

ELEMENTAL



COMPLETE GUIDE

STR.

ELEMENTAL Complete Guide
Version 1.1

Writing and Design: Gildor Games

Front Cover Art: David Revoy

Back Cover Art: Lord Zsezse Works

Interior art featuring the amazing talents of:

Mohammed Agbadi, Jeff Brown, Chris Grobelski, Benoit Hsu,
Norah Khor, Camille Kuo, Aaron Lee, Joyce Maureira, Ramiz
Morina, Nottsuo, Joakim Olofsson, pixabay.com, Grzegorz
Pedrycz, Nick Ong, Borja Pindado, David Revoy, Michael
Richards, Emilien Rotival, Tan Ho Sim, John Sommo, Guilherme
Vargas, Ekaterinya Vladinakova, David Zhang

To the Gildorians: early adopters, patient playtesters, creators, lifelong friends.

Contact: gildorgames@yahoo.com



© 2018 Gildor Games. All Rights Reserved.

ELEMENTAL and its logo are trademarks of Gildor Games in the U.S.A. and other countries.

Gildor Games grants permission to print or photocopy this document, in whole or in part, for personal use only.

Electronic distribution is strictly forbidden.

CONTENTS

The Character Sheet	4
HOW TO PLAY	6
One Page Rules	7
Characters.....	8
Core Mechanics.....	12
Combat.....	16
Special Situations.....	20
Powers.....	24
SKILLS AND FLAWS	26
Skills	26
Flaws	37
EQUIPMENT	39
Weapons	39
Armor.....	41
Vehicles.....	41
Miscellaneous Items	43
GAME MASTER'S GUIDE	44
Level-Setting.....	44
Designing Adventures	45
Creating Content.....	48
Running the Game	51
FANTASY	53
Archetypes	54
Spell List.....	57
Spells A-Z.....	59
Magic Items	96
Monsters	97
HORROR	124
Archetypes	124
Sanity.....	125
Corruption	126
Spells A-Z.....	126
Monsters	129
Characters.....	133
SCIENCE FICTION	134
Archetypes	134
Weapons	135
Armor.....	137
Vehicles.....	138
Cybernetics	139
Psionic Powers A-Z	140
Characters.....	146
Robots	150
PULP & SUPERHEROES	151
Super Powers.....	151
Super Flaws	152
Power Levels.....	152
Powers A-Z	153
INDEX	166

DESCRIPTION OF SKILLS, FLAWS AND POWERS



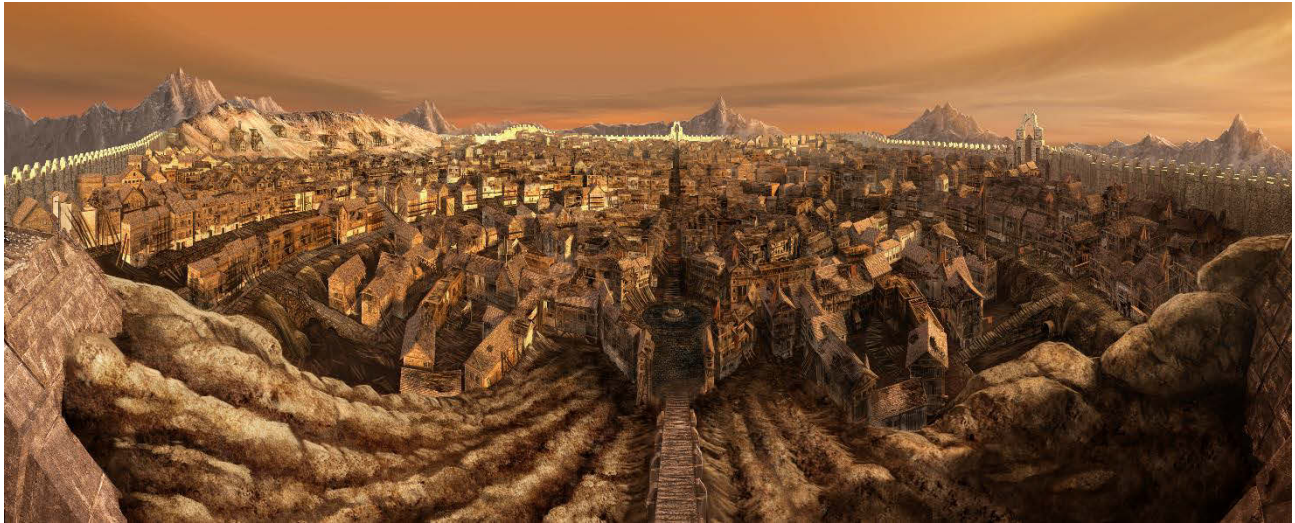
OTHER CHARACTERS



BACKGROUND AND NOTES



HOW TO PLAY



Unleash Your Game!

ELEMENTAL is a universal roleplaying game that does things a bit differently. Our design philosophy can be summed up in four words: *One rule, many applications*. In other words, the system covers any genre and any situation with a few general rules, rather than many specific rules. What this means is that the rules are easy to learn, easy to remember and easy to use at the table. Plus, there are no rules where none are needed. The game can “breathe” and let everyone experience the simple joy of roleplaying. The result, ironically, is that the focus of the game falls on what’s *not* in this book: the characters and the story. In other words, the rules exist only to serve the fictional content you bring to the table.

Designing and playtesting this game has been a gradual process of unlearning what *other* games were telling us we needed; of boiling everything down to its “elemental” core. Antoine de Saint-Exupery said it best:

“A designer knows he has achieved perfection not when there is nothing left to add, but when there is nothing left to take away.”

We don’t presume to have achieved “perfection”, but we feel as though we’ve “taken away” as much as possible. There aren’t many rules to begin with, so there’s plenty of room for you to tailor the game to your taste. Don’t be afraid to tinker with or add to these rules. They don’t mind, it’s your game!

ELEMENTAL powers the ideas you bring to the table by giving you the tools to turn any source of inspiration into a great game. But we want to be totally upfront about something: this isn’t a book

of ideas. A lot of game books contain interesting and original setting material. This is a different kind of book. This book is for when you have an awesome character or story idea (maybe from a movie, or another book) and want an easy way to turn it into something you can play. To that end, we wanted to give you more than just a set of simple rules. In these pages you’ll find stats for hundreds of powers, characters and creatures you’ve seen in countless other games and stories. They are there as familiar reference points, elements you can just drop into a game or modify to suit your needs.

In short, ELEMENTAL takes a minimalist approach to rules and a maximalist approach to playable content. We think it’s a winning combination. We’ve run the game at conventions and the reception has been fantastic. The most common response we hear is some variant of “it’s so easy to play” or “I can just focus on the scene and not worry about the rules”. The rules are familiar and intuitive, so you should have no trouble introducing new people to the game. There’s nothing particularly strange or novel about rolling 1d6 + attribute + skill. And that’s a good thing! You’ll soon be creating PCs in minutes and NPCs on the fly.

We can’t wait to see what you come up with!

NEW TO ROLEPLAYING GAMES?

If you don’t really know how a roleplaying game works, the best way to grasp the concept is to see it in action. There are a number of online shows like *Critical Role* and *Acquisitions Inc* where you can watch people play RPGs. Pay attention to how the conversation ebbs and flows. Because that’s what it mostly is: a conversation!

ONE PAGE RULES

ELEMENTAL

Creating a Character

Take a look at the character sheet (page 4).

You have 20 Experience Points (**XP**) to spend. Use them to raise your four **attributes** (they start at 0) and acquire new **skills**. To raise an attribute or skill level by one, you must spend a number of XP equal to the number you want to raise it to.

Example: I want to give my character the Battle Rage skill at level 2. I need to spend 3 XP (1 for level 1, and 2 for level 2). I write "Battle Rage 2" under the Will (WIL) attribute.

Remember: skills only go up to 3. Attributes can go as high as you like.

Put any unused XP in "Reserve."

Calculate your **derived stats**: Move, Health, Initiative, Spirit. These are equal to 9 + the number of XP you spent on the corresponding attribute.

Example: I spent 6 XP to get my Toughness (TOU) up to 3. This gives me a Health of 15. This number might go down if I get injured in the game, so I'll use the space underneath to track my current level.

Playing the Game

To do anything in the game where success is uncertain, make an **attribute roll**:

- Take the most relevant attribute.
- Add any skills that apply. If you're not sure if a skill applies, consult the skill description or ask the GM.
- Add any situational modifiers that apply. Modifiers are always between -3 and +3.
- Add a die roll (d6). If you rolled a 6, you've scored a **break!** Roll the die again and add the new result. If you roll 6 again, that's great! But you don't get a third roll.
- Announce your total. The GM will make an opposed attribute roll. Compare the results.
 - If your result is higher, you succeed.
 - If your result is lower, you fail.
 - If the results are tied, the outcome is mixed, or you succeed at the cost of 1 Health.
 - If both sides rolled a break, the winning side gets a critical success, or the losing side critically fails.

That's pretty much the whole game!

Now, let's see how it works in a few situations.

Combat

Attacks are resolved by comparing an attack roll and a defense roll using the preceding rules.

To make an **attack roll**, add your Agility (AGI), plus any skills and other modifiers that apply to the attack, plus a die roll.

To make a **defense roll**, add your Agility (AGI), plus any skills and other modifiers that apply to the defense, plus a die roll.

If the attack succeeds, the attacker makes a **damage roll** by adding their Toughness (TOU), or the weapon's Damage (DAM), plus any skills and other modifiers that apply to damage, plus a die roll. Remember, the damage roll is an attribute roll like any other, so if a 6 is rolled, you roll again.

Ouch!!

The resulting damage is subtracted from the defender's Health. If they are wearing armor, this can absorb all or part of the damage.

Using a Power

To cast a spell or use a power, make a **casting roll** by adding your Awareness (AWA), plus your skill level in the power, plus a die roll.

The casting roll is opposed by an attribute roll made by the GM, using the spell or power's Difficulty (DIF) attribute, plus a die roll.

If the spell succeeds, the spell description tells you what happens. Whether the casting succeeds or fails, you lose a number of Spirit points equal to the spell or power's DIF.

Be a Hero!

Did you leave any XP in your Reserve? That's good, because once per session you are allowed to sacrifice 1 XP from your Reserve to modify any roll by +3 or -3 after the fact. Even if the roll was made by a companion or NPC!

Death

If you suffer damage that pushes your Health to 0 or a negative number, you're in trouble! Make an attribute roll by adding your Toughness (TOU), plus a die roll. The GM will make the opposing roll using your current Health as the Difficulty (DIF) attribute. (Example: if your Health is at -4, the DIF is 4).

If you fail...go back to the top of the page!

CHARACTERS

Who will you be? Put those dice away. The first thing you need to do is something the rules can't help you with: have a character concept. Rather than forcing you to pick a class, race or archetype, ELEMENTAL gives you full control over your abilities and restrictions, so *you* decide: who will you be? Got it? Good! Now we'll help you put it on paper. Don't worry, this part is quick and easy.

Have a look at the character sheet on page 4. The main thing we need to do is enter scores for the four **attributes** on the left side of the sheet, and enter some **skills** in the spaces below. Once you get the hang of it, you'll be able to go from a concept to a playable character in about ten minutes.

Experience Points

Experience points (**XP**) tell you how "powerful" or "heroic" your character is. A 20 XP character is gifted. At 40 XP, you might be an action hero or "best of the best" at what you do. At 60 XP, your exploits might be the stuff of legend. XP are a convenient way to set the tone of the game. Furthermore, they help you keep track of your character's advancing "experience" by giving you the basic currency to increase your **attributes** and **skills**. We'll talk more about these later.

Beginning player characters (**PCs**) typically start with 20 XP to spend. The XP cost of raising the level of an attribute or skill by one is equal to the level you want to bring it to. In other words, it costs 1 XP to bring an attribute from 0 to 1, 2 XP to bring it from 1 to 2, 3 XP to bring it from 2 to 3, 4 XP to bring it from 3 to 4 and so on. Likewise, it costs 1 XP to acquire a skill at level 1, 2 XP to bring it from level 1 to level 2 and 3 XP to bring it from level 2 to level 3 (the maximum level attainable in a skill). Thus, to buy a skill and bring it directly to level 3 would cost $1+2+3 = 6$ XP.

Example: The GM tells the players to create characters with 20 XP. You decide you want to play a savage northern warrior-woman called Brynhild. You spend a few minutes thinking about Brynhild's particular abilities, and decide to allocate your 20 XP as follows:

ATTRIBUTES / Skills	Level	XP Cost
AGILITY	2	3 XP
Weapon Mastery: Sword	1	1 XP
TOUGHNESS	3	6 XP
Armored Combat	1	1 XP
Second Wind	1	1 XP
Mighty Blow	1	1 XP
AWARENESS	1	1 XP
Survival: Northern Climes	1	1 XP
WILL	2	3 XP
Battle Rage	1	1 XP
Intimidation	1	1 XP
	Total	20 XP

TIP: BALANCING ATTRIBUTES AND SKILLS

A good rule of thumb is to spend about half your XP on attributes, and the other half on skills. This is just a general guideline though. Your character concept should be the main thing you use when deciding how to spend your XP.

When you gain XP, they are added to the character's **XP Reserve**. Between game sessions, you may choose to spend some or all the XP in your Reserve to raise existing skills and attributes, or learn new skills. Unused XP will always remain in the XP Reserve until you spend them as above, or use them to perform a **heroic action** (page 15).

Example: At the end of her first adventure, Brynhild gains 2 XP, which are added to her Reserve. Between sessions, you decide to remove them from the Reserve and spend them on raising her Second Wind skill from level 1 to level 2. Alternatively, you could have learned a new skill perhaps, or left the XP in your Reserve, saving them for future use.

GM TIP: ONE-TRICK PONIES

There is no explicit rule limiting how many XP you can spend on a single attribute. Most players prefer to create interesting and multi-dimensional characters rather than over-specialized ones. However, feel free to impose some kind of restriction if you think it's needed in your game.



Gaining XP

There is no hard and fast rule in ELEMENTAL about how XP should be awarded. The GM can use any system that suits the campaign and players. For a typical long-term campaign, an average gain of about 2 XP per character per session is about right, but there's nothing wrong with making it faster or slower. If you are the GM, consider the length of the campaign, and how competent you want the characters to become.

As a general piece of advice, avoid handing out XP just for killing monsters and taking their stuff. Better to reward individual and collective play that advances the story in interesting directions and/or contributes to everyone's fun at the table.

The GM might award XP in the following instances; feel free to use any combination of these methods:

Adventuring: 1 XP at the end of the session for everyone who played.

Accomplishment: Additional 1 XP for everyone if the party accomplished something significant.

Inspiration: A character's heroism inspires others. When a character rolls a critical success (see page 13), the player receives 1 XP which he must immediately give to *another* character of his choice.

Failure: A spectacular failure can be a learning experience or a cautionary tale for others. When a character rolls a critical failure (see page 13), the GM awards 1 XP to a character of her choice (the one who rolled the critical failure, or someone else).

Practice: Due to in-game experience or training, the GM immediately grants one or more characters a new skill at level 1. If a character already has the skill and helps train the other(s), they gain 1 XP instead. This type of award is useful if characters train in a skill they will need later in the adventure. For instance, if the party is preparing to explore underwater ruins, they might undergo specific underwater training and receive the Aquatic skill.

Attributes

Just as it is said that everything is composed of four elements, every character and creature in ELEMENTAL has four **character attributes** that fundamentally determine how well they perform in the game:

Agility (AGI)

This attribute is used whenever you want to perform a task requiring dexterity, reflexes, speed or hand-eye coordination.

Toughness (TOU)

This is a general measure of bodily strength, constitution and the ability to resist punishment.

Awareness (AWA)

This is your general understanding of the world around you: intelligence, education and general knowledge, but also senses, perception, instincts and attunement fall within this category.

Languages: As a general rule, assume that characters can read and speak a number of languages equal to their AWA score. Characters with AWA 0 can speak their native tongue but cannot read. Depending on the type of game being played, the GM may or may not require players to define a character's languages when it is created.

Will (WIL)

This attribute measures your strength of personality: willpower, persuasiveness, courage, sanity, charisma and leadership abilities fall under this category. It is the ability to influence others, and not to be influenced oneself. It can also be a measure of how "lucky" your character is in certain circumstances beyond their direct control.

The table below provides a guideline for understanding what different attribute scores represent. For character attributes, a score of 1 is considered "human average":

Attribute Score Comparison

Score	XP Cost	Description
0	0	Low
1	1	Average
2	3	Above Average
3	6	High
4	10	Very High
5	15	Exceptional
6	21	Amazing
7-9	28-45	Legendary
10-12	55-78	Godlike



In addition, five **non-character attributes** are commonly used in the game:

Difficulty (DIF)

This attribute represents the difficulty of performing a challenging task that's not opposed by another character or creature; such as scaling a wall, picking a lock, or casting a spell. A DIF 1 task is tricky but not too difficult, while a DIF 6 task is incredibly difficult. DIF scores are only given to tasks that have a reasonable chance of failure. Difficulty rolls are explained on page 13.

Damage (DAM)

This attribute represents how much damage is caused by firearms, traps, explosions and other sources of physical harm; excluding melee or thrown weapons (these use the wielder's TOU instead). Damage rolls are explained on page 18.

Armor (ARM)

This attribute represents the degree of protection afforded by a suit of armor, a creature's natural protection, or a vehicle's plating. The way it works is explained on page 19.

Potency (POT)

This attribute represents the virulence of a disease, poison or radiation. Their effects are described on page 23.

Area of Effect (AOE)

This attribute represents how many creatures can potentially be affected by a gun burst, explosion or similar attack. It serves as a useful guideline when running combat scenes where maps and miniatures are not used to keep track of everyone's exact position. There is more information and typical AOE scores for different weapons on page 39.



Derived Stats

Your character's attributes will generally remain constant throughout a session, improving only when XP are spent between sessions. **Derived stats**, on the other hand, measure your character's current well-being. Derived stats tend to vary often during the course of play, as your character suffers physical and mental trauma.

Move

This stat measures how many yards you normally cover in an action round (see page 16), given typical combat conditions. Maximum Move is equal to 9 + the number of XP spent on AGI. Thus, a character with an AGI of 2 (3 XP) would have a maximum Move score of 12.

Carrying too much can slow you down. You can normally carry up to ten times your maximum Health, in pounds. If you carry more than that, you become Impaired (described on page 22, meaning your Move is reduced to 50% and you suffer -2 to most rolls). You can lift up to twenty times your maximum Health and move it a short distance.

Equipment described later in the book has weights listed. For everything else, just guesstimate! The exact number doesn't matter as long as you're carrying less than 10xHealth lbs.

When traveling overland or overseas, a party can cover Move x2 miles per day. Take the Move score of the vehicle, mount or slowest member of the party, as applicable. If terrain or weather are particularly difficult, the party only covers Move x1 miles. If traveling day and night without rest, they travel at Move x3 under normal conditions, or Move x2 if terrain or weather are difficult. However, the resulting fatigue causes the party members to become Slightly Impaired (meaning they suffer -1 to their rolls) until they get some rest.

Health

This stat measures what physical shape you are in at the moment. Maximum Health is equal to 9 + the number of XP spent on TOU. Thus, a character with a TOU of 5 (15 XP) would have a maximum Health score of 24. As explained above, you can carry up to 10 times your Health (in lbs.) without suffering encumbrance penalties.

If you get hurt, Health is reduced according to the severity of the damage. If your Health falls to 0 or less, you are at the **brink of death** (page 21). You can regain depleted Health through various means including **rest and recovery** (page 23).

Initiative

This stat determines how likely you are to be caught off-guard, and when you act in an action round (page 16). Maximum Initiative is equal to 9 + the number of XP spent on AWA. Thus, a character with an AWA of 1 (1 XP) would have a maximum Initiative score of 10.

Initiative rarely changes during the course of play, although some skills and flaws may cause it to be reduced by a number of “steps”. Initiative steps are simply the levels corresponding to different AWA scores. For example, if your Initiative is normally 15 (AWA 3), a one-step reduction is 12 (AWA 2) and a two-step reduction is 10 (AWA 1). One step below 9 is 6, and two steps below 9 is 3.

Spirit

This stat measures the mental and spiritual reserves at your disposal. Maximum Spirit is equal to 9 + the number of XP spent on WIL. Thus, a character with a WIL of 4 (10 XP) would have a maximum Spirit score of 19.

Spirit decreases over the course of the game due to mental exhaustion. This can happen if you cast a spell, use the Battle Rage skill, lose the will to resist interrogation, and so on. If your Spirit falls to 0 or less, you are at the **brink of madness** (page 22). Depleted Spirit is normally regained through **rest and recovery**, as explained on page 23.

Skills

The attribute scores determine how proficient you are in the four general areas. You may acquire further expertise in specific fields by learning **skills**. Skills can be acquired at a level of 1, 2 or 3.

The skills are listed and described starting on page 26. In most cases, you simply add your skill level to rolls that use the skill.

Some skills allow you to attempt things that would be impossible to accomplish without the skill. **Skilled actions** are further discussed on page 14.

Skills are categorized by related attribute, because each skill tends to modify rolls based on one of the four attributes. In some cases, a skill can be used with another attribute, if it makes sense given what you are attempting. For instance, in most situations the Stealth skill uses AGI. However, if you’re looking for the best route to approach a building without being detected, using Stealth with an AWA roll might be more appropriate.

If several skills apply to a given roll, all the modifiers are added up. However, level 3 represents the maximum ability you can attain in any given skill. If you benefit from powers or equipment that grant a skill you already have, the levels are added up but the total for that skill can only be raised to a maximum of 3.

TIP: DESIGNING NEW SKILLS

The skills on page 26 were carefully designed and balanced to cover multiple genres, drawing on our experience creating hundreds of characters over the years. However, some people feel the urge to create a skill or power that isn’t in the book. Maybe you have a great idea for a spell that fits the character concept you have in mind. Or maybe you think that a more specific skill like Parachuting or Skateboarding would bring your character to life better than the more general Athletics skill.

