is also the ever-present chance something may go wrong...

SAVING LIGHT

TIME TO CALL FORTH *1 round*

PIETY *1*

With this miracle the priest can cause a light source to burn longer than normal. The duration of the lightsource is increased by a number of hours equal to the priest's Faith.

SEANCE

TIME TO CALL FORTH *1 hour*

PIETY *30*

With this miracle the priest can attempt to speak for the dead, providing they have a personal item of the deceased. This must be done in total darkness. A number of people (who knew the deceased in life) equal to the priest's Faith, may each ask one question. The ghost won't discuss its own death. Each answer counts as a Reckless appeal from the ghost causing Stress.

SMITE

TIME TO CALL FORTH *1 action*

PIETY *4 (cumulative) per d6 damage*

This miracle involves the priest calling for an enemy to be smote in her patron's name. The priest's patron funnels energy through the priest at a target. The priest makes a ranged attack roll, using Faith in the place of Combat modifier (10 area range). Only faith enemies are harmed. If the priest is in a state of grace, the priest can re-roll the damage. Secondary characteristics of the smiting vary god to god (beams of light, fire, lightning, etc).



SUMMON SERVANT

TIME TO CALL FORTH *1 round*

PIETY *25*

This miracle allows a priest to summon a supernatural minion from her patron's service. This would include creatures such as a hellhound, ghost, djinn or dryad. The minion will serve the priest in any action that is not against the patron's best interests. The minion may not spend more days away from holy ground than the priest's Faith before needing to return and rest for a full day. Failure to return to holy ground will cause the minion to return from whence it came. Should the minion be lost before being dismissed, the priest will lose an additional 25 piety.

SUMMON WIND

TIME TO CALL FORTH *1 action*

PIETY *Special*

This miracle allows the priest to cause a noticeable breeze to appear in her immediate area. The wind lasts a number of rounds equal to the priest's Faith in enclosed or underground spaces but it lasts ten minutes per point of Faith when used in open terrain.

| <i>Description</i> | <i>Speed</i> | <i>Cost</i> |
|--------------------|--------------|-------------|
| Light Air | 5 km/h | 2 piety |
| Gentle Breeze | 15 km/h | 4 piety |
| Windy | 25 km/h | 16 piety |
| Strong Wind | 40 km/h | 37 piety |
| Gale | 65 km/h | 92 piety |
| Great Storm | 90 km/h | 171 piety |
| Hurricane | 120 km/h | 300 piety |

TONGUES

TIME TO CALL FORTH *Instant*

PIETY *1 per sentence to be understood (run on sentences cost more)*

This miracle allows the priest to have her intentions understood by someone who does not speak her language, or allows the priest to understand the intention of someone else. They do not understand the exact words but get an unshakable hunch as to what is attempting to be said. This does not mean they believe it.

WATER WALK

TIME TO CALL FORTH *1 action*

PIETY *10*

This miracle will allow the priest to walk upon the surface of water as if it were packed soil for up to one round per point of Faith. A priest in a state of grace can use this miracle to walk upon clouds, steam, or similar vapour.