Our advice: Go for it! Giving people the freedom to play any character concept is a core feature of the game, so creating something that isn’t in the book isn’t cheating, it’s using the system exactly as intended. Just make sure the new skill or power you’re creating isn’t a lot more useful than the existing ones. Otherwise, everyone will want to have it and it won’t be unique anymore.

Flaws

You can customize your character even further by giving it a weakness, handicap, fault, hindrance or some type of disadvantage in the game: a **flaw**.

Flaws are defined in the same way as skills, with level 1 being the mildest and level 3 the most severe. The levels generally correspond to a *negative* modifier to certain rolls, equal to the level of the flaw (sometimes, the level translates as a DIF level for doing something instead). Players are free to give their characters a flaw (or up to 3 levels spread among several flaws). In exchange, the character gets an extra number of XP to spend equal to the sum total of the flaw levels.

Example: Ben Birkett has suffered from asthma since he was a child. The player gives him the Breathless flaw at level 2. Ben now has an extra 2 XP to distribute among his attributes and skills.

Flaws must generally be set once and for all when the character is initially created. They normally do not change during the course of play, though you might gain additional flaws (and associated XP) if the **corruption** rules are used (page 126).

CORE MECHANICS

At the heart of the game is a simple mechanic to figure out if you succeed at an action you are attempting. This mechanic underpins pretty much every rule and situation that can come up, hence the game's simplicity: you don't have to learn multiple systems, remember exceptions or look up a bunch of tables. In our games, we like the complexity to stem from character interactions and challenges thrown at us by the GM, and we believe the rules should get out of the way.

Another way we keep it simple is by basing all die rolls on the good old six-sided die ("d6"). So when we say "roll 2d", we mean two six-siders.

When Do You Roll?

In human-run RPGs (as opposed to computer games), players can try to do literally anything they can imagine. When you want your character to do something, the GM decides whether to call for a roll. If the task is easy, or if success is necessary for the story to continue, the GM should allow the character to automatically succeed. Other actions, like jumping across a chasm, require the character to make a roll to see if the attempt succeeds, partially succeeds or fails.

The GM should make rolls for NPCs, but only when they attempt something that directly affects a PC. In most cases we don't recommend rolling for NPCs when they fight each other, for instance. In general,

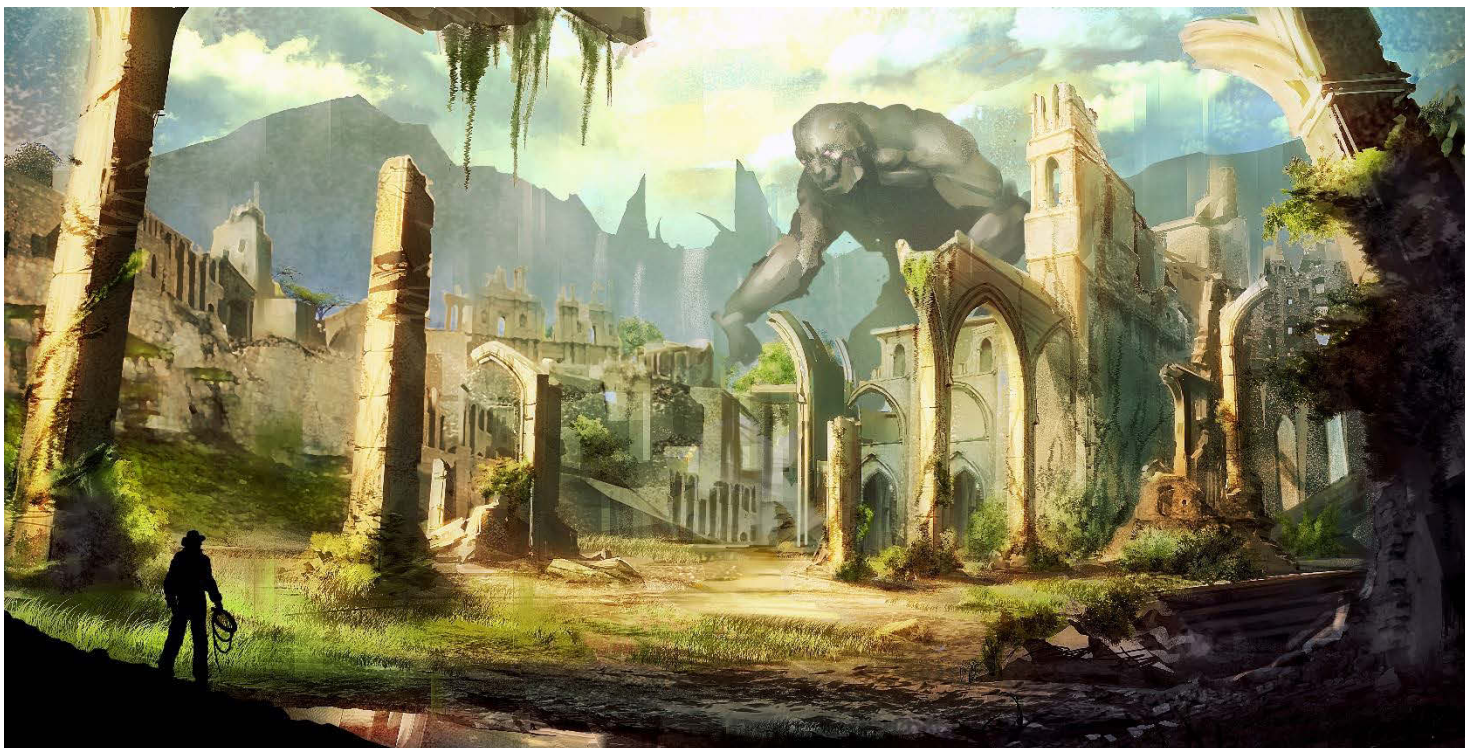
NPC actions are part of the background, and player actions determine how a story unfolds. For instance, if there is a large battle involving PCs and NPC allies, the NPC allies might engage enemy "mooks", giving the PCs the time and the opportunity to take care of the main villains. Without PC intervention, situations nearly always end badly. Only the PCs can save the day!

Attribute Rolls

Actions are normally resolved by comparing two **attribute rolls**. The character who rolls highest wins the contest and succeeds in what they are attempting. If the rolls are tied, this is called a **draw**; we'll explain what this means on page 13.

An attribute roll is made by taking **the most relevant** attribute and adding a die roll to it (1d6). In many cases you can use a character attribute for this roll.

Example: Roderick the gnome wants to sneak past Grodz the ogre and steal the Shield of Gallantry. Roderick makes an attribute roll based on AGI (since this is most related to sneaking) by taking his AGI score and adding a die roll to it. Grodz makes an attribute roll based on AWA (since this is most related to alertness and spotting things) by taking his AWA score and adding a die roll to it. Whoever rolls the highest total succeeds in what they're trying to do. If Roderick rolls higher, he successfully sneaks past the ogre. If Grodz rolls higher, he spots the would-be thief.



Sometimes, an action is not directed at or opposed by another creature. In this case, opposed attribute rolls are still made, one roll for the character attempting the task, and one roll representing the difficulty of the task, using the task's DIF attribute.

GMs should use the table below as a general guide when determining a task's DIF:

TASK IS...	DIF
Tricky	1-2
Difficult	3-4
Formidable	5-6

GM TIP: SETTING AND ROLLING DIFFICULTY

If you're not sure, take DIF 2 (Tricky) by default. No need to agonize over the decision! Just make a reasonable call and roll. Your players don't have to know what DIF number you're using, so if you think you got it wrong, you can simply change it the next time. In fact, you don't even have to tell the player if they succeeded or failed a roll. Perhaps you want the player to make a roll, but the outcome isn't immediately obvious to them. Just remember, only tasks that have a reasonable chance of failing should be given a DIF level. If it is an easy task, or if success is necessary for the story to continue, you should just let the character succeed automatically.

Success and Failure

An attribute roll has five possible outcomes:

ATTRIBUTE ROLL RESULT	OUTCOME
Rolling higher than the opposing roll, with breaks on both rolls	Critical Success
Rolling higher than the opposing roll	Success
Rolls are tied	Draw
Rolling lower than the opposing roll	Failure
Rolling lower than the opposing roll, with breaks on both rolls	Critical Failure

Breaks

If you roll a natural 6 on an attribute roll (meaning: "6" is rolled on the die, before anything is added to it), this is called a **break**. In this case, the die is rolled a second time and you add the new result to the total. This applies to all attribute rolls **except when the attribute is 0**, in which case you don't get a second roll. Only one additional roll is ever permitted, even if you roll a 6 again.

When your character rolls a break, it means you have performed exceptionally well. If a break is

rolled on a DIF roll, it might indicate that some unlucky event or circumstance occurred. We encourage you to add descriptive color to explain the break, but it usually doesn't have a particular effect beyond simple success or failure. And remember: actual success is only achieved if you beat the opposing roll, regardless of breaks.

Criticals

If natural 6's are rolled on *both* the opposing attribute rolls, the result is a **critical**; a "critical success" for the winning side and/or a "critical failure" for the losing side.

A critical success means: "You succeed, AND...", with an additional advantage attached to the success. This can be due to a truly heroic performance or simply a stroke of luck. On the other hand, a critical failure (also known as a "fumble") means: "You fail, AND..." with an additional negative game effect due to exceptional failure or bad luck.

The GM decides what happens when a critical is rolled. So if you are the GM, have fun with it! Use your imagination and think of something interesting that might happen if the scene was in a book or movie. The next chapter gives examples of possible critical effects in combat (pages 17-18).

A critical might also trigger an XP award, as explained on page 9.

Draws

If opposed attribute rolls are tied after all the attributes and modifiers are added up, this is called a **draw**. A draw normally results in some sort of mixed outcome. This can be a stalemate, partial success, a chance to re-attempt the action later, success with an unexpected complication, failure with an unexpected benefit, or a dilemma where the character has a choice between failure and success but at a cost. For example, if the PCs roll a draw to obtain information from an NPC, the GM might decide that the NPC will agree to provide the information, but only in exchange for a significant payment or favor.

In short, a draw means: "You succeed, BUT..." or "You fail, BUT...", with something that mitigates outright success or failure.

Example: X-TEC7, a cybernetic soldier, is fighting a swarm of bat-like aliens on a volcanic planet. He fires his blaster at the swarm, and rolls a draw. The GM considers the situation for a moment and decides that the blaster shot hit the aliens, but also dislodged a chunk of stone on the ceiling of the

cave. She describes an ominous rumbling, as pieces of stone begin to fall from the ceiling. X-TEC7 and his companions need to clear out of the area soon, before the whole ceiling comes crashing down!

Quick Draws: If you are the GM, "BUT..." can be a powerful narrative tool, allowing you to add drama to a situation, create an interesting outcome or steer the scene in an unexpected direction. However, there are times when you just want to move the game along rather than deal with the added complexity of a mixed outcome. As an alternative, you can rule that the character succeeds on a draw, but at the cost of 1 Health (if they made an AGI or TOU roll) or 1 Spirit (if they made an AWA or WIL roll). In other words, you can succeed but it will take a bit more effort. If the player does not want to expend the Health or Spirit point, they can choose instead to fail the roll.

GM TIP: DRAMATIC DRAWS

Here's a little secret (shh!): Draws give you the ability to adjust the difficulty of an encounter on the fly. Are the PCs struggling to get through what should have been an easy encounter? Use the Quick Draw rule. Are they having too easy a time? Then introduce a mixed outcome. In any case, if you can't think of anything interesting or you just want to speed up the game, use the Quick Draw rule and let the PC succeed at the cost of 1 Health or 1 Spirit.

Modifiers

Skills, equipment and situational factors can modify an attribute roll up or down. Suppose you attempt to block a sword-blow. If you're wearing a shield, you get a positive modifier. If you're Impaired, you get a negative modifier. As there is no limit to the modifying circumstances that can occur, there is no limit to the number of modifiers that can be stacked onto a single roll. But as with skill levels, no *single* modifier can be lower than -3 (penalty) or higher than +3 (bonus). Of course, the sum of several modifiers can very well exceed these limits.

Example: Remember Roderick's attempt to sneak past Grodz the ogre? If Grodz had the Observation skill at level 1, he could add a +1 to his AWA roll. If he was asleep, the GM might rule that this warrants a -3 modifier on top of that. Meanwhile, Roderick might have the Stealth skill at level 3 (+3 to his roll), and padded footwear adding a further +1 to his roll. Just take the underlying attribute, add up all the modifiers, and make the roll.

TIP: MANAGING MODIFIERS

Multiple factors can modify a die roll, so you should mentally add up the attribute and all the modifiers in your head before you roll the die; you'll be surprised how much easier and faster it is than rolling first and then working through the math.

As a general rule, a player is responsible for remembering to apply relevant skills and other modifiers listed on their character sheet, and any modifiers linked to the character's condition. If there's any doubt, ask the GM if a given skill or modifier applies to the situation. We recommend that the GM use her roll to take care of any modifiers linked to NPCs or circumstances. For instance, if a player character fires a ranged weapon at a target that's far away, the GM might want to apply the range penalty as a bonus to the target's defense roll rather than making the player take a penalty to his attack roll. Why? Mathematically, a penalty to the player's roll is exactly the same as a bonus to the GM's roll. However, since the GM is the final arbiter of everyone's relative positions (especially if miniatures aren't being used), it makes sense for the GM to apply modifiers linked to circumstances such as range or visibility, and let players just worry about their characters.

Skilled Actions

Attribute rolls are usually defined as "Attribute+Skill". For instance, jumping across a chasm might require you to "roll AGI+Athletics vs. DIF 3". What this means is that the character attempting to jump the chasm should make an attribute roll based AGI and add their Athletics skill level, while the GM should make an attribute roll to represent the difficulty of jumping the chasm, using DIF 3 as the attribute.

But what if your character doesn't have the Athletics skill? Generally, you can still make the roll; in this example, you would simply add your AGI. In other words, most actions don't require a skill, but a skill can help.

However, some tasks are simply beyond the ability of anyone who isn't specifically trained in them. You need to have the Languages skill to have any chance of deciphering Egyptian hieroglyphics, or the Computers skill to hack into a secure network. To describe such actions, the skill is noted with an asterisk. So if it says "roll AWA+Computers* vs. DIF 5", this means that you need to have the Computers skill to even attempt the task.

Heroic Actions

Great heroes can accomplish miraculous things. They might demonstrate unparalleled ability, or enjoy a stroke of luck at just the right time. Sometimes, they will throw caution to the wind in assisting a companion, perhaps saving them from certain doom. **Once per session**, you can sacrifice 1 XP saved up in your Reserve to modify an attribute roll by +3 or -3 after the fact. This must be done immediately after the unmodified outcome has been determined. The modifier can be applied to any attribute roll, whether made by the character, another party member, an NPC, or even a DIF roll. The only requirement is that you must be present at the scene; another good reason to “never split up the party!”

Example: Professor Tremayne, tired and injured after having explored the Caves of Bora-Bathul, is ambushed by a group of degenerate troglodytes. Spears are hurled as Tremayne tries to duck behind a rock formation. One of the troglodytes rolls a total of 13 on its attack (due to a break), while Tremayne only rolls an 8 to avoid it. Tremayne is hit! To make matters worse, the GM then rolls the damage, which totals 5. As Tremayne only has 4 Health points left, he would normally be struck down and find himself at the brink of death. At this point, the player could sacrifice 1 XP from his Reserve and apply a +3 modifier to Tremayne’s defense roll or a -3 modifier to the trog’s attack roll. Sadly, neither of these would be enough to change the outcome: the difference between the rolls is too high. But wait! He can apply a -3 modifier to the spear’s damage, reducing it to 2 instead of 5. The stolen idol in Tremayne’s backpack deflected some of the spear’s deadly force! This leaves the poor fellow at 2 Health points; hurting badly...but alive!

The character must have at least one XP in Reserve to accomplish this, and if the option is not exercised during a game session it cannot be “saved” for future sessions. Only one XP can be applied to a given roll, however both opposing rolls could be modified. For example, if the PCs try to foil an NPC’s attack, one character could sacrifice an XP to increase the defense roll and another character could sacrifice an XP to reduce the attack roll.

Alternatively, you can use the XP sacrifice to reroll a stat check (yours or another character’s; stat checks are explained below). Only one reroll is allowed, and the new result stands.

The GM can also give major NPCs the benefit of performing heroic actions in the same manner. It’s only fair!

Stat Checks

Most situations are handled with attribute rolls, as described previously. A **stat check** is a special type of roll you make when your current state – mobility, physical condition, alertness, luck, sanity or morale – is relevant and being tested.

Stat checks are made by rolling two dice (2d) and **multiplying** the results. For instance, rolling 3 and 5 gives a result of 15. Compare this number to one of your derived stats (Move, Health, Initiative or Spirit). If the die roll is equal or lower, the check is a success. If it is higher, the check fails. Rolling double 1 (“snake eyes”) can be some sort of exceptional success, while double 6 (“boxcars”) is always a failure (regardless of the target number) and can even be exceptional failure.

Stat checks are normally made on 2d. However, the GM can make it more difficult by requiring a check on 3d instead. Or the GM might ask for a 2d check, and if this succeeds, ask for a third die to be multiplied to see if it is a more significant success.

Here are the most common situations that call for a stat check. Most of these cases refer to specific situations mentioned later in the rules:

Move check: Running across difficult terrain without tripping and falling, reaching a foe in time to make an attack this round, disengaging from a foe without exposing yourself to a free attack.

Health check: Shaking off the effect of being stunned, paralyzed, poisoned, crippled due to massive damage, or other afflictions that cause you to become **Impaired** (page 22).

Initiative check: Determining if you are surprised at the start of combat (page 16).

Spirit check: Unlike other stat checks, Spirit checks almost always use your maximum (rather than current) Spirit. Spirit checks are used to:

- Determine if circumstances are in your favor or luck is on your side. For example, if you look for an axe in a cottage shed and the scenario doesn’t specifically mention that one is there, a Spirit check could be made to determine whether there happens to be one or not.
- Shake off the effects of Intimidation, Fear or other mind-affecting conditions.
- Determine if you remain stoic in the face of a horrifying experience, if the optional **sanity** rules are used (page 125).
- Determine an NPC’s morale when it is losing a fight; failing the check might mean it surrenders or flees. One roll can be made for a group.

COMBAT

Order of Actions

“Combat” is really a catch-all term for any action scene where it is important to know exactly who does what and when. These kinds of situation often occur when the PCs encounter one or more NPCs who are clearly foes, or when an NPC attacks a PC (or vice versa).

Whatever the case, the first step is to resolve whatever triggered the combat situation. If the PCs stumble on a group of flesh-eating trolls, the GM would describe the scene before moving to the combat proper. If the PCs are in a tense negotiation with a group of NPCs and an NPC suddenly attacks a PC, the attack is resolved before moving to the general combat situation.

The next step is to determine if anyone is “surprised”. If one or both sides in the encounter can potentially take the other side unprepared or flat-footed, the GM can require surprise checks. The GM decides who, if anyone, can potentially be surprised. This completely depends on the situation. If the PCs heard the trolls in advance (maybe they made a successful AWA roll) but the trolls were unaware of the PCs, then only the trolls should check for surprise. If the PCs are in a tense negotiation and everyone has a hand near their weapon, then nobody should check to see if they are surprised when the NPC suddenly attacks.

To see if a PC or NPC is surprised, make a 2d Initiative check. NPC groups should make a single check for the entire group, using their **highest** Initiative (often, that of the leader). If the check fails, the PC or NPC group is surprised. A surprised character is unable to act in the first round of the encounter as they gather their wits or fumble for a weapon (though defense rolls – which are “free” actions – are still allowed).

The action then moves to the first round of combat. **Each round is about 6 seconds long**, so there are ten rounds to a minute.

During a round, PCs and NPCs will take turns to act in descending order of Initiative, from the highest “step” to the lowest. So characters with Initiative 15 might go first, followed by characters with Initiative 12, followed by characters with Initiative 10. If several characters have the same Initiative, the players can decide in what order they act. NPCs on the same side all act at the same time, on their **highest** Initiative (often, that of the leader). If PCs have the same Initiative as the NPCs, the players can decide to act before or after the NPCs. Once

everyone has had their turn, the action moves to the next round, starting again with whoever has the highest Initiative.

GM TIP: QUICK INITIATIVE

Take note of PC Initiative scores before the game begins; that way you won’t have to spend precious time figuring out the order during play. If several characters have the same Initiative, you can either ask them in what order they’d like to go, or simply go to each PC in the order you noted them.

Once a character’s turn comes up, they can do something that takes 6 seconds or less; generally, this means one “action”. Of course, not *everything* a character does counts as an action. You can breathe, walk, shout an order or cry out in pain and still take an action. *Defending* against an attack does not count as an action and can be executed at will in addition to the normal action allowed. Also, it is usually possible to both move and attack on the same round, but the GM may impose restrictions or penalties to the attack. For instance, a character charging into combat with a spear might be required to place their Weapon Mastery skill (see page 36) into damage. A man firing a pistol on the run might suffer –3 to his attack roll.



Attack Rolls

When you try to hit an opponent, with or without a weapon, you make an attack roll. This is an attribute roll, based on AGI in most cases, or AWA if you are using a heavy ranged weapon (such as a siege engine or vehicle-mounted cannon).

Attack rolls can be modified by a variety of factors. Common attack roll modifiers include:

Skills: Skills like Weapon Mastery, Heavy Weapon, Unarmed Strike and Multistrike can modify attack rolls under certain conditions, as specified in the skill description.

Range: Every type of distance weapon has a Base Range, expressed in yards. This is the range up to which attack rolls are made with no penalty:

RANGE Up to	Attack Modifier
Base Range	0
BR x 2	-1
BR x 3	-2
BR x 4 (max)	-3

Position: Attacking from a superior position can give you an advantage. For instance, attacking from behind an opponent might grant +2 to the attack roll, while attacking from higher ground might grant +1.

Attacker Critical Successes

If the attack and defense rolls result in a critical success in favor of the **attacker**, the GM decides what the effect is. Here are some suggestions:

- The attacker finds a gap in the defender's armor. The defender does not deduct its ARM from the damage suffered.
- The attacker knocks down the defender, who is prone (Impaired; must spend one action getting up, or suffer -2 to rolls and Move reduced 50%).
- A second adversary must also make a defense roll against the attack or be hit as well.
- The defender is struck off-balance and the attacker gets a second attack immediately.
- The blow shatters the weapon, shield or another item on the defender's person.
- The blow causes the defender to drop their weapon.
- The attack maims the defender and the damage roll affects both Health and Move. Move is regained at the same rate as Health.
- The defender must make a Spirit check or else retreat, surrender or seek to escape.

Defense Rolls

The target of an attack tries to avoid it by making a defense roll and comparing the result to the attack roll. The defense roll is an attribute roll based on AGI, as the defender typically tries to parry or dodge the attack.

Remember, a defense roll is a free action so you automatically make one against each attack that comes your way, and this can happen any number of times during the round.

Defense rolls can be modified by a variety of factors. Common defense roll modifiers include:

Skills: Skills like Weapon Mastery, Athletics, Missile Deflection and Cover can modify defense rolls under certain conditions, as specified in the skill description.

Cover and Concealment: If your body is partially protected or concealed, you might get a positive modifier to your defense rolls. The modifier depends on how much of the body is covered, and whether the attack can penetrate the cover. Using a shield or hiding in foliage is typically +1. Standing behind the battlements of a castle might be +2. Firing through a narrow murder hole carved into a wall might give you +3.



Defender Critical Successes

If the attack and defense rolls result in a critical success in favor of the **defender**, the GM decides what the effect is. Here are some suggestions:

- The attacker's weapon jams or breaks.
- The attacker is struck off balance, suffering -3 to their next defense roll.
- The attacker causes harm to self.
- One of the attacker's allies must roll against the attack or be hit instead.
- The attack inadvertently hits an important object nearby – to the attacker's detriment.
- The attacker impales self on the defender's weapon, which scores an automatic hit (ignore the defender's skill modifiers when rolling damage).
- The attacker is struck off balance and the defender gains a free attack immediately.
- The defender enrages the attacker by making them look ridiculous. The attacker must make a 2d Spirit check or suffer -1 to subsequent defense rolls.



Draw Effects

If the attack and defense rolls are tied after all modifiers, the normal draw rules from page 13 apply: The outcome is mixed, or the PC succeeds at the cost of 1 Health. If the result is a mixed outcome, the GM is encouraged to come up with something relevant to the situation.

Here are some generic suggestions:

- The attack is partially deflected at the last second, resulting in a glancing blow: apply -3 to the damage roll.
- The defender dodges the attack but leaves themselves open or knocked off-balance, suffering -2 to their next defense roll.
- The attack hits and deals damage but leaves the attacker exposed, suffering -2 to their next defense roll.
- The attack misses the opponent but dislodges something in the area, causing an impediment or distraction. The defender suffers -2 to their next attack roll.
- An ally suddenly blocks the attacker's line of sight. The attacker can choose to hold the attack or go through with it. If they go through with it, the ally must make a defense roll against the attack or be hit instead of the intended target.
- You succeed on the attack or defense roll, but see or hear enemy reinforcements approaching.
- You fail the attack or defense roll, but your allies show up at that moment.

Damage Rolls

If the defense roll exceeds the attack roll, the defender typically escapes the attack unscathed. If the attack roll exceeds the defense roll, the defender typically suffers a **damage** reduction to their Health. The amount of damage is determined by an attribute roll made by the attacker: the damage roll. The damage roll is based on the weapon's DAM. In the case of natural weapons, melee weapons or thrown weapons that use the attacker's size or strength, DAM is determined by the attacker's TOU.

As with any attribute roll, the damage roll is subject to breaks and modifiers. If the result of the damage roll is zero or negative, the attack causes no damage whatsoever.

Damage rolls can be modified by a variety of factors. Common damage roll modifiers include:

Skills: Skills like Weapon Mastery, Heavy Weapon, Unarmed Strike, Strength, Charge, Mighty Blow and

Battle Rage can modify attack rolls under certain conditions, as specified in the skill description.

TOU-Based Weapons: Weapons that rely on bodily strength use the attacker’s TOU for the damage roll. However, the type or size of weapon can modify the damage roll (typically by +1 or -1) as indicated in the weapon description.

Unarmed Attacks: When striking a foe with bare hands or feet, the damage roll incurs a -3 penalty. Beasts and monsters do not suffer this penalty because they are assumed to have natural weapons such as claws or teeth.

Armor: Armor absorbs physical damage up to its ARM score. Whenever the defender suffers damage, only the amount in excess of the ARM score is transferred to their Health. This assumes that the damage is from something that the armor is effective against; page 41 has more information on how armor protects against various forms of damage. If the defender benefits from several sources of ARM, only the best one applies (i.e. ARM values don’t stack).

Typical Damage Scores

WEAPON	DAM
Bare Hands or Feet	TOU (-3)
Melee or Thrown Weapon (small)	TOU (-1)
Melee or Thrown Weapon (medium)	TOU
Beasts and Monsters	TOU
Melee Weapons (large, two-handed)	TOU (+1)
Bow	1
Pistol/Handgun	2
Submachine Gun	2
Blaster Pistol	3
Rifle	3
Shotgun	4
Hand Grenade	5
Heavy Machine Gun	5
C4 (2 lbs.)	9
Rocket	13

Massive Damage

Massive damage occurs when a natural 6 is generated on a damage roll which results in a **break** (see page 13). The die is rolled a second time and the new result is added to the total, as normal. In addition, the defender must roll TOU+Endurance against the damage roll or become Impaired (Move 50%, -2 to rolls; see page 22). Remember that the damage roll itself is not affected by ARM, so the victim might very well become Impaired even if little or no Health was actually lost due to armor.

If you become Impaired due to massive damage, on your turn you can either take an action at -2, or use your action to try shaking off the Impaired condition. Shaking off the condition is done by making a successful 2d Health check. The condition also ends if you regain any Health thanks to a healing power, Second Wind skill or other means.



SPECIAL SITUATIONS

This chapter provides more specific rules for several common occurrences in the game. They're listed in alphabetical order for ease of reference. These rules apply equally to PCs and NPCs.

Area of Effect Attacks

Attacks with AOE 2 or higher – bursts of gunfire, explosive devices, some powers – potentially cover a large area with a single attack. In these cases, any creature potentially in the area of effect should make a defense roll against the attack roll or casting roll. This includes any allies in close combat with the intended targets. Targets who fail their defense rolls typically suffer damage. Make a separate damage roll for each creature affected.

Breaking Things

Inanimate objects have an ARM score. To break an object quickly (i.e. in a typical combat situation), you must deal damage to it greater than its ARM with a single attack; any attack that deals damage that is equal or less than its ARM is simply ignored. The GM should use common sense to determine whether attack rolls should be made, and whether the item can be affected by the type of damage in question. A bullet won't destroy a wooden door, though it might make a hole in it. It might destroy the lock, but aiming for the lock from a distance would probably require an attack roll.

Here are some typical item ARM scores:

OBJECT	ARM
Bars, Metal	10
Chain	10
Crystal Decanter	0
Door, Normal	6
Door, Heavy	8
Handcuffs	10
Lock	6
Rope	2
Shield	8
Statue	8
Weapon	8



Chases

The following rules can be used for a foot chase through crowded streets, spaceships hurtling through a nebula, or investigators tracking down a serial killer. First, the GM must determine the appropriate unit of time and the most relevant attribute for the chase. Examples:

BASIS	ATTR.	TIME	EXAMPLE
Speed	AGI*	Minutes	Foot or vehicle chase within line of sight
Stamina	TOU **	Hours	Overland pursuit, parties miles apart
Guile	AWA	Days	Following clues to track a quarry

* For vehicle chases, use vehicle AGI

**For mounted chases, use mount TOU

On every "round" (i.e. unit of time), each participant in the chase makes a roll on the relevant attribute. Add any skills that apply. If several creatures are working together, use the Group Actions rule (one character makes the roll, applying +2 or -2 if the rest of the group helps or hinders).

These rolls can also be modified by derived stats:

Relative Speed (Move): if one side moves faster than the other, it might get +1 to its roll (up to 50% faster), +2 to its roll (50-100% faster) or +3 to its roll (more than 100% faster).

Injury or Fatigue (Health): If one side is wounded, fatigued or incapacitated, the GM can apply a negative modifier to their roll.

Rolls are compared each "round". If they are tied in a draw, neither side gains ground during that minute/hour/day and the chase continues.

If the pursuer's roll is higher, they get closer to their quarry, may engage it with ranged weapons or get a clue as to the quarry's whereabouts. In game terms, the pursuer gains a +1 cumulative modifier to subsequent chase rolls. If it succeeds a second time, the modifier goes up to +2, if it succeeds a third time it goes to +3. On the fourth success (successes need not be consecutive), the pursuer catches up to and corners its quarry. On a critical success, the GM might rule that the quarry has fallen or crashed (if on a mount or vehicle), suffering a Health damage roll using DAM equal to one-tenth the vehicle or mount's Move.

If the pursued side's roll is higher, it puts more distance between itself and the pursuer. In game terms, the pursued side gains a +1 cumulative modifier to subsequent chase rolls. If it succeeds a second time, the modifier goes up to +2, if it

succeeds a third time it goes to +3. On the fourth success (successes need not be consecutive), the pursued side gets away and loses the pursuer. On a critical success, the GM might rule that the pursuer has fallen or crashed (if on a mount or vehicle), suffering a Health damage roll using DAM equal to one-tenth the vehicle or mount's Move.

The chase ends when either the pursuer catches up to the pursued or the pursued gets away, whichever happens first.

Death

If your Health is reduced to zero or a negative number, you are at the **brink of death**. You are considered Paralyzed (page 22) and can take no actions except perhaps mumble some final words. From this point on, any change in Health determines whether you live or die. If you can be brought back to Health 1 or more through a healing power, spell, potion or the like, you live. If you suffer even a single point of Health damage, or if the healing attempt fails to bring you up to Health 1 or more, you die. Life or death is determined as soon as any Health is recovered or lost while at the brink of death, so the dying character could not benefit from multiple uses of a spell or power.

If no Health has been gained or lost within a few minutes, you can make a final TOU+Endurance roll to survive. This roll is made against a DIF level equal to your current Health. For example, if your Health is at -4, the GM makes the opposing roll at DIF 4. If the TOU roll is successful, you wake up alive at Health 1. If not, the character dies. If you roll a draw, you pull through but might be left with a permanent injury of some kind.

The brink of death rule may or may not be applied to NPC's, at the GM's discretion. Major NPC's might have the same last chance to be saved, while minor NPC's and monsters are automatically slain, or perhaps knocked out if reduced to exactly 0.

If a player character dies, the player should re-enter the game with a new character at the earliest convenient point. The new character starts with 10% fewer XP than the former character when it died. The 10% penalty applies even if the former character is somehow brought back to life.



Delayed Actions

When your turn comes up in the Initiative order, you can choose to hold your action until a later time in the round. You must declare your future intention, and what circumstance will trigger your action. For instance, you could say: "When the gargoyle swoops down within range, I'll stab it with my sword." When and if the trigger occurs, you can immediately go through with your action, or cancel it. You can't decide to do something else until your turn comes up again.

Falling

You can automatically break a fall from a number of yards equal to or less than your AGI score. For greater heights, make an AGI+Athletics roll in order to avoid taking damage, against a difficulty roll with DIF equal to the number of yards fallen. If this roll fails, you take Health damage equal to the difference between the rolls. Armor generally offers no protection against falling damage.

Firing into Melee

At some point, someone is going to decide that it's a good idea to fire a ranged weapon at a foe that is adjacent to or engaged with one or more allies or innocent bystanders. If the attack misses its intended target, a randomly-determined creature near the intended target must also make a defense roll against the attack, or be hit instead. Taking careful aim with the Marksmanship skill (page 31) reduces the chance of this happening.

Group Actions

To make a success roll for an entire group, the most competent character or group leader makes the roll. For example, to determine if the PCs encounter a pack of dire wolves when moving through a forest, the ranger might make an AWA+Survival roll, with success indicating that he leads the party through the forest safely.

If one or more others lend assistance, then the leader makes the roll at +2. Such would be the case, for example, if several characters were trying to push something heavy out of the way. If the task requires a specific skill (e.g. defusing a bomb), the assisting character(s) must also have the skill.

If on the other hand, the presence of the group is a hindrance, then the roll is made at -2. Such would be the case, for example, if the PCs were sneaking down a hallway. The stealthy rogue leads the group and makes the roll, but suffers a penalty due to her noisy companions.

Impairment

Characters endure all sorts of abuse; they suffer being knocked around, knocked over, stunned, starved, poisoned, blinded, and many such indignities. Whatever the cause, they typically become **Impaired**, suffering -2 to any roll that would logically be affected by the condition, and suffering Move reduced by 50%.

Sometimes, you can become a bit more or a bit less Impaired, as follows:

Condition	Roll Penalty	Move Effect	Examples
Slightly Impaired	-1	No Effect	Frightened Fatigued Inebriated
Impaired	-2	Move 50%	Massive Damage Knocked Prone Encumbered Blinded Tear Gassed Pepper Sprayed
Severely Impaired	-3	Move 0	Grappled Restrained Stunned Poisoned Incapacitated

Effects can be cumulative, so for example if you are knocked prone, then take massive damage and fail your TOU roll, you would end up Severely Impaired. Shaking off an Impaired condition depends on the cause. If you are knocked prone you might simply need to get back up (taking one round), if you are blinded from a smoke grenade you might need to leave the area, if you are fatigued or inebriated you might simply need some rest. In other cases, you typically make a 2d Health check at appropriate intervals (which can be every round, minute, hour or day, depending on the condition); as soon as the check succeeds, the impaired condition ends. The "shaking off" check always counts as an action on the round it is made.

Madness

If your Spirit is reduced to zero or a negative number, you are at the **brink of madness**. This can happen if you use a power that consumes more Spirit than you currently have, or if you are subjected to severe mental stress. At this point, you might "snap", go temporarily insane, act irrationally until the end of the encounter, or finally talk if being interrogated. You keep control of the character, but the GM might force you to do or not do certain

things. From that point on, any change in your Spirit determines whether you regain your senses or completely succumb to madness.

If no Spirit has been gained or lost within a few minutes, you can make a final WIL+Focus roll to preserve your sanity. This roll is made against a DIF level equal to your current Spirit. For example, if your Spirit is at -4, the GM makes the opposing roll at DIF 4. If the WIL roll is successful, you regain your senses and are at Spirit 1. If not, you go completely mad and leave the game as a player character. If you roll a draw, you'll regain your senses but might be left mentally scarred from the experience.

Moving in Combat

Movement during combat and other tactical situations is determined by a creature's Move score, in yards per round. However, opponents and unforeseen obstacles can make things difficult. At the GM's discretion, you might be required to make a Move check on 2d (or 3d if conditions are particularly difficult). If the check fails, there is an unforeseen delay (e.g. you trip and fall) or opponents may get free attacks, depending on the situation (e.g. if you disengage from close combat).

Non-Lethal Combat

Sometimes you just want to knock out a foe, instead of dealing a killing blow. When you deliver a melee attack that would cause the target's Health to drop below 0, you can instead decide to reduce the target's Health to exactly 0, knocking them out.

Paralyzed

You suffer -3 to defense rolls and +3 to damage received from melee attacks. You cannot speak or take actions except to try shaking off the effect. This is done by making a 2d Health check, which can be attempted every following round or minute, depending on the cause. The "shaking off" check always counts as an action on the round it is made.



Poison, Disease & Radiation

Most poisons, venoms, radiation and other toxic substances have an attribute called **Potency** which measures how strong they are. Typically, a character exposed to such a substance must roll TOU+Resistance (poison) vs. POT, or suffer its effect. Here are the more common effects:

Disease: Takes effect one day after exposure. You suffer Health damage equal to the POT roll, and are Severely Impaired (Move 0, -3 to all rolls). Attempt a 2d Health check every following day to shake off the condition. Some diseases may have additional effects.

Venom: Takes effect TOU rounds after exposure. You suffer Health damage equal to the POT roll, and are Severely Impaired (Move 0, -3 to all rolls). Attempt a 2d Health check every following day to shake off the condition.

Paralytic Poison: Takes effect TOU rounds after exposure. You are Paralyzed, unable to take actions, suffering -3 to defense rolls and +3 to damage received from melee attacks. Attempt a 2d Health check every following minute to shake off the condition.

Truth Serum: Takes effect TOU minutes after exposure. You cannot knowingly tell a lie for one hour.

Radiation: If exposed to radiation, you must roll TOU+Resistance (radiation) vs. POT when first exposed, and every minute thereafter. As soon as you fail the roll, radiation sickness takes effect one day after exposure. You suffer Health damage equal to the POT roll, and are Severely Impaired (Move 0, -3 to all rolls). Every day following exposure, you lose one point from a random attribute until POT points are lost. If an attribute falls below 0, you die. If you survive and receive appropriate treatment, you may attempt a 2d Health check each following day to shake off the effects.

Rest and Recovery

At some point, the PCs are well advised to take a break from all their adventuring, or they risk suffering the effect of fatigue (Slightly Impaired: -1 to rolls). Getting rest also allows characters to make **recovery rolls** to replenish depleted Health and Spirit levels.

A “short rest” of about one hour, with no strenuous activity, grants you a WIL+Focus roll, with the result added to your current Spirit, up to its maximum. You can take as many short rests as desired and needed during the day or night. If you use powers,

a short rest might involve prayer, meditation or study, depending on the nature of your powers.

A “long rest” of about eight hours, or the equivalent of a night’s sleep, grants you a TOU roll, with the result added to your current Health, up to its maximum. Only one long rest can be taken each day. If anyone in the party has the Medicine skill, then it is added to the recovery roll.

Constructs and vehicles do not make recovery rolls; they must instead be repaired with the Fixing skill (page 29).

Social Interactions

When you attempt to influence an NPC, roll WIL+Persuasion vs. WIL+Focus. The GM can apply a modifier depending on the situation.

This game system doesn’t put a lot of rules around social interaction; **roleplaying** is the primary means to handle these types of situations. The GM can frequently call for a roll to add an element of chance to the outcome, but the result should always be subservient to the character’s actions and the needs of the story.

Example: Balthazar tries to convince the king to lend some men-at-arms for an important quest the PCs wish to undertake. The player makes an impassioned speech, in character, pleading the party’s case. Based on the player’s performance, the GM might decide that the king agrees to lend assistance, and the roll determines if he sends ten men or twenty men with the PCs. If on the other hand, failing the roll had meant that the king refused to lend any assistance, the player’s speech would not really have mattered since it just came down to a roll in the end. When faced with a similar situation again, the player might decide just to roll the dice instead of acting in character. That’s “roll” playing, not role-playing.

Swimming and Drowning

If you don’t have the Aquatic skill (page 27), you are effectively Impaired when operating in water. This means you can swim at 50% Move and suffer -2 to most rolls. Without special equipment, you can hold your breath for a number of rounds equal to TOU+Endurance if engaged in combat, or the same number of minutes otherwise. After this time you begin to suffocate, suffering DAM 0 each round until you drown or get some air.



POWERS

Unless the GM is running a game that is heavily based in mundane reality, there's a decent chance that PCs will at some point have access to exceptional abilities of a magical or pseudo-scientific origin. Whatever the origin or nature of these abilities, we refer to them collectively as **powers**, and they follow the rules below.

There are two types of powers, arcane powers and super powers. Each has a different set of rules governing how they are gained and used.

Arcane powers are used in game worlds where supernatural abilities are somewhat rare and mysterious in nature. This includes spells in fantasy settings, eldritch summonings in Lovecraftian settings, or psionic abilities in space opera settings. While the effects might vary widely from one setting to another, the rules explained here are exactly the same. The Fantasy, Horror and Science Fiction chapters later in the book describe specific spells or powers that might be available in these kinds of settings.

Super powers are used in pulp, superhero and similar comic-book settings where larger than life heroes and villains have special talents, supernatural abilities, alien technology, weird science or the like. The way these work is explained in the Pulp & Superheroes section beginning on page 151.

Arcane Powers

To use spells or powers, you must first have the Arcane Lore skill at a high enough level (see page 27). You can then learn specific powers available in your game at level 1, 2 or 3, using XP just like any other skill. Write down all the powers you know in the skill slots under the AWA attribute. You can only use a spell or power if you have learned it.

Arcane powers all have the following characteristics specified in their individual descriptions:

Power Difficulty (DIF)

This is the difficulty of invoking the spell or power. Using a spell or power requires you to roll $AWA + [\text{skill level in the power}]^*$ against a DIF roll using the power's DIF: this is called a **casting roll**.

Whether the roll is successful or not, the effort spent casting a power drains DIF points from your Spirit each time you make a casting roll. If you fail the casting roll, the power does not come into effect. You can attempt to cast a power as many

times as you wish, as long as you spend the required time and pay the Spirit cost. You can even attempt to cast a spell or power that drains more Spirit than you currently have. However, this pushes your mind to the brink of madness (see page 22).

You regain depleted Spirit points through rest and recovery, as explained on page 23.

Critical Success: If the casting roll results in a critical success, the power works beyond your expectations. For the purpose of determining the effect, your WIL is increased by the difference between the casting roll and the difficulty roll.

Critical Failure: If the casting results in a critical failure, the power backfires and the release of energy burns you for a number of Health points equal to the power's DIF.

Resisting Power Effects: The target of a spell or power can sometimes try to resist its effects. If this is possible, the target must make a defense roll, using the Attribute+Skill specified in the power's description, and compare it against the casting roll.

Casting Time

This is the amount of time it takes to bring a spell or power into effect. The casting time for most powers is **1 round**, meaning you can cast the power with a simple action: on your turn, if you are able to concentrate (see below), you make the casting roll and the power comes into effect if the roll is successful.