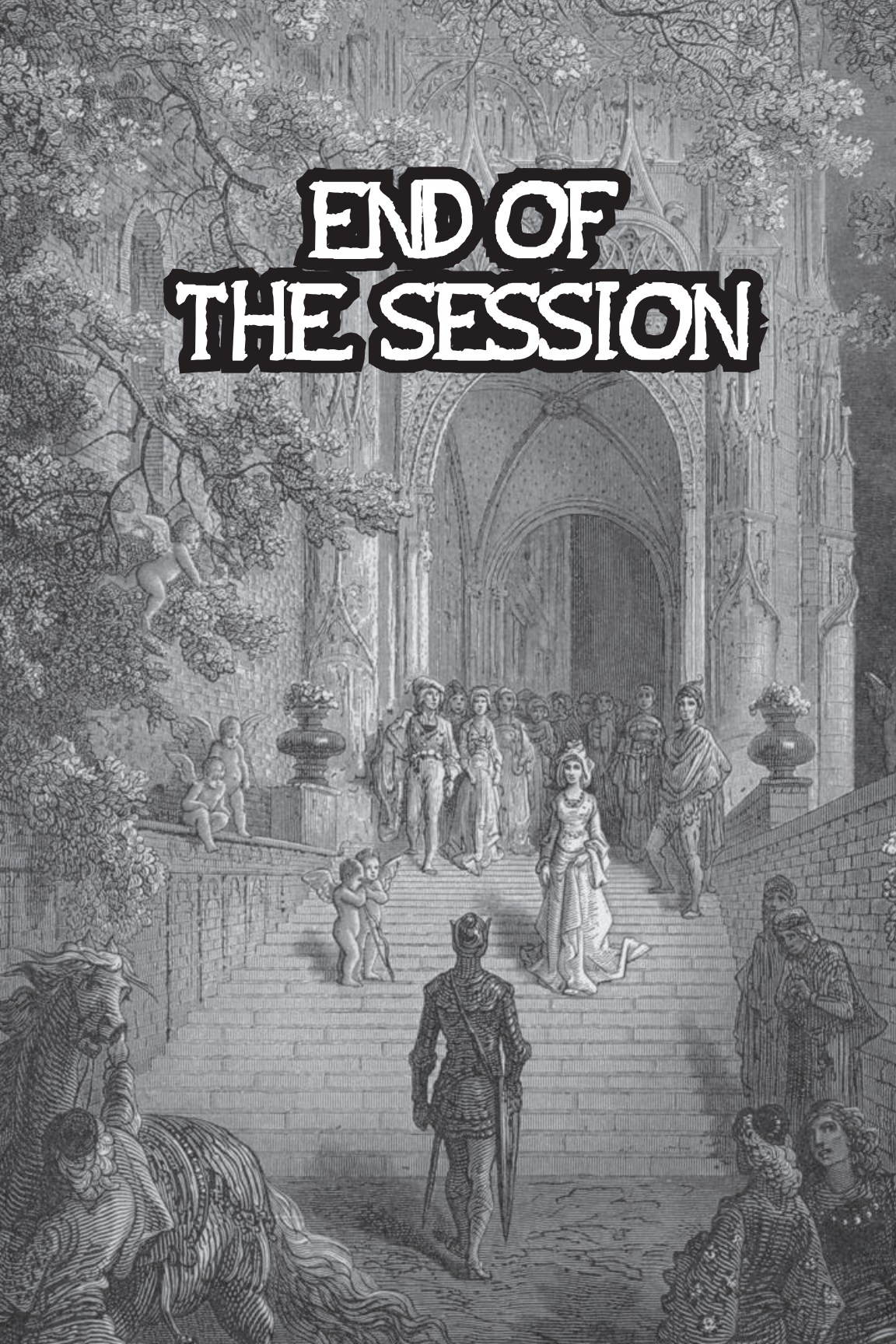
YEAR OF PLENTY (BLIGHT)

TIME TO CALL FORTH *1 hour*

PIETY *1 per garden, boat or hunting team or 10 per field, large ship or hunting ground*

This miracle allows the priest to increase (or decrease) the bounty in a hunt, harvest or fishing haul. The size of the bounty is increased (or decreased) by 5% per point of Faith of the priest.

END OF THE SESSION



END OF THE SESSION

FATE AND DESTINY!

As player characters progress through their adventuring careers they will almost certainly accumulate 'fate points' and 'destiny points'. What exactly are these points? what do they do and how do you get them?

In brief, fate points are the fates and trickster deities subtly altering things to keep their favoured entertainers (i.e. the adventurers) amusing them. Only entertaining heroes and villains will achieve fate points. Fate points are used primarily to re-roll dice, though they do have other functions. At the end of every game session, players will roll to see if they gain more fate points.