Some powers require longer to cast; 1 minute (10 rounds), 1 hour, 1 day or even longer. These powers are generally of little use in combat.

Range

This is how far from the caster the power's effect can extend. Range categories are as follows:

Caster means that you can cast the power on yourself only.

Touch means you must cast the power on a creature you touch (which can be yourself); possibly having to make an unarmed attack roll if the target is unwilling and unrestrained. The attack roll is made immediately after the casting roll.

WIL x yards means you can target a spot, item or creature up to the distance indicated, which is a multiplier of your WIL (usually 10). You must be able to see the targeted location.

Sight means you can target a spot, item or creature up to any distance away, as long as you can see it.

Unlimited means you can target a spot, item or creature up to any distance away, whether you can

see it or not. If the target is a creature, you need to name it by its true name. If it is an item, you must generally know its location.

Duration

This is usually either **Instant**, meaning the power just has an instantaneous effect when cast, or the power lasts for a number of rounds, minutes or hours, often expressed as a multiplier of WIL. Some rare powers are **Permanent** which means they last forever unless a specified condition is met or another power is used to cancel them.

Unless otherwise indicated, you can cancel a non-permanent power you've cast, before the end of its normal duration, as an action on your turn.

Concentration

Invoking a power requires concentrating during the casting time. Once in effect, powers usually remain in effect automatically for the duration; however, some powers require concentration to maintain (this is specified in their description). Concentration must be uninterrupted for the required period of time. While concentrating, you cannot perform other actions during your turn, though you can still make defense rolls and perform "free" actions, i.e. simple tasks like moving or speaking. You must have a clear mind, so extreme physical or mental discomfort makes it difficult or impossible to use powers. If you take damage while concentrating, you must roll WIL+Focus against the damage roll, or your concentration is disrupted. Should your

concentration be disrupted while you are casting a power or maintaining a power requiring concentration, the power fails immediately. Note: Spirit points are drained only when a casting roll is made, so if your concentration is broken before the end of the casting time, the casting is interrupted but no Spirit points are lost.

Rituals and Ceremonies

Several casters can join forces (and hands) to cast a single spell or power, if two or more of them know how to cast it. Dark cults and covens of hags are fond of this method. This is handled like other Group Actions, with the caster leading the group making the casting roll at +2. The Spirit cost is borne fully and equally by each participant.

Innate Powers

Items and NPC creatures of magical, psionic or advanced technological nature are able to replicate the use powers. The key difference is that they do not need to overcome a DIF roll; their powers can be activated automatically. Other than that, the same rules apply: they have a WIL score which is used to determine the magnitude of the effect, and the use of a power drains their Spirit. Sometimes, they still need to make a casting roll in order to overcome a target's defense. Creatures do this exactly like characters. In the case of items, the casting roll uses the wielder's AWA and the item's skill level.



SKILLS AND FLAWS

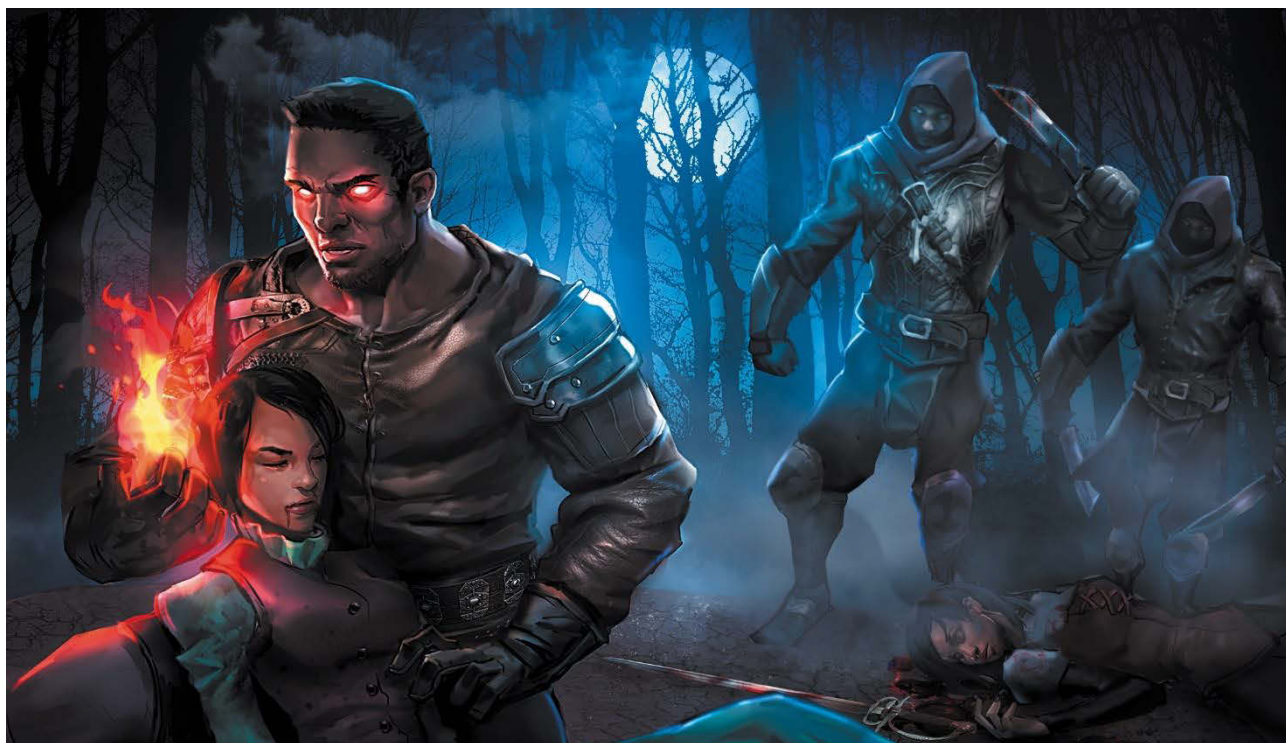
SKILLS

AGILITY	TOUGHNESS	AWARENESS	WILL
Assassination	Aquatic	Appraisal	Animal Handling ¹
Athletics	Armored Combat	Arcane Lore	Art ¹
Cover	Charge	Background ¹	Bargaining
Driving	Endurance	Computers	Battle Rage
Grappling	Mighty Blow	Criminology	Command
Marksmanship	Resistance ¹	Fixing	Focus
Missile Deflection	Second Wind	Heavy Weapon ¹	Followers
Multistrike	Strength	Languages ¹	Impersonation
Piloting	Unlife	Locks & Traps	Intimidation/Fear
Riding		Medicine	Luck
Sailing		Memory	Oratory
Sleight-of-Hand		Nightvision	Persuasion
Stealth		Observation	Politics
Sworn Enemy ¹		Power or Spell ¹	Reputation ¹
Team Tactics		Psychology	Street Smarts
Unarmed Strike		Research	Trickery
Weapon Mastery ¹		Senses	
		Sixth Sense	
		Survival ¹	
		Surgery	
		Surveillance	
		Trivia	
		Underworld	



TIP: Print the character sheet template on page 4, or use the editable PDF file (available at drivethrurpg.com) which lets you enter the information and Copy/Paste your character's skill, flaw and power descriptions.

1. A specific application or specialty must be chosen; see skill description.



Animal Handling: You know the habits of ordinary animals from your milieu, or one special beast type to be defined. You know how to train such animals and elicit desired behaviors. Add the skill level to attribute rolls pertaining to such activities.

At level 3, you may have a beast companion or familiar. The beast has a total number of XP equal to the XP you spent on WIL. Work with the GM to determine the type of beast and its stats. The beast will accompany you, act on your Initiative and generally obey commands (commanding the beast takes one round). If the beast dies, you can attract a new beast in a number of days equal to its XPs.

Appraisal: You can determine the approximate value of items including jewelry, works of art and other rare or exotic items. You are also a skilled scavenger, able to find items of value in cluttered, ruined or abandoned environments. Add the skill level to attribute rolls pertaining to such activities.

Aquatic: You are a proficient swimmer and feel at home in watery environments. At level 1, you are only Slightly Impaired (instead of Impaired) in water, meaning you suffer -1 to your rolls but can swim at your full Move rate. In addition, you know how to use any diving equipment appropriate to the setting. At level 2, you can remain underwater for TOU hours without equipment. At level 3, you are completely native to water; you can remain underwater indefinitely, communicate normally, operate unimpaired and use powers as if on land.

Arcane Lore: You are versed in the supernatural, in whichever form it manifests itself in your world. You may be able to identify manifestations of the occult, understand a magical tome or religious symbol, recognize a divine omen or know how to use an alien or magic item. Add the skill level to attribute rolls pertaining to such activities.

If arcane spells or powers are available, the skill indicates your general ability to learn them. At level 1 you can learn spells or powers of up to DIF 3, at level 2 you can learn spells or powers of up to DIF 6 and at level 3 you can learn spells or powers of up to DIF 9 (the maximum level). *Note:* Spells and powers must still be learned (using XP) as individual skills, and the Arcane Lore skill level does not modify casting rolls (casting rolls use the specific spell or power skill level instead).

Armored Combat: You need this skill in order to fight in armor and use shields. At level 1, you can use a shield if you have a free hand, and wear armor weighing up to 20 lbs. At level 2, you can wear armor weighing up to 40 lbs. At level 3, you can wear armor weighing up to 60 lbs., or power armor weighing more.

Art: You have artistic flair and are proficient in one art form. Specialties include things like: cooking, dancing, literature, a musical instrument (specify which), painting/drawing, photography, sculpting, singing. Once per game session, you can put on a truly inspiring performance. This takes at least a few minutes, and the player should take a bit of time to describe it. All who witness the performance, including the performer, recover a number of Spirit points equal to a WIL+Art* roll by the performer.

Assassination: You are a trained killer. Add the skill level to the first attack and damage rolls when attacking an opponent by surprise with any weapon. This includes opponents who are surprised on the first round of combat, and opponents who are successfully attacked using the Stealth skill. Creatures that use ambush tactics on their prey also have this skill.



Athletics: You are skilled at jumping, climbing, dodging, escaping restraints, breaking falls, performing various physical stunts and feats of balance. Add the skill level to attribute rolls pertaining to such activities; for instance, when making AGI rolls to dive out of the way of harmful traps or powers.

You can also use the skill to tumble and dodge in combat. This allows you to add the skill level to defense rolls against physical attacks, however it is an active measure so you must forfeit your attacks (and most other actions) while doing so.



Background: Your background, profession, training, provenance or education gives you very specialized knowledge in an area not covered by other skills. You automatically know most things related to your background. For more difficult tasks requiring a roll, add the skill level. Examples of backgrounds might include:

- An academic or scientific specialty like Biology, Chemistry, Anthropology, Astronomy or History
- A craft or trade like Brewing, Metalworking, Glassblowing, Farming, Shipbuilding, Carpentry, Leatherworking, Gunsmithing, Armoring, Construction or Stonemasonry
- An Engineering skill (Electrical, Mechanical, Bio, Genetic...)
- A professional skill like Accounting or Law
- Knowledge of a particular place or culture

Bargaining: You are a skilled negotiator, trader, merchant, seller and deal maker. You generally know how to find buyers or sellers for something. Add the skill level to attribute rolls pertaining to such activities.

Battle Rage: You are able to enter a state of berserk blood lust by making a successful 2d Spirit check. One attempt can be made per round, as a free action before attacking. While in this state, you get a temporary Health increase equal to the XP spent on the skill (this can push your Health beyond its normal maximum), and apply the skill level to all TOU-based damage rolls. Battle Rage drains one Spirit point each round, and must continue until you either run out of Spirit, or combat ends.

Charge: When you move into melee combat from a distance, whether on foot or on a mount or vehicle, your first attack delivers additional damage equal to the skill level (if it hits). Furthermore, the opponent must roll TOU against the damage roll or be knocked prone, i.e. Impaired (Move 50%, -2 to rolls) until they use an action to get back up. Creatures that attack by diving, tackling or leaping onto their foes have this skill.

Command: You know how to organize, command, inspire and deploy groups large and small. You can captain a ship and are versed in military strategy and battlefield tactics. When you are part of a group action, your Command skill is added to the roll. Group actions are explained on page 21. You can only apply this skill to rolls that are made by a group. You cannot assist individual efforts, so could not help someone pick a lock, for example.

Computers: You know how to break into computer systems, operate virtual networks and decipher coded or encrypted information. Add the skill level to attribute rolls pertaining to such activities.

Cover: You keep others out of danger and may add this skill to an ally's AGI defense rolls. You can grant cover to the ally from a distance if you have a ranged weapon, otherwise you must be next to the ally. This is an active measure, so you cannot attack or take other actions except defend while granting Cover (but the ally can fight or do other things).

Criminology: You know how to gather and analyze evidence from crime scenes. Ballistics, toxicology, fingerprint collection, DNA analysis and other forensic sciences fall under this skill. You also know the methods of crime; extortion, identity theft, racketeering, disposal of bodies and so on. Add the skill level to attribute rolls pertaining to such activities. Criminals and crime fighters both have this skill.

Driving: You are skilled at handling land vehicles common to your setting and background. Add the skill level to attribute rolls when attempting difficult maneuvers or avoiding attacks. Note: such rolls normally use the *vehicle's* AGI (not the driver's).

Endurance: You are better able to function in the face of physical punishment. This includes:

- Maintaining strenuous physical activity for an extended period of time before suffering the effects of fatigue. Add the skill level to the number of minutes, hours or days such activity can be maintained, depending on the activity. If you make a roll to prevent or overcome fatigue, add the skill level to the roll.
- Add the skill level to prevent being Impaired when receiving massive damage (see page 19).
- Add the skill level when making the TOU roll to survive when at the brink of death (see page 21)

Fixing: You can repair mechanical, electrical and electronic devices, constructs or vehicles found commonly in your world. It generally takes one hour to fix something, after which you make an AWA+Fixing* roll to determine how many Health points the damaged item regains. If there was some sort of malfunction (e.g. a robot was Impaired by massive damage), the GM makes a DIF roll to see if the malfunction is successfully repaired (DIF 3 by default). Fixing requires the proper tools. If you are out in the field with a repair toolkit, only one Fixing roll can be made for each instance the device took damage. If you can bring the item to an installation with the requisite spare parts (a lab, workshop, smithy, etc), then Fixing rolls can be made as often as desired, each taking one hour to perform.



Focus: You are blessed with exceptional mental strength, whether from willpower, courage, ancestry, religious devotion or fanaticism. Your skill level is added to rolls made to maintain concentration, morale, or to resist the effects of Intimidation/Fear, enchantments, mind-affecting effects and interrogation attempts. You also add the skill level to WIL/Spirit recovery rolls, and when making a WIL roll to preserve your sanity while at the brink of madness.

Followers: You are a natural leader and can enlist others to your cause. If the GM agrees, you may try to attract followers, given about a month's time in a populated area, and assuming there are no racial or cultural compatibility issues. The total follower XPs that can be attracted is equal to your XP total, multiplied by the Followers skill level. Work with the GM to determine how the XPs will be split among follower NPCs. No single follower's XPs may exceed your XPs. As your XP total increases, so will the total XPs of the follower group.



Example: a 40 XP character with the Followers skill at level 2 decides to attract followers. The initial follower group will have a total of $40 \times 2 = 80$ XPs. The GM rules that the character has attracted a 30 XP "sidekick" and ten "grunts" each having 5 XP (1 in each attribute and a skill at level 1). Each time the character gains an XP, the follower group gains 2 XP. These can be given to the current followers or saved up to attract a new grunt or sidekick. Killed followers are not automatically replaced, and "replacements" must be recruited as initially.

While generally loyal, followers behave as individuals and not just automatons to do your dirty work. They expect to be housed and fed (including their families), and close henchmen expect a piece of the action; assume that each follower XP costs around 10 gold pieces (gp) or \$1000 per month.

Grappling: You know how to tackle, pin, wrestle, hold or choke opponents. First, you try to grab an opponent by making an AGI+Grappling attack roll. If successful, the opponent takes no damage but is Severely Impaired (Move 0, -3 to rolls). On its turn, the restrained opponent may attack you (at -3) or attempt to break the hold by rolling TOU+Strength vs. TOU+Strength (without the -3 penalty). While the opponent is restrained, you can simply distract or pin the opponent down for no damage, or attack the opponent with a weapon or unarmed strike (with the opponent defending at -3).

Monstrous Ability: Creatures with tentacles, pincers and the like typically have this skill, often attacking restrained opponents with another body part (bite, poison sting, etc.) using the rules above.

Heavy Weapon: You know how to use one type of vehicle mounted weapon, artillery gun, siege weapon or the like. You may add the skill level to the attack or damage roll. Note: Heavy weapons use the attacker's AWA, rather than AGI.

Impersonation: You are an accomplished actor. You can "become" someone else by changing your appearance (with the proper materials), speech, accent and manner. You can blend in almost anywhere by knowing the proper customs, manners and conversation. In addition, you know how to imitate another's handwriting and forge or modify official documents, given enough time and the right tools. In either case, viewers should roll AWA+Observation vs. WIL+Impersonation to detect a fake. Creatures that can change their appearance with illusions or other means also have this skill.

Intimidation: You can terrify someone through your appearance or manner by making a successful WIL+Intimidation vs. WIL+Focus roll. This can be used to interrogate someone and extract information from them. It can also be used as an action in combat to frighten an opponent. If successful, the terrified opponent is Slightly Impaired (-1 to rolls). The frightened opponent can shake off the effect by making a successful 2d max Spirit check, using an action.

Monstrous Ability: Some creatures have an improved version of the frightening effect called **Fear**. Unlike Intimidation, Fear does not require an action, and all opponents witnessing the creature must make the above roll or become Slightly Impaired. If multiple creatures causing Fear are present, only one roll is made but it is at +2 (as per the group actions rule). Fear is not available to player characters.

Languages: You know an additional number of languages equal to the skill level, and may be able to decipher ancient or obscure languages on a successful AWA+Languages* roll.

Locks & Traps: With the proper tools, you can attempt to pick keyed locks and crack combination locks. Add the skill level to attribute rolls pertaining to such activities. You also know how to set and disable complex traps and snares of different kinds. This skill can be used for building, setting and defusing explosive devices. Traps of a magical or technological nature might also require other skills as well such as Arcane Lore or Fixing. Detecting a trap requires an AWA+Observation roll against the trap maker's AWA+Locks & Traps roll. Disabling a trap requires an AWA+Locks & Traps roll against the trap maker's AWA+Locks & Traps roll. If the trap-maker has the skill and means to create an effective trap, it can only be disabled by someone who also has the skill.

Luck: Breaks tend to go your way. Whenever you roll a break on any attribute (a natural 6 permitting a second roll), add the skill level to the total.

Marksmanship: You can perform the following feats of accuracy with any targeted range weapon (AOE 1), whether fired or thrown:

- **Aim:** If you don't move during the round and take a few seconds to aim (Initiative reduced by two steps; see below), you may add this skill to the attack roll. If firing into melee (see page 21) and you miss your target, you deduct the skill level

from the attack roll for the purpose of determining if you hit an adjacent creature.

- **Kill Shot:** You are adept at striking vital areas on the body. You may add the skill level to the damage roll if your target is within Base Range.

In both cases, the weapon can be fired only once during the round. Reducing Initiative by two steps means that you act on the same Initiative as if your AWA was two points lower. Examples: 19 becomes 12, 15 becomes 10, 12 becomes 9. Below that, 10 becomes 6 and 9 becomes 3.

Medicine: You have medical knowledge and know how to treat injured, poisoned or diseased creatures. You can administer the treatments below. It is assumed that you have a medical kit on hand. Otherwise, make the rolls at -2.

- **First Aid:** You tend to a character's fresh wounds for one minute. Roll AWA+Medicine* vs. DIF, where DIF is equal to the number of minutes elapsed since the patient was last injured. For example, if you began to administer First Aid right after the patient was injured, your first attempt is against DIF 1. On a success, the patient recovers 1 Health. You can administer First Aid multiple times to the same patient.
- **Treating the wounded:** You and all allies under your care add your skill level when making TOU/Health recovery rolls after long rests (page 23). If several healers are present, use the one with the highest skill level.
- **Treating the sick/poisoned:** Roll AWA+Medicine* vs. POT (see page 23). On a success, the patient automatically succeeds on the next Health check they make to shake off the impaired condition. Otherwise, you can reattempt the treatment after the next Health check. Note: The treatment does not heal any previously suffered Health damage.
- **Saving a life:** If you tend to a character at the brink of death and they must make a TOU roll to survive (see page 21), they add your skill level. If there are several critically injured characters, you can only tend to one.

Memory: You have a photographic memory. Add the skill level whenever a roll is made to remember details from the past.

Mighty Blow: You can apply +3 to a TOU-based damage roll up to one, two or three times per combat encounter, depending on the skill level. To do so, you must sacrifice one point of Health before the attack roll is made.

Missile Deflection: You can deflect missiles with a hand or weapon. Add the skill level to defense rolls against arrows, crossbow bolts, sling stones and similar light, low-tech projectiles. If the defense roll is equal or greater than twice the attack roll, you catch the missile or cause it to bounce back towards the enemy. You must be standing relatively still, so the skill cannot be used in conjunction with Athletics.

Multistrike: This skill allows you to make an additional number of melee attacks equal to the skill level. However, all your attacks are made at -2 to the attack and damage rolls. For example, if you have the skill at level 2, you can make three melee attacks instead of one. The attacks can target the same or multiple opponents, however you can't make more than two attacks against the same opponent. You can use Multistrike in combination with other skills like Weapon Mastery (with a melee weapon), Unarmed Strike or Charge.

Monstrous Ability: Large creatures with multiple appendages can use Multistrike in combination with Grappling. In this case, the penalty is only applied to the attack roll (since there is no damage roll with Grappling). Player characters cannot use Multistrike in combination with Grappling.

Nightvision: You can see clearly in the dark up to 20 yards away per skill level.