Destiny points on the other hand represent a character's purpose. They are very rare and should not be given out randomly. They occur when characters undertake specific and life-altering quests (if that is the sort of game you like) or given out on a player's birthday if you don't. If a character ever has more than one at a time she will become nigh unstoppable in her task. Destiny points give a wide range of possible functions, including but not limited to choosing the results of a die roll without needing to roll.

DESTINY POINTS

Destiny Points are incredibly valuable and may be spent in the following ways:

PERFECT LUCK

Pick the results of a die or set of dice rolled by the character without needing to roll it. A character could thus determine their attack will be an epic success without needing to roll it.

SIC SEMPER TYRANNIS

This option allows for the kind of inglorious anti-climactic death of a character you rarely see. It disallows an opponent from using luck points to soak the damage or other accrued points from an attack. This particularly brutal use of a destiny point would mean that even a mighty hero could be felled by one dagger to the back from a betrayer.

HEROIC SECOND WIND

The Determinator is out there and she absolutely will not stop, ever, until you are defeated. This option would allow a broken and beaten character to rise up and fight on. It is highly suggested you have one or all of the players mutter 'get up Rocky'. The character regains all of their luck points.

DEUS EX MACHINA

Add a possible though potentially extremely unlikely element to the encounter, provided it hasn't been specifically described as not being present. This is one of the harder to referee options, allowing a hero or villain the option to figuratively 'pull something out of their #\$\$'. A hero could be running through the wilderness naked while being chased by wolves and then spend a destiny point to stumble into an ancient tomb with a full set of quality weapons and armour.

FATE POINTS

Fate points are substantially more common than Destiny Points. At the end of every game session players will roll against their 'Awesomeness Score' to gain more fate points. They will also elect an MVP who will gain an additional fate point. Fate points can be used in the following ways:

LUCKY BREAK

Re-roll a die or set of dice. This is the most common use; a player who just rolled an epic failure for their leap across the chasm of doom could spend a fate point to re-roll the die for example.

NEAR MISS

Restore a luck die worth of luck points. Used in this manner a player could spend a fate point for additional luck points and avoid a grisly injury or death.

FORTUNATE COINCIDENCE

Add a likely and plausible element to the environment, scene or encounter providing it hasn't been specifically described as not being present. Used in this manner, the words likely and plausible are key. For example, a hero who dives out of a city window could not declare there is a saddled horse directly below (unless she was in a stable or other location with valuable horses left lying around) but she could declare there was an awning or pile of garbage to cushion her fall.

ROLLING FOR AWESOMENESS

At the end of each session, roll a d20 for each player. If they have an awesomeness score less than the die roll, move on to the next player. If they have an equal to, or higher awesomeness score than the die roll, subtract the die roll from the player's awesomeness score, award 1 fate point, and roll again. On a roll of a natural 20 (to celebrate that rolling a 20 is in itself awesome) give the player a fate point and have them roll again without subtracting.

EXAMPLE: A player has 6 Awesomeness this session, she rolls a d20 and gets a 4. The player receives 1 fate point and is reduced to 2 Awesomeness and may roll again. On the next d20 the player lucks out and rolls a 2, receiving a second fate point and another roll. With 0 Awesomeness remaining the player's only hope for another fate is to roll a 20, she does not and passes the die to the next player.



To determine a player's awesomeness score for a game session, add or subtract the following (you may wish to add to this list, kilts are a common addition for example):

- +1 for wearing a cape*
- +1 for wearing an awesome hat*
- +1 for a manly beard*
- +1 if a character has "80's hair"*
- +1 for wearing an eye patch*
- +5 if they actually need it*
- +5 if MVP*
- +Bonus for adhering to trope/genre*
- + Arbitrary bonus for choosing to do intentionally awesome things (defined as taking extra risk for style)*

A character's awesomeness score resets to 0 at the end of each session regardless of fates gained (or not).