Observation: Like Sherlock Holmes, you have the unusual ability to notice significant little clues. This is not the same as Senses, because it relies more on mental acuity. Senses may cause you to see something, but you need Observation to notice it as relevant. The skill level is added to rolls pertaining to activities such as identifying signs of passing creatures (tracking), detecting traps or finding secret doors.

Oratory: You have the ability to inspire groups of others through your words, exhorting them to greater efforts towards a common goal. Before or during combat, you may roll WIL+Oratory* against the highest opponent attribute. For instance, if foes were led by a dragon with TOU 10, use this for the

difficulty roll. If successful, you choose one of the following benefits:

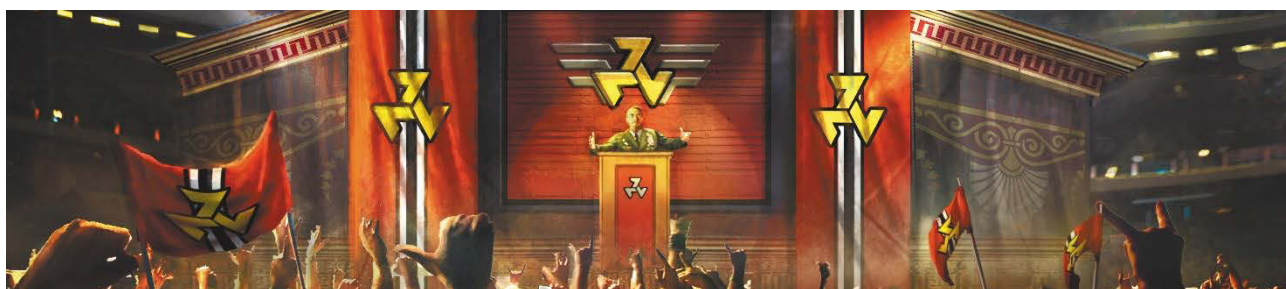
- **Inspiration:** for the duration of the fight, you and all your allies get a boost to your derived stats (Move, Health, Initiative, Spirit) equal to the Oratory skill level.
- **Courage:** For the duration of the fight, you and all your allies add the Oratory skill level to rolls against fear, losing morale and other mind-affecting effects; this is similar to the Focus skill.
- **Frenzy:** for the duration of the fight, you and all your allies get +1 to all TOU-based damage rolls. But if they have the Weapon Mastery skill, they cannot allocate it to defense.

Performing Oratory takes at least one minute and only one attempt can be made on any creature or group. The effect is cancelled immediately if you are incapacitated, slain or otherwise leave the fight.

Persuasion: Add the skill level to WIL rolls you make to influence, convince, seduce, bluff, fast-talk or otherwise get agreement from someone, using charm or quick wit. The attempt is opposed by the target's WIL+Focus roll, possibly modified by the target's disposition and the nature of the request.

Piloting: You are skilled at handling aircraft or spacecraft common to your setting and background. Add the skill level to attribute rolls when attempting difficult maneuvers or avoiding attacks. Note: such rolls normally use the *vehicle's* AGI (not the pilot's).

Politics: After spending a bit of time in a society, you understand the power structures and can identify the key individuals who wield influence, either overtly or behind the scenes. Given a bit more time, you can establish yourself in these circles, trade information and begin to wield some influence yourself. Eventually, you become very connected and often seem to "know the right people", or someone who owes you a favor. When you need a favor, you can attempt a WIL+Politics roll to get it. The GM should set the difficulty based on the nature of the request, your familiarity with the area, reputation with the locals, etc.



Power or Spell: You have the ability to use one spell, power or supernatural ability and add the skill level to the casting roll. A spell or power can only be learned if you have the Arcane Lore skill at the appropriate level (see description). The GM has the final say on what specific powers are available in the setting.

Monstrous Ability: Some NPC creatures have **Innate** spells or powers. This means they don't need to overcome a DIF roll in order to use their powers (however they may still need to make a casting roll in order to overcome a target's defense).

Psychology: You are highly attuned to the emotions of those around you and are able to sense another character's general motivation and state of mind with a successful AWA+Psychology vs. WIL roll.

Reputation: Your personal reputation, title or affiliation precedes you. You tend to impress others as a result, and may enjoy privileges in some circles. In cases where your reputation might be a factor, add the skill level to WIL rolls made to elicit positive reactions from others.

Research: Research allows you to effectively find things out through the usual channels of investigation: newspaper clippings, libraries,

databases, the internet, etc. Add the skill level to attribute rolls pertaining to such activities. This does not apply to interviewing live sources, which is covered by the Street Smarts skill.

Resistance: You are unusually resistant to one of the following: acid, cold/frost, electricity, fire/heat, poison/disease, radiation or spells/powers. You may ignore the effects of any "natural" occurrence. For instance, if you have Resistance (fire/heat) you could move through a burning building, if you have Resistance (cold/frost) you could survive in extremely cold climates without special clothing, and if you have Resistance (poison/disease) you won't contract a naturally-occurring disease. Against attacks of the specified type (or unusually intense exposure), you add the skill level to any TOU rolls made to resist the effects. In addition, you have an innate ARM score equal to your TOU multiplied by the skill level, which fully or partially absorbs any damage of that type.

Monstrous Ability: Creatures can have Resistance to other things, like non-magical attacks or non-silver weapons. In some cases, creatures have complete **Immunity** to one or more of these damage types, meaning they ignore damage from any source of the relevant type. These options are not available to player characters.



Riding: You are skilled at riding horses or other beasts common to your setting and background. Add the skill level to attribute rolls when attempting difficult maneuvers or avoiding attacks. Note: such rolls normally use the *mount's* AGI (not the rider's).

Sailing: You are skilled at handling watercraft common to your setting and background. Add the skill level to attribute rolls when attempting difficult maneuvers or avoiding attacks. Note: such rolls normally use the *vehicle's* AGI (not the sailor's).

Second Wind: You can shake off damage thanks to biological regeneration, divine aid or simple hardiness and stamina. As a one-round action, you can recover a number of Health points equal to a TOU roll. This special recovery roll can be accomplished once, twice or three times per game session, depending on the skill level. The Medicine skill cannot be applied to the roll it since it is a purely innate ability. Second Wind can be used to come back from being knocked down to zero or negative Health (but remember: you'll die if the roll fails to bring you back to Health 1 or more, per the Death rules on page 21).

Senses: The skill level is added to seeing, hearing, smelling and tasting rolls.



Sixth Sense: Some people have an acute sense of danger and other intangible "things in the air", or perhaps they're just extremely wise. They can sometimes sense when they're being watched, when something's wrong, when there is a major villain nearby, or instinctively know the right course of action. In practice, you may ask for a "sixth sense" clue from the GM one, two or three times per game session, depending on the skill level.

Sleight-of-Hand: You are skilled at picking pockets, hiding or planting items, juggling and performing various other tricks and feats of prestidigitation. Add the skill level to attribute rolls pertaining to such activities.

Stealth: You can move silently and hide or camouflage yourself successfully, whether in the shadows, vegetation or another hiding place. You are also able to follow someone without being seen. To remain undetected, you roll AGI+Stealth against the target's AWA+Senses. If you initiate combat while undetected, your first attack is resolved before your foes can react. If they were potentially caught unprepared, they should then make a surprise check (2d Initiative) to see if they can act on the first round of combat.

Vehicles and electronic equipment that grant Stealth typically add a skill level when rolling to defend against detection attempts by radar or other electronic means.

Street Smarts: You are adept at locating people in urban areas and gathering information from them. Add the skill level to attribute rolls pertaining to such activities. This does not apply to finding information from libraries and the like, which is covered by the Research skill.

Strength: You are blessed with exceptional strength. Add the skill level to TOU-based damage rolls, and when performing feats of strength.

Surgery: You understand anatomical structures. Given the right tools, you can perform surgical operations and autopsies. You can perform Surgery to repair an undead creature or construct made of organic material, such as a cyborg, flesh golem or zombie. This works exactly like the Fixing skill: it takes one hour to perform the operation, after which you make an AWA+Surgery* roll to determine how many Health points the damaged creature regains. Surgery requires the proper tools. If you are out in the field with surgical tools, only one Surgery roll can be made for each instance the

creature took damage. If you can bring the creature to a medical installation with the requisite tools then Surgery rolls can be made as often as desired, each taking one hour to perform.

Surveillance: You are capable of tailing others while remaining unseen and observing them at a distance, possibly using electronic tools including wiretaps, directional microphones, hidden cameras, bugs, radar and direction-finding equipment. You can also design, install and monitor this equipment. Add the skill level to attribute rolls pertaining to such activities.

Survival: You are familiar with one type of environment. You know the basic skills necessary to survive in that milieu: significant landmarks, hunting for food, building a shelter, keeping warm (or cool), avoiding dangers, knowing the inhabitants, predicting the weather, finding your way, using maps and navigational equipment, etc. Add the skill level to attribute rolls pertaining to such activities.

Choose among the environment types below; depending on the campaign being played, they might need to be defined more specifically.

Air/Skies	Underground
Cities	Underwater
Planes/Multiverse	Desert/Wasteland
Seas/Lakes/Rivers	Wilderness
Space/Alien Planets	

Sworn Enemy: You add the skill level to attack and damage rolls when fighting a certain race, type of creature or NPC and its minions, to be specified.

Team Tactics: You are more effective at fighting in a team of allies who also have this skill. At level 1, you gain +1 to attack rolls when fighting alongside unimpaired allies who also have the Team Tactics skill. At level 2, you gain +1 to attack and defense rolls. At level 3, you gain +1 to attack, defense and damage rolls. You gain the full benefit determined by your skill level as long as at least one ally also has the skill, regardless of their own level. Creatures that use pack tactics to gang up on their foes may have this skill.

Trickery: You use guile to gain an advantage in combat, and can perform the following maneuvers:

- **Taunt:** As an action, you can compel a foe to direct its next attack towards you with a successful WIL+Trickery vs. WIL+Focus roll. If the trick is employed on a player character, the PC can choose to forego her next attack instead.
- **Distraction:** As an action, you cause a foe to suffer -3 on its next defense roll (regardless of who attacks it) with a successful WIL+Trickery vs. AWA+Observation roll. After the first distraction attempt, the foe will be on its guard so subsequent distraction attempts by you are made at -2.



Trivia: You are a wealth of apparently useless information on many and varied topics. You might be able to pull a relevant piece of information “out of your hat” with a successful AWA+Trivia roll. You are also able to bluff your way as an “expert” on almost any subject with a successful AWA+Trivia vs. AWA (+relevant skill) roll.

Unarmed Strike: You are adept at fighting without a weapon, either due to skill or because you have natural weaponry such as claws or fangs. When fighting without a weapon, the skill level is added to your attack rolls. In addition, the -3 damage penalty for unarmed attacks is reduced by the same amount. At skill level 2, therefore, your attack rolls are made at +2 and the base damage is TOU-1 instead of TOU-3. This skill also applies to attack rolls when using a power that requires touching an unwilling target.

Monstrous Ability: Since beasts and monsters ignore the -3 damage penalty for unarmed attacks, they only benefit from the attack roll bonus.

Underworld: You are familiar with crime syndicates, terrorist groups, mercenary bands and other shady organizations. Add the skill level when rolling to determine if you know something about such groups.



Unlife: You are an undead or artificial being of some kind: a vampire, robot, android, golem, clockwork creature or the like. Your body gives you ARM 1, 2 or 3 depending on the skill level. This protection doesn't stack with worn armor (use the highest score). Furthermore, you do not breathe and are completely immune to disease, poison and possibly other things that only affect living beings, at the GM's discretion. However, you are unable to heal Health naturally or through any biological, chemical or magical means. Resting does not grant recovery rolls. Instead, you must be repaired with the Fixing skill; or the Surgery skill, if you are composed primarily of organic material. See the Fixing or Surgery skill description.

Weapon Mastery: You possess exceptional skill with one type of weapon, which must be specified and defined fairly narrowly, e.g. pistol, shotgun, long sword, lightsaber, etc. The skill level can be added to either attack rolls or damage rolls. The choice must be made before dice are rolled, and is assumed unchanged from round to round unless you expressly declare a change in stance.

If you are using a melee weapon that can parry the attacks, you have the option to allocate the skill to defense rolls instead. This generally can't be done if ranged weapons are being used.

If you are using a small melee weapon (DAM: TOU-1 typically), you can wield one in each hand. In this case, you may split the skill modifier as desired between attack rolls, defense rolls (if applicable) and damage rolls. For instance, if you wield daggers and have the skill at level 3, you could choose to take +1 on attack rolls and +2 on damage rolls.

If you are using an automatic or semi-automatic ranged weapon, you can add the skill level to the number of attacks instead of the other options, if enough ammunition remains. For instance, if you use an assault rifle and have the skill at level 2, you could make three attacks (i.e. fire three single shots or three bursts) instead of one, instead of using the skill for the attack or damage roll. This option can't be used with bows, crossbows, thrown weapons, bolt-action rifles, antique firearms and other weapons with a low rate of fire.

FLAWS

AGILITY	TOUGHNESS	AWARENESS	WILL
Clumsiness	Breathless	Absent-Mindedness	Addiction*
Handicap	Frailty	Blindness	Cowardice
	Sunlight Sensitivity	Deafness	Code of Honor*
	Vulnerability*		Flashbacks
	Weakness		Greed*
			Outcast*
			Phobia*
			Unluck
			Unmistakable Feature*



Absent-Mindedness: Your mind is usually elsewhere. This causes your Initiative to be reduced by a number of steps equal to the flaw level. For example, if you have AWA 3 and the flaw at level 2, your actual Initiative is 10 instead of 15. In addition, you tend to be distracted or forgetful. Deduct the flaw level when rolling to remember something. Even if it's something you would normally remember, the GM might require you to make an AWA roll vs. DIF X where X equals the flaw level.

Addiction: You are addicted to a substance such as alcohol, tobacco, caffeine, marijuana or heroin. Failure to consume the desired substance 1, 2 or 3 times a day (depending on the flaw level) causes you to become Slightly Impaired (-1 to all rolls) until the cravings can be satisfied. If presented with the opportunity to partake of the substance, you must make a WIL roll vs. DIF X (where X is the flaw level) to resist the temptation.

Blindness: Your vision is poor. You suffer a penalty to rolls that rely on sight (including attack and defense rolls) equal to the flaw level. Wearing corrective lenses diminishes the penalty by one.

Breathless: You are short-winded. After TOU minutes of strenuous activity such as running or fighting, you suffer the flaw level as a penalty to AGI and TOU rolls, until you take a short rest (1 hour).

Clumsiness: Deduct the flaw level when rolling to accomplish a task requiring manual dexterity. In situations where tripping, dropping something or knocking something over is likely (such as when sneaking around a darkened house), you must make an AGI roll vs. DIF X (where X is the flaw level) to avoid doing so.

Cowardice: In a life-threatening situation, you must make WIL roll vs. DIF X (where X is the flaw

level) or you run for cover, run away or refuse to undertake a dangerous activity. Deduct the flaw level when making a roll to resist torture.

Code of Honor: You have a set of values, morals, principles, a behavior pattern or religious beliefs that restrict your ability to act freely in all situations. The flaw level depends on how restrictive or compelling the principles are. If you ever violate your principles, you become Slightly Impaired (-1 to rolls) until you can atone for your actions.

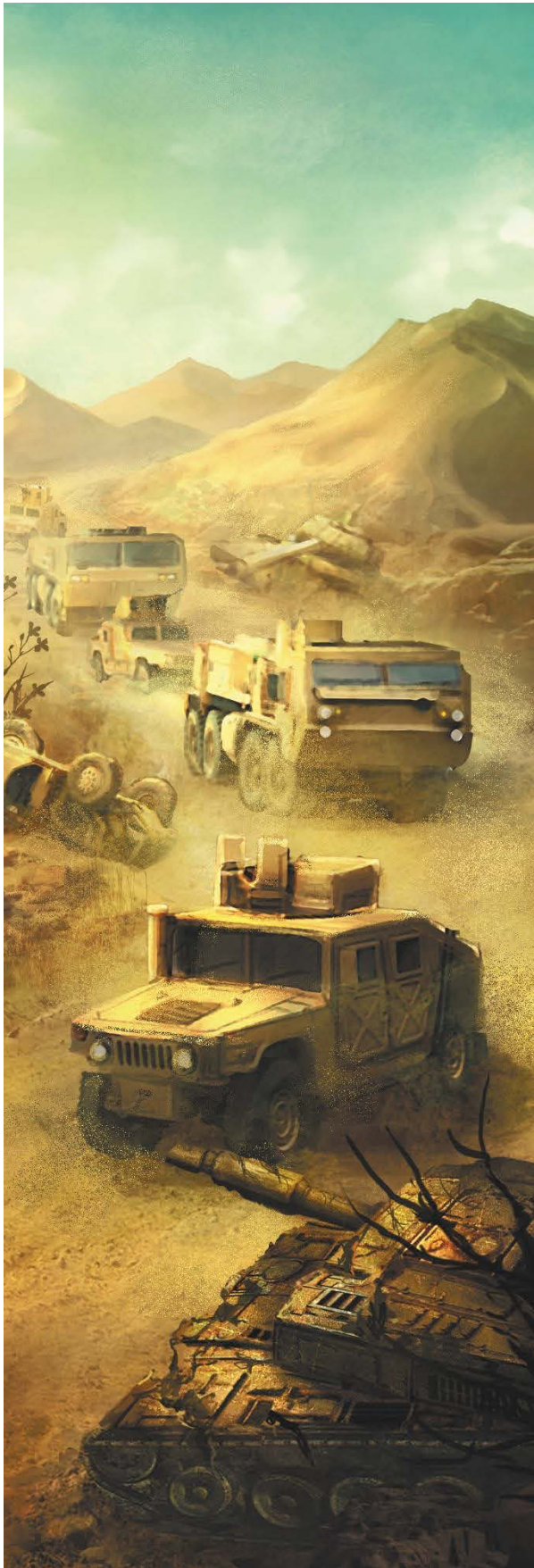
Deafness: Your hearing is poor. You suffer a penalty to rolls that rely on hearing, equal to the flaw level.

Flashbacks: You have suffered a severe trauma in the past. When in a situation that is reminiscent of the traumatic event, you must make a WIL roll vs. DIF X, where X equals the flaw level. Failure causes you to freeze in terror and become Severely Impaired (Move 0, -3 to rolls). You can attempt to shake off the effect as an action, by making a 2d Spirit check.

Frailty: You are somewhat fragile (and possibly small). Your max Health is reduced by the flaw level.

Greed: You crave something like gold, revenge, information about something, or a type of food. If presented with the opportunity to gain the object of your affection, you will pursue it no matter how unwise the decision. You can attempt to resist this urge by making a WIL roll vs. DIF X, where X is equal to the flaw level.

Handicap: You are old, obese or physically impaired somehow. Deduct the flaw level whenever you roll to perform a feat of agility that involves jumping, climbing etc. Furthermore, your maximum Move is reduced by the flaw level.



Outcast: Due to reputation, temperament or appearance, you tend to elicit negative reactions from others. Deduct the flaw level when making social interaction rolls. If you are admired by some and reviled by others, you might have the Reputation skill *and* the Outcast flaw, applying whichever one is appropriate to the audience.

Phobia: You are deathly afraid of something that's fairly common. Whenever the feared object or situation is encountered, you must make a WIL roll vs. DIF X (where X is the flaw level) or refuse to face the object of your phobia.

Sunlight Sensitivity: Your skin and eyes cannot handle direct sunlight; if exposed, you must deduct the flaw level to all rolls. Protective clothing can be worn to compensate, but it must cover all the skin and obscure the face.

Unluck: You are cursed by Fate to some degree. Whenever you roll a break on any attribute (a natural 6 permitting a second roll), deduct the flaw level from the total.

Unmistakable Feature: You can easily be identified because of a physical trait, symbol or garment that's always in evidence on your person. The flaw level reflects how obvious, well-known and difficult to hide the feature is.

Vulnerability: You are especially vulnerable to one of the following: acid, cold/frost, electricity, fire/heat, poison/disease, or spells/powers. You must deduct the flaw level from TOU rolls made to resist aggressions of this type, and increase any damage suffered by the same amount.

Monstrous Vulnerability: Creatures can have a Vulnerability to something else, like silver weapons or bludgeoning weapons.

Weakness: You deduct the flaw level when making rolls requiring strength. This includes TOU-based damage rolls with melee weapons or unarmed.

EQUIPMENT

WEAPONS

Ammo is the number of times the weapon can be fired before having to be reloaded. If two numbers are shown, the second generally refers to a burst (1 burst = 10 bullets).

Rel indicates the number of rounds it takes to reload the weapon once Ammo is expended.

Range is the distance, in yards, at which the weapon can fire with no penalty to the attack roll. The weapon can fire up to twice this distance at -1 to the attack roll, three times the distance at -2 and four times the distance at -3.

DAM is the attribute used for rolling the weapon's damage. For melee and thrown weapons, DAM is equal to the character's TOU, sometimes with a modifier as indicated.

AOE (Area of Effect) is the attribute that represents the number of foes affected by the attack in a typical combat situation against human-sized

opponents. Everyone caught in the area must roll to avoid the attack. If the AOE is above 1, this includes any allies adjacent to or in close combat with the affected foes. If the weapon creates a circular blast, the AOE number also represents the yard radius of the blast around its center. When two numbers are indicated this generally means the weapon can fire in either single shot or burst mode.

Lbs. is the encumbrance of the item in pounds. This represents bulk as well as pure weight.

Notes/Enhancements includes, among other things: minimum TOU required to wield; the effect of firing with telescopic or laser sights (Note: they restrict to firing once per round); and any special conditions the weapon may inflict such as Impairment, Paralysis or Poison (see rules concerning these conditions starting on page 22).