ELECTING AN MVP

Role-playing games are at their core a co-operative game, and everyone likes to receive recognition of their efforts at being a team player. At the end of each session, all players other than the Game Master should elect whom they consider the 'Most Valuable Player'. Alternately, if someone was a party leader they can have the sole vote for the MVP. Players may not vote for themselves. In the event of a tie, the Game Master casts the deciding vote. The MVP receives +5 to awesomeness this session, and receives one additional fate point.

EXPERIENCE POINTS & LEVELS

If you have ever played almost any tabletop or computer roleplaying games you have the general gist of how experience points work. You accumulate 'XP' and at various points rise to a new 'level'. The mechanic generally seems to work well enough. People have fun with it and it won't be altered here.

Experience is only gained by 'adventurers', those who have gained the attention of the trickster deities and who thus could possess fate points. Everyone else only improves through years of hard work and training, and isn't that boring? Adventurers gain experience points for defeating opponents, outwitting adversaries, solving puzzles or traps, and by finding new places and locations.

All characters level in the same manner, requiring their total 'Experience Points' to reach more or less doubling plateaus, and to keep completing 'Milestones'. Milestones are barriers that prevent a character from reaching a certain level until they have done something appropriate to breach these points. As much as milestones they are also 'level caps'. Milestones will be expanded upon later. Below is a chart showing the amount of experience points characters must accumulate to reach various levels.

CHARACTER ADVANCEMENT

| <i>XP</i> | <i>Level</i> | <i>Other</i> |
|-----------|--------------|-----------------------|
| 0 | 0 | - |
| 1,000 | 1 | *More Pie, *Milestone |
| 2,000 | 2 | - |
| 4,000 | 3 | - |
| 8,000 | 4 | - |
| 16,000 | 5 | *Milestone |
| 32,000 | 6 | - |
| 64,000 | 7 | - |
| 125,000 | 8 | - |
| 250,000 | 9 | - |
| 500,000 | 10 | *More Pie, *Milestone |

MILESTONES

Milestones are an important part of character progression in NGR. Milestones act as a barrier, preventing heroes and villains from levelling up until they perform feats or acts worthy of further levelling. This means that merely slaying goblins all day for a few years is unlikely to raise one to tenth level. Each milestone represents becoming another 'tier' of villain or hero.

The first milestone (level 1) represents going from being a nobody to a local notable. Winning a local tournament, surviving a battle or living through a local disaster can easily reach this milestone. Characters in this first tier (levels 1-4) are the domains of impressive but still 'grounded' characters. The king's champion or a powerful magus who has studied her entire life would be 4th level. New characters usually start with their first milestone.

To reach 5th level, characters must reach another milestone, this one for performing exceptional deeds. These deeds are things such as slaying a dragon, collapsing a barony or kingdom with powerful spells, or converting a province or region to your faith. Characters in this second tier (levels 5-9) are the domains of legendary heroes or villains, and everyday people will know of them. At any time there may be only a handful of heroes or villains of this calibre across a continent, and people will speak of them for years or centuries to come.

Level 10 represents the pinnacle of achievement, where characters are mythological heroes or villains that will live through the ages in song and story worldwide. Characters seeking to enter this tier should have saved, conquered, or destroyed the world in some fashion.



The final milestone is not required for levelling and is for heroes capable of making the great powers of other realities stand back in hesitation and fear. There may never have been characters of this calibre before and there may never be again. To reach this epic point, the characters should have fundamentally altered the universe, defeated a deity or conquered a plane.

For each milestone you pass (including level 1) you may select a 'lucky number'. This will be important in conflicts. Note you can gain milestones without reaching the level in which you require one. A level 4 character could in theory have passed the first three milestones.

INTELLIGENCE AND EXPERIENCE

An important note with gaining levels is the impact of a high (or low) intelligence score. Characters who are bright take less experience to gain a new level, and characters that are on the dull side require more. Characters require 10% less experience to reach the next level per +1 intelligence modifier and 10% more per -1. This means a character with 20 intelligence (+3 modifier) is such a genius that she can reach 2nd level with only 1,400XP and 3rd level with 2,800XP. A dim-witted character with 5 intelligence (-2 modifier) is so daft that she requires 2,400XP to reach 2nd level and 4,800XP to reach 3rd.

Over time this will cause a party of characters with different mental abilities to vary greatly in level. This can be a good way to represent the different strengths of different character builds. If this does not bode well for the party, it is possible to control it with the use of Milestones to give characters time to play 'Catch up'. If the kingdom simply hasn't needed to be saved from ruin for the first 4 levels (perhaps never having been in danger) then the smarter characters are forced to wait for their slower brethren to play catch up.

GAINING LUCK POINTS

Characters gain another luck die each time they level up to level 10. When they go up a level they set their current luck point total equal to the maximum possible amount for their current level.

SOURCES OF EXPERIENCE POINTS

Experience points (XP) are earned as characters perform certain activities. Characters will gain experience by travelling through new terrain, visiting unseen locations, solving puzzles and traps, routing minions, defeating and outsmarting villains (or heroes) and slaying monsters.

An important note is that defeating does not mean slaying. With the exception of monsters, it is usually less effective to outright kill your enemies than to drive them off or

capture them. It is entirely possible (and comparatively easy) to rise in the levels without ever having taken a life, or even raised a hand in anger. Experience sources fall into one of two categories: “Split XP” and “Unsplit XP”.

Split experience points are awarded to the party as a whole and split evenly among its members. This means both player characters and any non-player characters with levels. Zero level non-player characters such as bodyguards or soldiers only receive half a share of XP each. The exception to this rule are henchmen (such as from a bard), they receive no share of XP. Use common sense for if someone was part of the adventure or just a spectator.

Unsplit experience points are awarded to each player character and levelled non-player character as individuals and are not split. The more the merrier. Non-player characters without levels still only receive half the normal amount and henchmen still receive nothing.

TRAVELLING: IT'S NOT ABOUT THE DESTINATION

Trekking through the wilderness, sailing the seven seas and spelunking through miles of tunnels are all tasks worth of gaining XP. The amount of XP ones gains is based upon the terrain being travelled and the dangers inherent in such adventures.

| <i>Terrain</i> | <i>XP / Week</i> |
|----------------|------------------|
| Pleasant | 05 |
| Normal | 10 |
| Harsh | 50 |
| Inhospitable | 100 |
| Deadly | 200 |
| Suicidal | 1,000 |

If the travel is into the complete unknown (to the characters) double the experience gained. If it is terrain previously travelled by the party, halve the experience. The assumption is that characters know the terrain through maps, a guide or other forms of direction. If they are truly trailblazing into uncharted wilds or making their yearly commute to the capital then use the modified XP values. Any experience received in this manner is Unsplit XP.



EXPLORATION: OKAY, SOMETIMES IT IS ABOUT THE DESTINATION

While it's an 'A' for effort to travel through jungles, dodging leopards and getting lost every 20 feet, it's even better if you actually reach El Dorado. The GM should set her own XP awards for reaching various hidden or epic locations in the game world, but here is a rough guide:

| <i>Destination is</i> | <i>XP</i> |
|--------------------------|-----------|
| Local Curiosity | 50XP |
| Uncommon | 150XP |
| Rarely Visited | 500XP |
| Unseen for Years | 1,500XP |
| Unseen for Generations | 5,000XP |
| Of Questionable Veracity | 15,000XP |
| Fabled | 50,000XP |
| Mythological | 150,000XP |

A Local Curiosity would represent something akin to an ancient oak tree near a mountain lake or the inside of the local nobility's mausoleum. An uncommon destination might be an abandoned border fort deep in the woods. Something rarely visited refers more to a far off mountain monastery than an unpopular restaurant. Unseen for years might mean a far off kingdom across the sea. Unseen for Generations might be that same kingdom if the seas had been lost to sea serpents a century prior. Of questionable veracity may be something like uncovering Troy or Machu Picchu. Fabled locations

include El Dorado while a Mythic location would be akin to finding the Garden of Eden. Note that experience points for reaching locales requires one actually explore the area and be seeking it out or at least know of its importance. It is Unsplit XP.