MEDIEVAL WEAPONS	Ammo	Rel	Range	DAM	AOE	Lbs.	Notes/Enhancements
Axe, Battle or Wood	-	-	-	TOU	1	7	
Axe, Small	-	-	8	TOU-1	1	2	Hatchet, Tomahawk, etc
Axe, Great (two-handed)	-	-	-	TOU+1	1	11	
Ballista	1	1	50	7	1	-	Crew: 2
Bow, Long	-	-	50	1	1	4*	* Add 2 lbs. for 20 arrows
Bow, Short	-	-	40	1	1	2*	* Add 2 lbs. for 20 arrows
Catapult	1	2	100	8	4	-	Crew: 6
Club, Small	-	-	-	TOU-1	1	2	Includes baton, nunchaku, etc.
Club, Large (two-handed)	-	-	-	TOU	1	10	
Crossbow, Heavy	1	1	60	2	1	18*	* Add 2 lbs. for 20 bolts
Crossbow, Light	1	1	45	2	1	5*	* Add 2 lbs. for 20 bolts
Dagger or Knife	-	-	8*	TOU-1	1	1	* Throwing Knife only
Dart or Shuriken, Poisoned	-	-	8	0*	1	0.25	* Target rolls TOU vs. POT or is poisoned (see poison effects p.23)
Flail	-	-	-	TOU	1	5	
Hammer, Throwing	-	-	8	TOU-1	1	2	
Hammer, War	-	-	-	TOU	1	5	
Javelin	-	-	10	TOU-1	1	2	
Lance	-	-	-	TOU	1	8	
Mace	-	-	-	TOU	1	4	
Morningstar	-	-	-	TOU	1	4	
Net	-	-	-	*	1	3	* Target is Severely Impaired; can try to escape each round with a 2d Health check
Object, Hard	-	-	-	TOU-2	1	1	Rock, chair, mailed fist, torch
Oil Pouch, Burning	-	-	12	1	1	1	
Polearm (Halberd, Pike...)	-	-	-	TOU+1	1	16	
Punch or Kick	-	-	-	TOU-3	1	-	
Sling	-	-	40	0	1	1*	* Add 2 lbs. for 20 stones

EQUIPMENT

MEDIEVAL WEAPONS	Ammo	Rel	Range	DAM	AOE	Lbs.	Notes/Enhancements
Spear	-	-	5	TOU	1	4	
Staff	-	-	-	TOU-1	1	6	Can split Weapon Mastery skill
Sword, Long	-	-	-	TOU	1	5	
Sword, Short	-	-	-	TOU-1	1	3	Includes Rapier, Sabre, Scimitar, Machete, Sword Cane, Sickle, etc.
Sword, Great (two-handed)	-	-	-	TOU+1	1	9	
Sword, Katana	-	-	-	TOU+1	1	4	
Trident	-	-	8	TOU	1	5	
Whip	-	-	4	*	1	3	* Target rolls TOU vs. TOU or is prone (Impaired) or disarmed

ANTIQUE FIREARMS	Ammo	Rel	Range	DAM	AOE	Lbs.	Notes/Enhancements
Cannon, Black Powder	1	1*	100	6 / 5	2 / 4	-	Solid Shot / Shrapnel * If less than 4 crew, Rel: 2
Machine Gun, Gatling	10	1	50	3	2	40	May not move
Pistol, Flintlock	1	2	10	2	1	3	
Pistol, Revolver	6	1	15	2	1	4	
Rifle, Musket	1	2	25	3	1	15	Bayonet DAM = TOU-1
Shotgun, Blunderbuss	1	2	20	4	1	12	Apply range penalty to DAM

MODERN WEAPONS	Ammo	Rel	Range	DAM	AOE	Lbs.	Notes/Enhancements
Acid, Mild	-	-	4	1	1	1	
Brass Knuckles	-	-	-	TOU-2	1	1	
C4/Semtex	-	-	-	9	4	2	2 lbs.
Cannon, Automatic	-	-	100	8	4	-	a.k.a. Chain Gun, Autocannon
Chainsaw	-	-	-	5	1	20	On a critical failure: hits user
Dynamite	-	-	4	2	2	2	1 stick
Flamethrower	10	1	5	5	4	70	Ignores partial body armor
Grenade, Fragmentation	-	-	10	5	4	2	
Grenade Launcher	1	1	50	*	*	8	* Same effect as Grenade type
Grenade, Smoke	-	-	10	*	4	2	* Obscures area for 1d6 rounds, all within the area are Impaired
Grenade, Tear Gas	-	-	10	*	4	2	* Target rolls TOU vs. DIF 3 or is Impaired; can try to shake off with a 2d Health check
Machine Gun, Heavy	20	1	100	5	2	84	May not move
Machine Gun, Medium	25	1	60	4	2	30	M60, MG34, MG42, etc.
Mine	-	-	-	5	4	10	
Missile Launcher	-	-	200	14	4	-	1 round aim grants +1 to attack
Molotov Cocktail	-	-	12	1	1	2	
Pepper Spray	1	-	2	*	1	2	* Target rolls TOU vs. DIF 3 or is Impaired; can try to shake off with a 2d Health check
Pistol, Automatic	8	1	25	2	1	3	Silencer: Range reduced 50%
Rifle, Assault	30/3	1	50	3	1 / 2	9	Laser sight: Marksmanship 1
Rifle, Hunting	6	1	50	3	1	10	Telescopic sight: Range x2
Rifle, Sniper	11	1	100	5	1	35	Fires once per round
Rocket Launcher	1	1	50	13	4	10	RPG, light anti-tank weapons
Shotgun	6	1	25	4	1	10	Apply range penalty to DAM
Submachine Gun	30/3 *	1	25	2	1 / 2 *	10	* Single Shot / Burst
Stun Gun/Taser	1	1	4	*	1	3	* Target rolls TOU vs. DIF 3 or is Severely Impaired; can try to shake off with a 2d Health check
Tank/AT Gun, Light	-	-	150	12 / 5	1 / 4 *	-	* Armor Piercing / Explosive
Tank/AT Gun, Medium	-	-	150	16 / 8	1 / 4 *	-	* Armor Piercing / Explosive
Tank/AT Gun, Heavy	-	-	200	21 / 12	1 / 4 *	-	* Armor Piercing / Explosive

ARMOR

ARM: Armor absorbs physical damage up to this score; any excess damage is transferred to the wearer's Health. Armor isn't as effective against energy or chemical attacks:

Heat/Cold/Explosive: Only works if it fully covers the body, leaving no areas exposed.

Acid: Offers protection but is itself damaged in the process, reducing its ARM score by 1 thereafter.

Electricity: Only protects if not made of metal.

Radiation: Offers no protection unless designed specifically for this purpose.

Remember, you need the Armored Combat skill (page 27) to wear armor without being hindered. If you benefit from several sources of ARM, only the best one applies (i.e. the ARM values don't stack).

Lbs.: This is the encumbrance of the item in pounds. It represents bulk as well as pure weight, and applies when the armor is fitted and worn. Double the value if not worn or fitted properly.

ARMOR	ARM	Lbs.	Notes/Enhancements
Light (Leather, etc.)	1	20	Includes appropriate clothing, footwear, headgear (e.g. leather cap)
Medium (Chain, etc.)	2	40	Includes appropriate clothing, footwear, headgear (e.g. helmet)
Heavy (Full Plate)	3	60	Includes appropriate clothing, footwear, headgear (e.g. helm)
Shield	-	10	+1 to defense rolls
Flak Jacket/Kevlar Vest	2*	12	* ARM 4 against bullets

VEHICLES

Vehicles include everything from bicycles to cars, tanks, aircraft, and spacecraft; even mecha, in some settings. Remember, vehicles are not characters, so they do not get their own turns or actions. However they can be driven or attacked by characters, so they have the following statistics:

Crew/Pass indicates how many people are required to operate the vehicle (including weapon systems), and how many additional passengers it can carry.

AGI indicates maneuverability so it is the attribute used when someone makes a roll to drive or pilot the vehicle (the roll can be modified by the driver's Piloting or Driving skill). AGI is also used for defense rolls when the vehicle is targeted by an attack. Attack rolls from the vehicle use the attacker's attributes instead.

Move is the vehicle's rate of acceleration per round, followed by its top speed, in yards per

round. This refers to speed in typical combat situations, rather than the theoretical maximum.

ARM is the amount deducted from any damage inflicted on the vehicle. Any excess damage passes through to the vehicle's Health.

Health is the amount of damage the vehicle can sustain before being rendered inoperable. If the vehicle sustains massive damage (meaning: the damage roll is a break), it must make an ARM roll vs. the DAM roll to avoid becoming Impaired (Move 50%, -2 to rolls). Alternatively, the vehicle can suffer a malfunction, as decided by the GM. Unlike living creatures, vehicles cannot shake off the condition or heal naturally. They can be "healed" by someone with the Fixing skill and the right tools; see the skill description on page 29.

Notes/Enhancements includes maximum capacity in cargo and men, mounted weapon systems or other features. Mounted weapons use the operator's AWA and Heavy Weapon skill.

EQUIPMENT

CIVILIAN LAND	Crew/Pass	AGI	Move	ARM	Health	Notes/Enhancements
Car, Compact	1/3	3	20/72	3	7	Neon, Prius, Mini Cooper, etc.
Car, Early 20 th Century	1/3	3	10/32	2	6	Model T, etc.
Car, Mid-Sized	1/4	3	40/80	3	8	
Car, Sports	1/3	3	60/112	3	7	Mustang, Corvette, Ferrari, etc.
Dirt Bike	1	4	30/64	2	6	
Horse & Carriage	1/3	2	20*	2	8	* or other animal's Move
Motorcycle	1/1	4	40/72	2	6	Street bike
Semi / Tractor Trailer	1/1	1	10/60	4	12	Mack, Peterbilt, etc.
SUV	1/7	3	40/80	3	11	

MILITARY LAND	Crew/Pass	AGI	Move	ARM	Health	Notes/Enhancements
APC, Modern	2/8	2	14/40	3	12	1 Medium MG, 1 Heavy MG
Armored Car, WWII	2/3	2	10/40	4	11	Light Tank Gun, 1 Medium MG
Infantry Fighting Vehicle	3/7	1	10/28	4	12	Auto Cannon, Missile Launcher
Jeep	2/3	3	20/80	1	6	1 Heavy Machine Gun (MG)
Tank, Modern Battle	4	1	10/48	12	17	Hvy Tank Gun, 2 Med & 1 Hvy MG
Tank, WWII	4	1	10/20	5	12	Med Tank Gun, 2 Medium MG

CIVILIAN AIR	Crew/Pass	AGI	Move	ARM	Health	Notes/Enhancements
Biplane	1	3	20/60	1	10	
Corporate Jet	2/10	3	50/400	2	12	Learjet, etc.
Helicopter, Commercial	1/3	3	40/100	2	9	
Small Propeller Plane	1/3	3	40/96	2	10	Cessna Skyhawk, etc.
Space Shuttle	1/40	3	140/1600	4	12	

MILITARY AIR	Crew/Pass	AGI	Move	ARM	Health	Notes/Enhancements
Bomber, WWII	10	2	20/252	2	15	8 Heavy Machine Guns, Bombs
Fighter, Modern Jet	1	4	100/1400	4	12	Auto Cannon, 8 Missiles, Bombs
Fighter, WWII	1	3	40/300	2	10	6 Heavy Machine Guns
Helicopter, Attack	2	3	40/120	4	12	Auto Cannon, 16 Missiles
Helicopter, Vietnam Era	4/12	3	30/96	2	12	2 Medium Machine Guns

WATERCRAFT	Crew/Pass	AGI	Move	ARM	Health	Notes/Enhancements
Cigarette Boat	1/3	3	40/80	2	8	
Galleon	20/80	1	4/12	4	16	46 Black Powder Cannons
Galley	20/100	1	4/16	4	15	Catapult
Hydrofoil	1/9	2	8/26	3	12	Can sport various weapons
Patrol Boat, Vietnam Era	4	2	6/24	4	11	3 Heavy MG, 2 Medium MG
Patrol Boat, WWII (PT)	10	2	6/20	2	11	2 Heavy MG, 4 Torpedo Tubes
Rowboat	1/3	1	2/4	2	6	
Small Yacht	1/9	2	4/20	2	11	



MISCELLANEOUS ITEMS

ITEM	Lbs ¹	Notes
Backpack	2	12 lbs. full
Barrel (empty)	70	500 lbs. full
Bedroll	6	
Blanket	4	
Bottle	2	
Book (large)	4	
Camera	2	Professional
Candle	1	4 yds for 1 hr
Cellphone	-	
Cell Interceptor	5	
Chain (4 yards)	10	
Chest (empty)	25	300 lbs. full
Climbing Gear	12	
Clothes (incl. footwear)	4	Winter: 8 lbs.
Coins or gems (50)	1	
Computer (laptop)	5	
Crowbar	3	
First Aid Kit	2	
Flashlight	3	20-yd. beam
Flask/Tankard	1	
Flint & Steel/Tinderbox	1	
Grappling Hook	3	
Hammer	2	
Handcuffs	2	
Holy Symbol	1	
Ladder (10 feet)	25	
Lantern/Lamp	2	12 yds for 6 hrs
Lighter	-	

ITEM	Lbs ¹	Notes
Lock	1	
Lockpicks	1	
Manacles	6	
Musical Instrument	2	10 lbs if bulky
Nightvision Goggles	3	Skill @ level 2
Oil (1 pint)	1	
Parabolic Microphone	4	Range: 200 yd.
Pick (miner's)	10	
Pole (10 feet)	7	
Pot (iron)	10	
Potion	1	
Quiver (full)	2	20 arrows
Rations (1 day)	2	
Rope (20 yards)	10	
Shovel	5	
Sledgehammer	10	
Soap	-	
Spyglass	1	
Tent (two-person)	20	
Toolkit	5	
Torch	1	10 yds for 1 hr
Transmitter Detector	1	
Trap (hunting)	25	
Umbrella	2	
Wand	1	
Waterskin/Canteen (full)	5	1 lb. empty
Whetstone	1	
Whistle	-	

1. Typical encumbrance value, representing bulk as well as pure weight.



GAME MASTER'S GUIDE



LEVEL-SETTING

Regardless of genre, the game assumes that player characters are somewhat gifted individuals. Anyone can reach 15 XP through experience and training. A lucky few are blessed with uncommon gifts. This applies to the player characters certainly, but also to the most important allies and adversaries they will encounter during their adventures.

As the GM, one of the first and most important things to decide is how “realistic” vs. “heroic” you want your game to be. This will affect the whole tone and feel of your game. As you can see from the table below, different genres typically lend themselves to different levels along this scale. If

starting a long campaign, you may want to start the player characters at 20 XP and have them work their way up the ladder, eventually growing to be major forces in the world. But if you’re running a one-off scenario or short campaign, we recommend generating player characters at an appropriate XP level for the genre. To further fit characters to the setting, the setting expansions give typical attributes and skills for various character archetypes from that setting. Use these as a guide, but don’t force players to abide by them – unlike other systems, ELEMENTAL gives players full control over their abilities and doesn’t force them to play certain races or classes. The best characters aren’t just gifted; they’re also unique.

	LEVEL	XP	Examples / Appropriate for...
Ordinary Characters <i>Generic NPCs</i>	Mook	3	Typical cannon fodder: TOU 0, Health 3, 1 in other attributes
	Normal	5	1 in each attribute and one skill at level 1
	Competent	10	Squad leader, guard captain, etc.
	Expert	15	Field commander, uncommon/experienced professional
Special Characters <i>PCs</i> <i>Important NPCs</i>	Gifted	20-29	Starting-level PCs in a campaign; Cthulhu investigators
	Trained	30-39	Post-Apocalyptic, Cyberpunk, Sci-Fi Horror
	Elite	40-49	Pulp Heroes, Action Heroes, Space Opera
	Heroic	50-59	Heroic Fantasy, character party is renowned for its exploits
	Superheroic	60-99	Classic Superheroes (Marvel Avengers, etc.)
	Iconic	100+	God-like NPCs (Gandalf, Yoda, Superman, etc.)

DESIGNING ADVENTURES

It may be strange to begin a chapter on adventure design by minimizing the importance of adventure design. However, it is true that the success of a game session depends on many factors, only some of which are under the GM's control, and even fewer which can be planned in advance. Every GM has experienced times when they've spent hours preparing a game that fell flat, and other times when they ran something by the seat of their pants to great effect. The goal of this particular chapter is to bring attention to a few elements we think do deserve to be considered in advance. Much like play itself, we want game preparation to be quick and fun rather than a burden, so if it's not on this list, it probably doesn't matter that much.

Adventures traditionally follow a rigid structure where things happen in a certain order, at a certain time, or keyed to specific locations on a map. In contrast to this approach, we advocate a more fluid, player-driven model in which interesting things are triggered by player actions rather than external design. In essence, you're trying to create a sense that the characters are somewhat masters of their fate, and that nothing is completely inevitable.

For instance, you might come up with an interesting reward (e.g. a magic sword) but rather than defining where it is and how to find it, you can let the party "find" it if you feel they'll need it for the next encounter – or you simply want to reward them for a fine performance. The same philosophy can be applied to any encounter: no need to define exactly when it will occur, just use it (or not) when the time feels right during the session. Following this model, all you're doing when writing your adventure is creating a "bag of tricks" to pull from. What "tricks" do we need, then? Before a game session, we recommend generating and organizing material under three headings:

1. **Background**
2. **Encounters**
3. **Appendix**

How much you need to have prepared is up to you, depending on how comfortable you are with filling in the details on the fly. I personally find I like to have 1-2 pages of text under each of the above headings, and another 1-2 pages of maps, handouts, images or other props. The free *ELEMENTAL Discovery Guide* contains a sample adventure that follows this template. Let's have a look at what goes into each heading:



Background

This section includes background information that needs to be understood and absorbed in advance of running the adventure, but probably doesn't need to be referred to during the adventure. It might contain:

Player Characters: If the adventure is a one-shot, provide guidelines for what types of characters the players should generate, XP levels, skill/spell/power restrictions, and so on. The GM can provide these guidelines to the players and then review the scenario while the players create their characters.

Synopsis: The overall "plot". But don't plan out the story like a book! Here's the main thing the GM should come up with in advance: some kind of "twist"; something unusual or memorable that will make this adventure stand out from the dozens of other adventures like it. The twist can be a surprise turn of events, a revelation, a unique location, or a unique situation the PCs find themselves in. In terms of how the story unfolds, we should think a bit about the beginning, middle and end, but let "what happens" be mainly dictated by the players.

- **Beginning:** Have an interesting "hook" that compels the PCs to take action.
- **Middle:** Consider how events might unfold (try to think of several possibilities). Remain flexible...this is typically the most "player-driven" part of the adventure, so avoid the temptation to "railroad". Instead, just consider means to get

the party back on track (or back together) if necessary to get to...

- **End:** Can be a bit more structured than the middle. Even if there are different means to get there and the specifics might depend on what happened before, it should be climactic or dramatic. Throw the kitchen sink, don't fear the TPK (Total Party Kill) and let the dice fall where they may!

Setting: This isn't the kind of game where you need a thick sourcebook to describe your setting. The players care more about their characters and what happens to them, so all you need here is a nice canvas for their adventures, with a few interesting things to spice it up. Here's what it might include:

- **Game Setting/Era:** Include any special equipment, powers or "house" rules specific to the setting. Tinkering with the ELEMENTAL system is encouraged...it's your game!
- **Background/History:** only the relevant and juicy bits...forget about stuff the players will never learn or care about!
- **Background Location Features/Description:** use your imagination and put the characters somewhere interesting. Forget "boxed text", which always sounds bad when you read it aloud; better to write down a few evocative words you can use to quickly set the scene. Remember, the players are only doing something when you're not talking!



Encounters

This section includes details for the significant scenes that might take place, which can include locations, events, NPC interactions or challenges (collectively referred to as "encounters"). Encounters are what the GM uses to drive the action, respond to things the PCs decide to do, and give the PCs things to respond to. Each encounter description probably needs to be referred to once during the session, before running it. Don't clutter this section with creature and NPC stats; better to put them all together at the end (next section).

A good scenario has an interesting and varied mix of encounters. Mix it up! Have at least one major challenge against each attribute:

AGI: combat encounters, tests of speed (running) or movement (stealth), sleight-of-hand, scaling sheer surfaces.

TOU: combat, tests of strength, tests of endurance (survival) or constitution (poison, radiation, heat, cold, drowning, hunger...).

AWA: finding clues, puzzles, seeing or hearing things, gathering information, detecting a lie, detecting a weakness to exploit.

WIL: roleplaying encounters, leading others, persuading or deceiving others, tests of will, bargaining for one's life (or someone else's).

Appendix

This section includes game stats and other specific details you might refer to multiple times during the session. For example:

Stats: Including descriptions and roleplaying notes for NPC's, monsters, etc. If the adventure features pre-generated PC's, include them as well as character sheets for the players.

Stat block format for NPCs and monsters:

Name

AGI _ Move __
 TOU _ Health __
 AWA _ Initiative __
 WIL _ Spirit __

- Skills/Flaws/Spells
- ARM (if applicable)
- Other game effects, restrictions etc.
- Evocative words that bring the character or monster to life in a memorable way; roleplaying notes.

Rewards: Think outside the treasure box!