DUNGEONS AND RUINS

You are fully able to use the exploration and travelling rules to model exploring a dungeon. Finish the dungeon (or levels of it), get exploration XP. Sometimes a campaign is structured so that delving into ruins over and over again IS the game, and a dungeon won't be fully explored for months of game sessions. You may want to have XP in the interim. A dungeon in these situations should be defined as a place the players are sneaking into for loot, a place where the denizens of the dungeon would obliterate the party if they descended upon them at once. Each room explored in this sense is worth 10 cumulative XP for each previous room the party has explored this expedition for the first time. Once they exit to heal and restock, the counter resets. A room can only be "explored" once, ever. This encourages the party to push themselves to "one more room". If this becomes too stingy, consider multiplying the XP of a room, but the level of the dungeon the room is on. This is Unsplit XP.

DEFEATING MINIONS

Minions are defined as any of the myriad of 0th level (usually) intelligent humanoids (to some degree). A pack of bandits, the king's loyal soldiers, marauding wolves or ogre bodyguards are all minions. They are worth XP as follows:

| <i>Minion is</i> | <i>XP</i> |
|-------------------------------|-----------|
| Ineffectively Equipped | 0XP |
| Worse Equipped | 25XP |
| Somewhat Comparable Equipment | 50XP |
| Better Equipped | 150XP |

This means that how much a minion is worth is based upon how the hero (or villain) is equipped. In a bar brawl, unarmed thugs would be worth 50XP (assuming the hero is likewise in the brawl) while a guard who busts in wearing mail, a shield and swinging a sword would be worth 150XP. However if the plate wearing hero kicks in the door to a bathhouse and finds unarmed opponents, they are worth 0 XP. Note that equipped can also refer to magical abilities and natural weapons.

Note that experience is only gained from minions who are either captured, incapacitated, or who had fled but not for ones who are slain (unless they can do none of the above). Letting the underlings flee and spread fear (or be sacrificed, tried and executed, or enslaved) is also pleasing to the fates; it increases the odds new heroes and villains will emerge from the experience.

The line between minion, villain and monster can sometimes blur. A good rule of thumb is that minions are obstacles on the path to something else like a gatehouse guard or wolves in a forest. Defeating minions gives Split XP.



VANQUISHING VILLAINS

A staple of high adventure is defeating one's nemesis, be it an evil wizard in a dark tower or slaying the good king. Defeating a hero or a villain is worth 1/10th of the character's experience point total if slain or forced to flee, and 1/4th of the character's experience point total if captured or converted (even if to later be executed after a trial or sacrificed to the dark gods when the stars are right). They are worth more experience points if captured alive, because not only is that often more difficult, but it is more interesting to the trickster deities. Note that this means that a character's nemesis will be instinctively more likely to accept surrender, after all, in a world where magic is real who wants to insult the fates? This is Split XP.

OUTSMARTING THE OPPONENT

Another staple of adventure is outsmarting the villains and solving mysteries through wordplay or sneaky tactics. If a character manages to outsmart a villain(or hero) in a matter of life and death without needing to resort to violence, and in doing so thwarts her plans, all the conspirators receive 10% of the villain's total XP as Split XP. If more than one villain is present, accumulate the experience points for them as well.

Furthermore, if outsmarting leads to the villain or hero's downfall and defeat (by say convincing them to cross a frozen lake where they perish) the characters involved in the trickery gain experience as if they had also vanquished the villains/heroes.

Completing your own evil (or noble) scheme without being caught or captured by heroes (or villains) uses the same experience point mechanism.

| <i>The "Villain" is...</i> | <i>XP</i> |
|------------------------------|----------------------------|
| gloating over your defeat | 0% of Villain's total XP |
| killed | 10% of Villain's total XP |
| fleeing | 10% of Villain's total XP |
| captured | 25% of Villain's total XP |
| ..and their plan is thwarted | +10% of Villain's total XP |

SLAYING MONSTERS

Doing epic battle with fierce monsters is a staple of fantasy role-playing games. Monsters include creatures such as basilisks and griffons, to great roaring dragons and the odd marauding troll.

Monsters come in two varieties, named monsters (with luck points) and nameless monsters (without). If you defeat a nameless monster, such as a random troll you found under a bridge, is it worth 100XP per spell or power (minimum 1) times it's size modifier in Split XP.

A nameless monster is usually worth more than a minion, but far less than a comparable villain. Monsters are worth far more experience if they are named monsters. This doesn't have to be a proper name; a title such as 'The serpent of widows peak' works just fine.

This is the difference between fighting a minotaur that just happens to be roaming about and fighting THE Minotaur, love child of Crete's queen and entombed in the labyrinth. A named monster is worth the experience points of a nameless monster or the below experience (whichever is more). It is always Split XP.

A local legend would include a giant one-eyed grizzly bear rumoured to live in the local hills. A regional threat might include a hill giant that is terrorizing the outlying farms. A national threat would be a small dragon that is cutting a swathe of destruction throughout the kingdom. A cultural icon would be a creature such as the Medusa. A fabled monster might include an ancient dragon said to be sleeping since before written history in the caves deep below the foundations of the royal castle. A Mythological being would be a creature such as Typhon.

| <i>The monster is</i> | <i>Luck</i> | <i>Fate</i> | <i>XP</i> |
|-----------------------|-------------|---------------------|-----------|
| Local Legend | d6 luck | 1 fate | 1,000XP |
| Regional Threat | 3d6 luck | 3 fate | 5,000XP |
| National Threat | 4d6 luck | 4 fate | 10,000XP |
| Cultural Icon | 8d6 luck | 8 fate | 50,000XP |
| Fabled Monster | 10d6 luck | 10 fate | 100,000XP |
| Mythological Being | 15d6 luck | 10 fate & 1 destiny | 500,000XP |



THE BIG SCORE

Treasure hunting can be a big part of the adventuring lifestyle, even beyond simple financing. While most treasure is its own reward, especially famous things are often about more than the money they bring. They are the sign of a master. Neither the public at large nor the trickster deities care that you knocked over a money lender and took her fortune, but the brave souls who recovered (or stole) the golden fleece is another matter entirely. Each piece of Treasure (capital T) should have its own XP reward for when it is fully acquired. A set of Treasure may contain multiple components before it is considered fully acquired, like “the seven swords of Hsan”. Below are some guidelines that can double as values for unplanned treasure.

| <i>Treasure is</i> | <i>XP</i> |
|--------------------------|-----------|
| Of local importance | 50XP |
| A local treasure | 100XP |
| Of national significance | 500XP |
| A national treasure | 1,000XP |
| A cultural icon | 5,000XP |
| Mythological in nature | 10,000XP |
| Divine | 50,000XP |

Experience points for treasures are considered Split XP. As mentioned earlier, no experience is earned for stealing a hundred gold doubloons, but you might get experience as a theft of local importance for stealing the local lord’s payment for his troops even if it is the same chest of coins.

Context matters. A local treasure may be the sword of the town’s founder from inside the mayor’s study. Recovering a lost eagle from one of your empire’s legions (or maybe you are the barbarians driving them out) could be of national significance while the crown jewels of the enemy royal would be a national treasure. Stealing a piece of the true cross could be a cultural icon. Recovering the golden fleece would be a treasure that is mythological in nature, while stealing fire from the gods or an apple from the tree of knowledge would be a divine treasure.