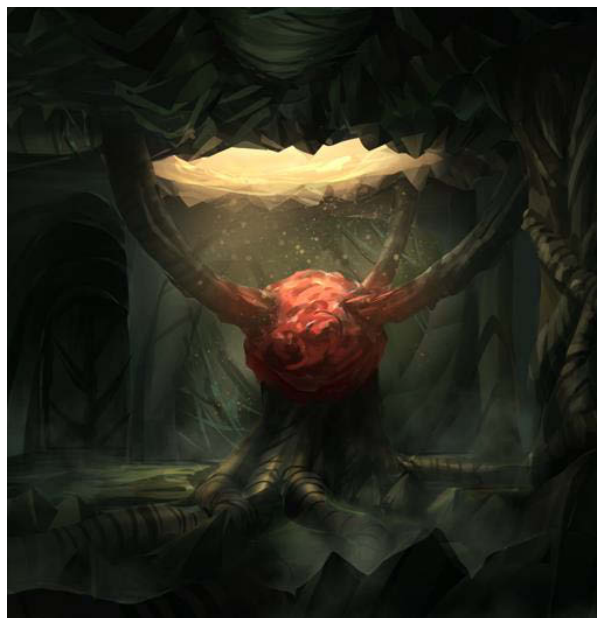
- Coins/gems/valuables
- Special items (magic, gadgets, vehicles...)
- Clues
- Plot achievements
- XP awards (individual or group)
- Follower(s)
- Favor, debt or obligation (from an NPC)
- Reputation

Props:

- Maps
- Combat tracking aids (e.g. PC Initiative scores)
- Links
- Handouts
- Images
- Videos
- Music

Don't over-use images; make sure they're as good or better than what players can visualize from your words. No art is better than bad art!

Let's conclude this section by addressing the age-old question: "where can I get ideas from?" Here's a secret: get your ideas from the players. Ask them to flesh out their characters with personalities and backgrounds. Think about interesting situations or dilemmas that each character might face. Now try to link these situations together. If that's not enough, go back to your players and ask them for more details on their characters. Congratulations, you've just come up with an adventure or campaign outline. It was essentially fed to you by the players, and they didn't even realize it!



CREATING CONTENT

ELEMENTAL is remarkably fast and flexible when it comes to figuring out game stats for fictional content. Creating an NPC is usually a simple matter of picking four numbers for the attributes and a few appropriate skills. What's more, this book contains hundreds of examples you can use as starting points for your own creations. These examples cover broad genre categories like "fantasy" and "horror", but you could just as easily create similar content for any setting, whether from a movie, a book or your own imagination.

The easiest way to create new content is to simply "reskin" existing content. Zombies are listed in the Fantasy section, but you can just as easily transpose them to your apocalyptic horror setting. Want your zombies to be "runners"? Ok then, let's take away their Unarmed Strike and Grappling skills but give them AGI 2 instead of 0. You get the idea.

Here are the kinds of things you might need to create stats for:

Character Archetypes

This is how ELEMENTAL handles things like "races" and "classes", as seen in other games. Just list the skills you might choose and the attribute you might favor if you were creating a specific character type for the setting. You could tell the players they need to pick from an archetype when designing their

characters, but in general we don't recommend it. Let them use the archetypes as guidelines and suggestions to help them create exactly the character they want. As an alternative, you could provide the players with a list of skills that you want every PC, or at least one PC, to have. This makes sense if everyone has the same background or is supposed to have received the same training, as in a military campaign.

While we believe that players should be allowed to create the character they want, this doesn't mean they can play anything. Ultimately, you the GM need to be comfortable with it. The rules place no restriction on how players can allocate their XP or what available skills and powers they can choose. This kind of freedom works well if the players are interested in playing characters that fit the kind of story you're interested in exploring. But it also puts the onus on you to give players specific guidance on what kinds of characters are appropriate, and to veto any character idea that isn't (or better yet, work with the player to amend it).

Equipment

You might want to think about the weapons, armor, vehicles and other items available in your setting. The Equipment section (starting page 39) explains how they work and has lists of typical historical and modern items (futuristic items are described starting on page 135). These lists should give you a good starting point to build from.



Powers

In many settings, characters can acquire spells or powers of some kind. There are hundreds of examples in this book. This isn't to say they are all available in your game; this completely depends on the setting. You might even want to come up with different powers that better fit the flavor of your game. Some players like to invent new powers to fit a character concept. In general, you should let them do so. Just work with the player to come up with the effects, and assign a reasonable DIF level by comparing it to existing powers. Many of the powers listed in this book were originally conceived by players.

In games where "magic" or something similar is common, powers might be available when characters are initially created. In other types of games, powers are discovered during play; by finding a dusty old tome or gaining the confidence of a shaman, perhaps. Once available, powers are learned just like other skills, by spending XP (and you also need to have the Arcane Lore skill).

If powers are not available in your setting, make sure the AWA and WIL attributes are important in other ways. This is especially true if there are a lot of combat encounters, because players might be tempted to put all their XP into AGI, TOU and related skills. One way to deal with that is to make investigation and/or social interaction important and fun parts of the game.

Creatures

Most campaign worlds are populated with all manner of ordinary and exotic beasts, animals, monsters, beings or other entities. Creatures generally follow the same rules as characters. Most creature special abilities can be captured with the existing skills – see the examples below. If no skill applies, you can give the creature a unique special ability and define its game effects.

Here are some specific guidelines for creatures:

AGI: This represents the creature's general reflexes in combat. Large creatures often have a low AGI, but their proficiency with natural or wielded weapons typically gives them combat skills such as Unarmed Strike, Weapon Mastery or Grappling.

Move: this will usually depend on the creature's innate means of locomotion, rather than its AGI. Creatures with several modes of locomotion (swimming, flying, climbing...) should be given a Move score for each one. Flying Move is typically 3x a creature's land Move.

TOU: This reflects how much damage a creature can dish out as well as how much it can take. As a general rule, the larger the creature, the higher its TOU. Creatures that fight without weapons are assumed to have natural modes of attack (claws, fangs, etc), so unlike characters they do not suffer a -3 penalty to unarmed damage.

Health: this is usually calculated in the same way as for characters. One notable exception is that small or disposable creatures with TOU 0 can have less than 9 Health.

"Small" creatures have Health 6.

"Tiny" creatures have Health 3.

Disposable "mooks" and lesser minions might also have TOU 0 and Health 3 or 6, even if they are normal-sized.

AWA: This score generally represents the creature's intelligence and insight. If the creature has acute senses, give it the Senses skill. For supernatural creatures, AWA represents their ability to use spells or powers.

Initiative: This is calculated the same way as for characters. Per the combat rules, make Initiative rolls to determine if the creature is surprised, and the Initiative score determines in what Initiative order it acts during a round. If a group is composed of several types of creatures, they all act together on their highest Initiative.

WIL: This generally relates to the creature's morale, bravery or will to fight. For supernatural creatures, it may measure how powerful their spells, psionics or other powers are.

Spirit: This is calculated the same way as for characters. Spirit rolls can be used to determine the combat morale of a creature or group of creatures. Whenever the GM feels it appropriate, have the creature or group of creatures make a 2d Spirit check. If it fails, they might retreat, flee, surrender or lose their will to fight.

Monstrous Abilities: You can define any other powers, restrictions or distinguishing features the creature may have. Examples include skills, spells, flaws, breath weapons, energy drain, immunities...you name it! Creatures can have existing skills or new abilities entirely. Some skills have improved "monstrous" versions with special rules that apply only to monsters. For instance, creatures with "Innate" spells or powers don't need to overcome a DIF roll in order to use them. To make life easier, try to use existing skills, flaws and spells/powers as much as possible. Here are some examples:

MONSTROUS ABILITIES	SKILLS/FLAWS
Proficient with claws/fangs/etc	Unarmed Strike
Multiple appendages	Multistrike
Natural armor	ARM score
Pincers or tentacles	Grappling
Causes fear or sanity loss	Intimidation (Fear)
Can see in the dark	Nightvision
Hard to kill	Second Wind
Hard to detect	Stealth
Can ambush/attack by surprise (e.g. from below, or above)	Assassination
Good climber	Athletics
Has a racial enemy	Sworn Enemy
Has a racial/signature weapon	Weapon Mastery
Can leap or charge its enemies	Charge
Golem	Unlife
Undead	Unlife
Is a robot, cyborg or android	Unlife, Flaw:Vulnerability (Electricity, EMP)
Can regenerate	Second Wind
Can make devastating attacks	Mighty Blow
Takes less damage from...	Resistance
Has innate magical abilities	Spell/Power
Has acute senses	Senses
Berzerk/frenzied fighter	Battle Rage
Uses misdirection/distraction	Trickery
Charm or sleep resistant	Focus
Uses pack tactics to gang up	Team Tactics
Shuns the light	Sunlight Sensitivity

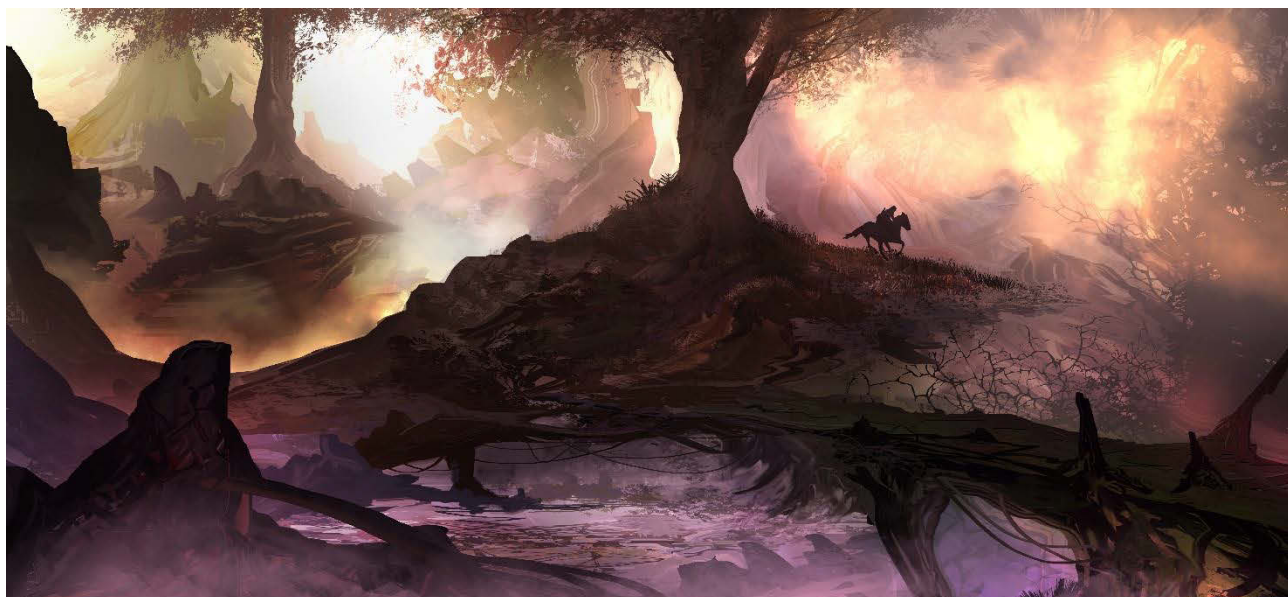
XP Value: A creature's XP value indicates roughly how it equates to a PC with comparable XP. XPs for attributes and skills are calculated the same way as for PCs. Special abilities that aren't skills are given an XP value of 1, 3 or 6 depending on how powerful they are.

While the XP value is a useful guideline for designing encounters, ELEMENTAL isn't the kind of game where you need to carefully balance challenge levels to the PCs. Let the players decide whether the odds are with them or not. Sometimes, avoiding or fleeing an encounter is the wisest course of action. Embrace unpredictability and have fun being as surprised as the players when the supposedly expendable goblins put up a stiff fight, or when the PCs take down a major villain with a lucky break on the damage roll. The next challenge is always right around the corner!

What About Rules?

ELEMENTAL is like a basic model of car with no options. It runs great and has everything you need, and nothing more. It's extremely customizable. Just swap in leather seats, a fancy navigation system and custom rims, and suddenly it feels like not just a good car, but *your* car.

It's the same with the rules. If you've been a GM before, chances are you never play RPGs exactly the way it says in the book. We all love our houserules! So houserule away. If you're adding something on top of the existing system, you should be fine. If you want to change something about the existing system, now you're opening the hood and tinkering with the engine. You might be okay, but it's a little more risky.



RUNNING THE GAME

We could write an entire book about how to run a good game, and it would still be incomplete because we continue to refine our skills and learn new things all the time. So we're just going to touch on a couple of points that you may not have read elsewhere and that highlight the type of gaming that ELEMENTAL was designed for.

Pacing

ELEMENTAL is designed to play as quickly as telling a story. After your first couple of sessions, the time spent looking up or adjudicating the rules should be minimal. The game follows the "rulings, not rules" philosophy. Rather than providing a rule for every situation, the game provides a flexible mechanic that empowers you to make your own judgment for "what to roll" in any situation. For people who are used to games that constantly require you to double check situation-specific rules, this can be very liberating.

Of course, the story is being told by several people, so games can get bogged down if a large group is involved. The following guidelines will help you move the game along no matter how big the party, and without taking over the game and railroading the players.

First, the GM must actively dictate and manage "game time." What is game time? Simply put, it's the basic unit of time measurement in the scene at hand. If you're playing a combat, game time will be in rounds (6 seconds). If the PCs are searching an area, it might be minutes or hours. If they are

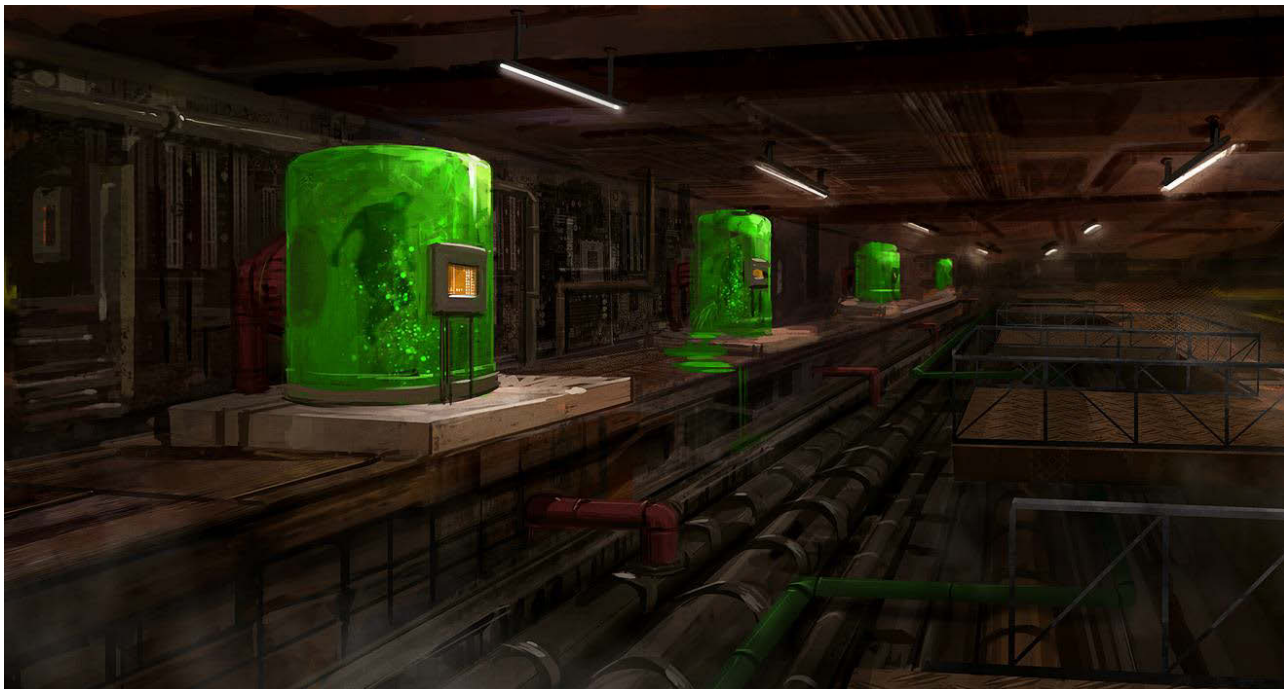
traveling overland, it might be days or even weeks. So, if you want to accelerate the game, think about taking game time up a level and ask something like: "What do you do for the next hour?"

The players want to control their characters' actions, but not everyone wants or needs to be doing something important all of the time. A common mistake is for the GM to ask each player in turn what his or her character does. This is fine for an action scene, but you don't necessarily want to do it systematically during the "slower" parts. Not only does it slow the game down even further, it forces all players to do something even though they may not have something useful or interesting to do. There are two better ways:

First, you can call for a party decision rather than individual actions. Let the players have a discussion, arrive at a consensus and announce their plan.

When individual actions are called for, you can make a general call for actions. The first player to speak announces and resolves their action. You make another general call to the others, and so on until all characters wanting to act have had a chance to do so. Play then moves to the next unit of game time.

This gives players who have nothing useful to do a chance to enjoy the game in silence, yet gives everyone a chance to act if they wish. Also, it's more realistic: characters "doing nothing" can be assumed to be eating, resting, reading, maintaining their equipment or otherwise engaged in all the necessary but mundane tasks in the life of an adventurer.



Player Engagement

You want players who are engaged and active participants. If you monopolize the conversation, they'll feel like bystanders. Don't do that! Remember, you are but one participant in this game (albeit one with a special role), so don't take up more "air space" than you need to. Describe interesting situations using concise and evocative language, then get out of the way.

The rules assume that the game is run from the PC's perspective. Maintaining PC perspective reduces the "distance" between the player and the character, thereby maximizing player immersion in the game. The player sees the world through the eyes of the PC, and has full control over the PC's actions, as if they were the PC themselves.

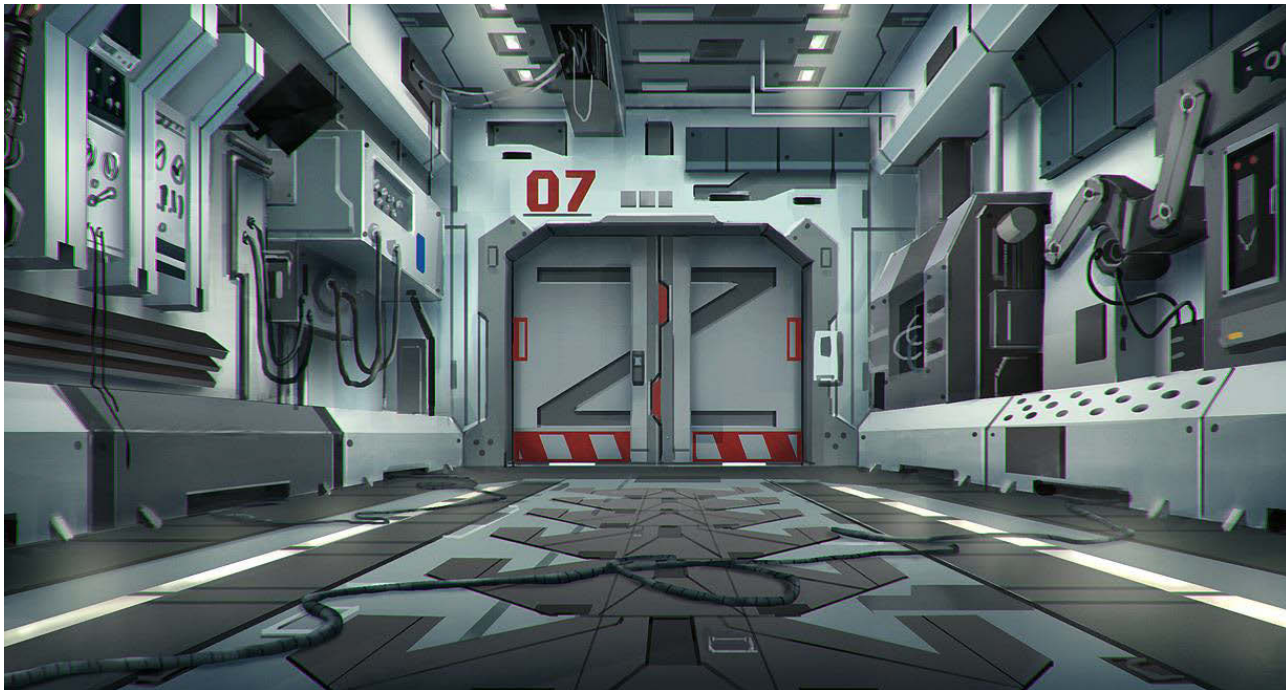
A good way to keep players engaged and maintain PC perspective is to avoid rolling for NPCs who aren't directly engaging the players. Only roll dice for things that directly challenge the PCs, and describe everything else as part of the background.

This is a bit different from how some other games approach things. For instance, some games have a set of rules for playing out mass battles involving large armies (RPGs initially grew out of wargames, after all). In ELEMENTAL, we recommend playing mass battles from a PC perspective. The benefit of this approach is that you don't need a complicated subsystem, you can handle it in much the same way as you would any other adventure: the PCs play through a number of encounters (set up by the GM or initiated by the players), with the battle in the

background. The PCs can lead skirmishes, infiltrate the enemy camp, battle the enemy leaders, negotiate terms of surrender, steal or destroy an enemy weapon, etc. The outcome of these encounters determines which side wins the day, or at least influences the outcome of the larger battle in a meaningful way.

Compared to other games, ELEMENTAL favors PC perspective in a couple of ways. First, by eliminating rules that create a separation between the player and the character. For instance, there are no rules that tell players how their characters should behave: no alignments, motivations, drives, or anything of the sort. Second, combat is designed so you can run it with or without miniatures and battlemaps. Minis and maps are cool, but sometimes they're not great at maintaining PC perspective because they pull the players away to a third-party perspective looking down on the action. Third, this isn't the type of game where the players are expected to inject story elements outside of their characters' decisions. Collaborative storytelling can be fun, but it encourages players to act "out of character" and that isn't the experience we're going for.

On the other hand, you should feel free to add collaborative storytelling or "alignment" rules if you're into that sort of thing. We bring up these points to explain how ELEMENTAL was designed to be played, but that's not to say that *you* can't play it differently. Don't be afraid to think outside the box and try different things. If you and your players are having fun, you're playing it the right way.



FANTASY



One of our design goals with ELEMENTAL is to take the work out of RPGs; to let you move quickly and easily “from inspiration to game.” This means we need to address not just how the game runs at the table, but also what it takes to create great worlds and scenarios (if you are the GM) or make exactly the character you want (if you are a player).

The rest of this book is designed to help you with that.