PUZZLES, TRAPS AND RIDDLES

Finding and bypassing deadly traps or elaborate puzzles and riddles is worth experience. While this is primarily rewarding a player in most cases, it is also fun. Due to the wide variety of different possible traps and puzzles (unlimited, really) it is often advisable to create custom awards for puzzles and traps. As a rough guide, you may wish to consult the following chart and adjust to taste. Experience points for traps is considered Unsplit XP.

| <i>Trap is</i> | <i>XP</i> |
|--------------------------------|-----------|
| Simple | 10XP |
| Deadly, hidden, or complicated | 50XP |
| Two of the above | 200XP |
| All Three | 500XP |
| Utterly Diabolical | 5,000XP |

AN EPIC QUEST

There is a style of campaign, where the entire purpose is to fulfil some predetermined quest. Before the first characters are created everyone knows the game may be about finding a cup at the behest of a doddering king or throwing some unwanted jewellery into a geological incinerator. To qualify as a quest it has be worthy of a milestone. Upon completion of the quest each character receives experience points equal to half their current total for each new milestone they acquire (recalculated for each new milestone).



ROLLING THE 2D6

At the end of the game session, one last thing needs to be done: rolling the 2d6. This is used to improve a character's personal items based upon the most impressive actions they have taken based on their class make up. This is where a mystic's talisman will power up, a bard will gain more henchmen, those in a state of grace will gain a holy relic, a warrior will gain glory and fame through her trademark item, a fool thinks more fondly of a memento from home, and a rogue will feel the blessings of lady luck.

Each class has their own different mechanics for what they are looking to score on their 2d6, but there is only ever one throw of the dice per night, that throw is applied against all of the conditions. In rare circumstances you may wish to allow a character should be allowed the condition of another class to apply to their 2d6 roll. A character that is two parts warrior and one part rogue might be allowed the condition of a bard (gain a henchman on 2d6) if they managed to win some suitably impressive social conflict: for example convincing a town to rise up and sack a corrupt local count. The event in question should have earned the character a milestone and earned the player MVP status. Announce this condition is in effect BEFORE the roll of the 2d6. A character should only ever have one "out of class" benefit and never above benefit level 1. The one exception to this is if everyone thinks it is bullshit, in which case go nuts.



END OF THE CAMPAIGN

END OF THE LINE

Your character defeated the goblin chieftain, slew the dragon and stopped the mad wizard from destroying the world, but now what? There may be other battles to fight, but those are battles for other heroes. In such a case retirement might be setting in even if you don't want it too.

Perhaps your character's career didn't end quite as comfortably, what rests in store after death? Every wizard and priest knows death isn't the end after all.

This section deals with both the effects and causes of retiring from active adventuring as well as the rules pertaining to when a character dies.

RETIRING FROM ACTIVE ADVENTURING

A character begins to enter retirement once she reaches the maximum level possible without breaching a new milestone. Once a character advances to the point where she should progress onto the next level further (past the milestone) the character will enter retirement.

When a character enters retirement, she loses the attention of the trickster deities. She can no longer regain luck points through time nor magic and can no longer gain new destiny or fate points. This means characters enter a downward spiral if they attempt to

remain as adventurers. They should move into roles of leadership, politics, or even the simple life.

Characters can exit retirement in one of a few different methods:

Quest to pass the next milestone: If a character is actively working towards passing the next milestone such as battling an evil wizard to save the world the character will not enter retirement. Should this battle become a 'background quest' the character frequently puts on hold to deal with personal or minor issues the character will enter retirement and will not be able to exit it in this manner unless she actually passes the milestone.

Other characters attempt to destroy them: If a band of heroes or villains attempt to destroy a character, either to test their mettle or advance their own schemes, the retired character may temporarily exit retirement. Until the former retiree settles the issue with these 'up-and-comers' once and for all the character may regain luck and fate points but will re-enter retirement upon defeating them or choosing to ignore them.

Death: If a character dies and moves on to the afterlife then retirement no longer impacts her. This may seem pointless but remember that both ghosts and resurrection exist.