The following chapters aren’t written with the idea that you’ll sit down and read them like a normal book. Rather, they are designed to be a toolkit, a quick and easy list of options you can use to create your characters and populate your adventures. The entries provide game information stripped of any setting or background information, because they are designed to fit into a variety of settings. For this reason, we try to focus on common examples of characters, creatures and spells. Everyone knows

what an orc or a dragon is, so providing stats for them is more useful as a reference point than providing stats for something you’ve never heard of. The expectation is that you will use these as a starting point to build your own original creations. We want to help you turn any source of inspiration into a game, but the inspiration part is up to you.

And so we begin with the genre that practically defines roleplaying games: Fantasy. This chapter honors the tradition of fantasy roleplaying games with a wealth of content. The following pages contain templates for creating typical character races and classes, while leaving you free to customize your character with exactly the abilities you want. There are over two hundred spells to choose from, and a bestiary containing all the monsters you expect. Go ahead and drop them into your games, or modify them to craft your own diabolical creations!

ARCHETYPES

RACE	Attributes	Typical Skills & Spells
Dwarf	Highest: TOU Lowest: WIL	Skills: Armored Combat, Background (stonework), Background (metalsmith, stonemason, brewer), Endurance, Nightvision, Resistance (poison/disease), Weapon Mastery (axes, hammers)
Elf	Highest: AGI Lowest: TOU	Skills: Arcane Lore, Focus, Languages, Marksmanship, Nightvision, Senses, Stealth, Weapon Mastery (swords, bows, crossbows); Flaw: Sunlight Sensitivity (dark elves); Spells (DIF): Any DIF 0 Spell, Faerie Fire (1), Witch Gloom (2)
Halfling	Highest: AGI Lowest: TOU	Skills: Athletics, Focus, Luck, Resistance (poison/disease), Stealth, Trickery
Human	Highest: Any Lowest: Any	Any
Dragonfolk	Highest: TOU Lowest: AGI	Skills: Arcane Lore, Resistance (acid, cold, electricity, heat or poison), Strength; Spells (DIF): Acidic Spittle (1), Bazrak's Breath (3), Claws of the Dragon (2), Dragonskin (2), Draconic Form (7), Dragon's Breath (4), Eyes of the Dragon (1)
Gnome	Highest: AWA Lowest: WIL	Skills: Arcane Lore, Background (Alchemy), Fixing, Focus, Languages (small beasts), Nightvision; Spells (DIF): Minor Illusion (0)
Half-Elf	Highest: WIL Lowest: TOU	Skills: Focus, Nightvision
Half-Orc	Highest: TOU Lowest: AWA	Skills: Endurance, Intimidation, Mighty Blow, Nightvision, Second Wind, Strength
Fiending	Highest: AWA Lowest: TOU	Skills: Arcane Lore, Nightvision, Resistance (heat/fire); Flaw: Outcast; Spells (DIF): Minor Sorcery (0), Fire of Vengeance (1), Witch Gloom (2)

CLASS	Attributes	Typical Skills & Spells
Barbarian	Highest: TOU Lowest: WIL	AGI: Athletics, Cover, Multistrike, Riding, Stealth, Weapon Mastery; TOU: Charge, Endurance, Mighty Blow, Second Wind, Strength; AWA: Animal Handling, Arcane Lore, Observation, Senses, Survival; WIL: Battle Rage, Focus, Intimidation, Trickery; Spells (DIF): Animal Speech (1), Animal Sense Projection (3), Awrok's Flight (3), Beast Form (4), Caeradinn's Elemental Discourse (4)
Bard	Highest: WIL Lowest: TOU	AGI: Athletics, Multistrike, Sleight-of-Hand, Weapon Mastery (swords and daggers); AWA: Arcane Lore, Background (any), Medicine, Psychology, Trivia; WIL: Art, Intimidation, Persuasion, Oratory, Trickery; Spells (DIF): Dancing Lights (0), Minor Illusion (0), Reconstruction (0), Witch Glow (0), Wizard's Hand (0), Animal Speech (1), Bazrak's Rage (1), Faerie Fire (1), Hand of Healing (1), Lordly Presence (1), Secret Script (1), Witch Sight (1), Dancing Flames (2), Flash (2), Minor Elemental Servant (2), Phantom Sight (2), Song of Healing (2), Vanishing (2), Bazrak's Command (3), Bazrak's Fury (3), Cure (3), Dispelling (3), Major Illusion (3), Masque of Terror (3), Phantasm (3), Shattering (3), Sleep Song (3), Speak With the Dead (3), Water Mirror (3), Word of Healing (3), Wind of Healing (4), Windwalk (4), Whispering Wind (4), Jester's Joke (5), Mind Blast (5), Music of the Gods (5), Shade (5), Awesome Presence (6), Eternal Sleep (6), Inhabit Other (6), Turn to Beast (6), Spiritwalk (7), Sword Call (7), Power Word: Stun (8), Rapture (8), Death's Keeper (9), Power Word: Death (9), Power Word: Healing (9)
Cleric	Highest: WIL Lowest: AGI	AGI: Cover, Weapon Mastery (mace, hammer, crossbow); TOU: Armored Combat, Mighty Blow; AWA: Arcane Lore, Background (History, Theology), Medicine, Psychology, Research, Sixth Sense, Surgery, Survival; WIL: Animal Handling, Focus, Followers, Oratory, Persuasion; Spells (DIF): Minor Sorcery (0), Reconstruction (0), Witch Glow (0), Arcane Shield (1), Hand of Decay (1), Hand of Healing (1), Witch Sight (1), Bazrak's Bark (2), Essence Filter (2), Eternal Flame (2), Flash (2), Hoan's Undead Banishment (2), Prayer of Healing (2), Song of Healing (2), Vanishing (2), Bless/Curse Weapon (3), Cure (3), Dispelling (3), Minor Necromancy (3), Speak With the Dead (3), Water Mirror (3), Word of Healing (3), Blind Faith (4), Celestial Light (4), Death Ward (4), Essence Surgery (4), Sage's Wisdom (4), Sculpture (4), Soul Gaze (4), Wind of Healing (4), Windwalk (4), Minor Demon Summoning (5), Raise Golem (5-8), Swarm



Druid

Highest: AWA
Lowest: AGI



Plague (5), Divine Servant (6), Magic Circle Enchantment (6), Major Necromancy (6), Pestilence (6), Sacrifice (6), Self-Image Replication (6), Abjuration (7), Death Swarm (7), Dreamwalk (7), Lay to Rest (8), Death's Keeper (9), Heaven's Wrath (9), Succor (9)
AGI: Weapon Mastery (staff, club, dart, sling, short sword, dagger, spear, javelin); **TOU:** Resistance (poison/disease); **AWA:** Animal Handling, Arcane Lore, Background (Theology, Herbalism), Languages (druidic), Medicine, Psychology, Senses, Surgery, Survival, Background (woodworking); **WIL:** Focus; **Spells (DIF):** Reconstruction (0), Animal Speech (1), Faerie Fire (1), Hand of Healing (1), Leap (1), Regeneration (1), Witch Sight (1), Fire Form (2), Oilskin (2), Prayer of Healing (2), Spider Climbing (2), Witch Gloom (2), Animal Sense Projection (3), Cure (3), Dispelling (3), Fish Breathing (3), Gaseous Form (3), Spirits of Nature (3), Thunder Strike (3), Wall of Wind (3), Water Mirror (3), Word of Healing (3), Beast Form (4), Caeradinn's Elemental Discourse (4), Plant Animation (4), Sculpture (4), Snake Sticks (4), Stoneskin (4), Tree Animation (4), Tree Shape (4), Whispering Wind (4), Wind of Healing (4), Windwalk (4), Any Beast Form (5), Elemental Summoning (5), Mind Blast (5), Quicksand (5), Raise Wall (5), Swarm Plague (5), Forest Beckoning/Ward (6), Turn to Beast (6), Aging (7), Death Swarm (7), Dreamwalk (7), Myriad Beast Forms (7), Song of the Wyrms (7), Rapture (8), Wave of Destruction (8), Death's Keeper (9), Heaven's Wrath (9), Whirlwind of Destruction (9)

Fighter

Highest: AGI
Lowest: AWA

AGI: Athletics, Charge, Cover, Driving, Marksmanship, Missile Deflection, Multistrike, Riding, Team Tactics, Weapon Mastery; **TOU:** Armored Combat, Endurance, Mighty Blow, Second Wind, Resistance (any), Strength; **AWA:** Arcane Lore, Background (History), Medicine, Psychology, Senses, Survival, Background (weaponsmith); **WIL:** Animal Handling, Command, Intimidation, Followers, Oratory, Reputation, Trickery; **Spells (DIF):** Arcane Shield (1), Arcane Armor (3), Soul Gaze (4)

Monk

Highest: AGI
Lowest: WIL



AGI: Assassination, Athletics, Grappling, Missile Deflection, Multistrike, Stealth, Unarmed Strike, Weapon Mastery (shortsword, staff, club); **TOU:** Endurance, Mighty Blow, Resistance (spells/powers, poison/disease), Second Wind, Strength; **AWA:** Arcane Lore, Background (History, Theology), Nightvision; **WIL:** Focus; **Spells (DIF):** Boil/Freeze (0), Minor Illusion (0), Shocking Grasp (0), Firehand (1), Hand of Decay (1), Regeneration (1), Bazrak's Flying Fist (2), Claws of the Dragon (2), Diminishment (2), Enhancement (2), Essence Filter (2), Essence Transfer (2), Fire Form (2), Neural Transfer (2), Oilskin (2), Vanishing (2), Witch Gloom (2), Bazrak's Breath (3), Caeradinn's Psychic Switch (3), Essence Burn (3), Fireball (3), Fluency/Babble (3), Gaseous Form (3), Shattering (3), Skill of the Snake (3), Wall of Wind (3), Essence Surgery (4), Stoneskin (4), Mind Blast (5), Word of Passage (5), Elemental Imbalance (6), Dreamwalk (7)

Paladin

Highest: TOU
Lowest: AWA

AGI: Cover, Multistrike, Riding, Sworn Enemy, Team Tactics, Weapon Mastery; **TOU:** Armored Combat, Charge, Endurance, Mighty Blow, Resistance (poison/disease), Second Wind; **AWA:** Arcane Lore, Background (Theology), Medicine; **WIL:** Focus, Intimidation, Oratory, Persuasion; **Flaw:** Code of Honor; **Spells (DIF):** Hand of Healing (1), Witch Sight (1), Bazrak's Bark (2), Essence Filter (2), Essence Transfer (2), Hoan's Undead Banishment (2), Prayer of Healing (2), Awrok's Flight (3), Bazrak's Command (3), Bless/Curse Weapon (3), Cure (3), Dispelling (3), Holy Armor (3), Righteous Anger (3), Smite (3), Blind Faith (4), Celestial Light (4), Death Ward (4), Essence Surgery (4), Soul Gaze (4), Thunder Blast (5), Magic Circle Enchantment (6), Abjuration (7)

Ranger

Highest: AGI
Lowest: WIL

AGI: Assassination, Athletics, Marksmanship, Multistrike, Stealth, Sworn Enemy, Weapon Mastery (sword, bow); **AWA:** Animal Handling, Arcane Lore, Locks & Traps, Observation, Senses, Sixth Sense, Survival; **WIL:** Focus; **Spells (DIF):** Animal Speech (1), Gideon's Whistling Stones (1), Hand of Healing (1), Leap (1), Witch Sight (1), Seeker's Blessing (2), Witch Gloom (2), Animal Sense Projection (3), Cure (3), Fish Breathing (3), Wall of Wind (3), Caeradinn's Elemental Discourse (4), Stoneskin (4), Windwalk (4)

Rogue

Highest: AGI
Lowest: TOU

AGI: Assassination, Athletics, Marksmanship, Sleight-of-Hand, Stealth, Weapon Mastery (short swords, daggers, crossbows, short bows); **TOU:** Mighty Blow; **AWA:** Appraisal, Arcane Lore, Background (Poisons), Criminology, Languages, Locks & Traps, Observation, Psychology, Senses, Underworld; **WIL:** Bargaining, Focus, Impersonation, Intimidation, Luck, Persuasion, Street Smarts, Trickery; **Spells (DIF):**

Sorcerer

Highest: WIL
Lowest: TOU

Minor Illusion (0), Wizard's Hand (0), Bazrak's Bark (2), Mechanical Manipulation (2), Vanishing (2), Bazrak's Command (3), Major Illusion (3), Windwalk (4), Impostor (5)

TOU: Resistance (any); **AWA:** Arcane Lore; **WIL:** Focus, Intimidation, Luck, Persuasion, Trickery; **Spells (DIF):** Dancing Lights (0), Minor Illusion (0), Minor Sorcery (0), Reconstruction (0), Shocking Grasp (0), Witch Glow (0), Wizard's Hand (0), Arcane Shield (1), Bazrak's Bolts (1), Eyes of the Dragon (1), Leap (1), Witch Bolt (1), Witch Sight (1), Abib's Levitation (2), Blood Freeze (2), Dancing Flames (2), Dragonskin (2), Flash (2), Gift of Luck (2), Growth/Reduction (2), Phantom Sight (2), Snow Balls (2), Spider Climbing (2), Vanishing (2), Witch Gloom (2), Awrok's Flight (3), Bazrak's Command (3), Dispelling (3), Ethereal Phasing (3), Fireball (3), Fish Breathing (3), Gaseous Form (3), Major Illusion (3), Masque of Terror (3), Minor Wildcast (3), Murphy's Curse (3), Phantasm (3), Shattering (3), Skill of the Snake (3), Sleep Song (3), Thunder Strike (3), Water Mirror (3), Stoneskin (4), Whispering Wind (4), Raise Wall (5), Swarm Plague (5), Telekinesis (5), Awesome Presence (6), Eternal Sleep (6), Forcetraps (6), Major Wildcast (6), Turn to Beast (6), Death Swarm (7), Dreamwalk (7), Spiritwalk (7), Power Word: Stun (8), Rapture (8), Power Word: Death (9)

Warlock

Highest: WIL
Lowest: AGI



TOU: Resistance (any); **AWA:** Arcane Lore, Background (History, Theology), Languages, Nightvision, Research; **WIL:** Animal Handling, Focus, Intimidation, Luck, Persuasion, Trickery; **Spells (DIF):** Minor Illusion (0), Wizard's Hand (0), Animal Speech (1), Bazrak's Bolts (1), Faerie Fire (1), Firehand (1), Fire of Vengeance (1), Hand of Decay (1), Leap (1), Lordly Presence (1), Secret Script (1), Witch Bolt (1), Witch Sight (1), Abib's Levitation (2), Bazrak's Bark (2), Dancing Flames (2), Dragonskin (2), Gift of Luck (2), Minor Elemental Servant (2), Ozric's Tentacles (2), Spider Climbing (2), Vanishing (2), Witch Gloom (2), Animal Sense Projection (3), Arcane Armor (3), Awrok's Flight (3), Bazrak's Command (3), Bless/Curse Weapon (3), Dispelling (3), Fireball (3), Gaseous Form (3), Major Illusion (3), Masque of Terror (3), Phantasm (3), Sleep Song (3), Scourge of Flame (3), Shattering (3), Smite (3), Speak With the Dead (3), Vampire's Kiss (3), Borrowed Power (4), Whispering Wind (4), Contact Other Plane (5), Gideon's Displaced Senses (5), Elemental Summoning (5), Mind Blast (5), Minor Demon Summoning (5), Telekinesis (5), Awesome Presence (6), Divine Servant (6), Forcetraps (6), Magic Circle Enchantment (6), Major Necromancy (6), Dreamwalk (7), Petrification (7), Song of the Wyrms (7), Orb of Imprisonment (8), Power Word: Stun (8), Rapture (8), Power Word: Death (9)

Wizard

Highest: AWA
Lowest: TOU



AWA: Arcane Lore, Background (Alchemy, Other), Research, Sixth Sense, Surgery, Trivia; **WIL:** Focus; **Spells (DIF):** Boil/Freeze (0), Dancing Lights (0), Minor Illusion (0), Reconstruction (0), Shocking Grasp (0), Witch Glow (0), Wizard's Hand (0), Acidic Spittle (1), Arcane Shield (1), Bazrak's Bolts (1), Eyes of the Dragon (1), Gideon's Elastic Elongation (1), Gideon's Whistling Stones (1), Leap (1), Secret Script (1), Witch Bolt (1), Witch Sight (1), Zvalt's Animal Bonding (1), Zvalt's Polarization (1), Abib's Hovering (2), Abib's Levitation (2), Blood Freeze (2), Dancing Flames (2), Eternal Flame (2), Flash (2), Growth/Reduction (2), Magic Seal (2), Mind Reading (2), Minor Elemental Servant (2), Ozric's Tentacles (2), Phantom Sight (2), Spider Climbing (2), Snow Balls (2), Thunder Clap (2), Vanishing (2), Witch Gloom (2), Awrok's Flight (3), Bazrak's Command (3), Bless/Curse Weapon (3), Dispelling (3), Ethereal Phasing (3), Fireball (3), Fish Breathing (3), Gaseous Form (3), Gideon's Improved Elastic Elongation (3), Gideon's Shocking Blood Ward (3), Major Illusion (3), Masque of Terror (3), Minor Necromancy (3), Phantasm (3), Shattering (3), Skill of the Snake (3), Sleep Song (3), Thunder Strike (3), Vampire's Kiss (3), Water Mirror (3), Bounty of Water (4), Gideon's Fragmented Perceptions (4), Gideon's Improved Aeronauticality (4), Gideon's Mnemonic Aid (4), Gideon's Multi-Purpose Entropic Protector (4), Gideon's Temporary Metabolic Cessation (4), Sage's Wisdom (4), Sculpture (4), Stoneskin (4), Translocation (4), Whispering Wind (4), Contact Other Plane (5), Elemental Summoning (5), Gideon's Displaced Senses (5), Mind Blast (5), Raise Golem (5-8), Raise Wall (5), Shade (5), Telekinesis (5), Word of Passage (5), Awesome Presence (6), Eternal Sleep (6), Forcetraps (6), Magic Circle Enchantment (6), Major Necromancy (6), Turn to Beast (6), Clone (7), Dreamwalk (7), Petrification (7), Spiritwalk (7), Sword Call (7), Power Word: Stun (8), Rapture (8), Soul Trap (8), Troll Call (8), Power Word: Death (9), Succor (9)

SPELL LIST

DIFFICULTY 0

Blood Rain
Boil / Freeze
Dancing Lights
Minor Illusion
Minor Sorcery
Polish / Soil
Reconstruction
Shocking Grasp
Smokeshape
Turn to Water
Witch Glow
Wizard's Hand

DIFFICULTY 1

Acidic Spittle
Animal Speech
Arcane Shield
Bazrak's Bolts
Bazrak's Rage
Breathable Air
Eyes of the Dragon
Faerie Fire
Firehand
Fire of Vengeance
Foul Air
Gideon's Elastic Elongation
Gideon's Whistling Stones
Hand of Decay
Hand of Healing
Hoan's Chant
Leap
Lordly Presence
Regeneration
Secret Script
Swiftfoot / Clubfoot
Witch Bolt
Witch Sight
Zvaltt's Animal Bonding
Zvaltt's Polarization

DIFFICULTY 2

Abib's Hovering
Abib's Levitation
Bazrak's Bark
Bazrak's Flying Fist
Blood Freeze
Claws of the Dragon
Dancing Flames
Diminishment
Dragonskin
Enhancement

Essence Filter
Essence Transfer
Eternal Flame
Fire Form
Flash
Giant Strength / Weakness
Gift of Luck
Growth / Reduction
Hoan's Undead Banishment
Magic Seal
Mechanical Manipulation
Mind Reading
Minor Elemental Servant
Neural Transfer
Oilskin
Ozric's Tentacles
Phantom Sight
Prayer of Healing
Rope Animation
Seeker's Blessing
Snow Balls
Song of Healing
Spider Climbing
Thunder Clap
Treasure / Trinket
Vanishing
Witch Gloom

DIFFICULTY 3

Animal Sense Projection
Arcane Armor
Awrok's Flight
Bazrak's Ball
Bazrak's Fury
Bazrak's Breath
Bazrak's Command
Bless/Curse Weapon
Caeradinn's Psychic Switch
Cure
Dispelling
Essence Burn
Ethereal Phasing
Fireball
Fish Breathing
Fluency / Babble
Gaseous Form
Gideon's Improved Elastic Elongation
Gideon's Shocking Blood Ward
Holy Armor
Major Illusion
Masque of Terror

Mind Guard
Minor Necromancy
Minor Wildcast
Mole Burrowing
Murphy's Curse
Phantasm
Righteous Anger
Scourge of Flame
Shattering
Skill of the Snake
Sleep Song
Smite
Speak with the Dead
Spirits of Nature
Thunder Strike
Vampire's Kiss
Wall of Wind
Ward of Passage
Water Mirror
Word of Healing

DIFFICULTY 4

Blind Faith
Beast Form
Borrowed Power
Bounty of Water
Caeradinn's Elemental Discourse
Celestial Light
Death Ward
Dragon's Breath
Eruption of Earth
Essence Surgery
Gideon's Fragmented Perceptions
Gideon's Improved Aeronauticality
Gideon's Mnemonic Aid
Gideon's Multi-Purpose Entropic Protector
Gideon's Temporary Metabolic Cessation
Hatred
Ironbite
Iron Guard
Plague Rats
Plant Animation
Sage's Wisdom
Sculpture
Snake Sticks
Soul Gaze
Stoneskin

Translocation
 Tree Animation
 Tree Shape
 Whispering Wind
 Wind of Healing
 Windwalk

DIFFICULTY 5

Anti-Magic Ward
 Any Beast Form
 Contact Other Plane
 Elemental Summoning
 Gideon's Displaced Senses
 Impostor
 Jester's Joke
 Mana Stone
 Mind Blast
 Minor Demon Summoning
 Music of the Gods
 Quicksand
 Raise Flesh Golem
 Raise Wall
 Shade
 Spell Magnet
 Spell Mirror
 Swarm Plague
 Sword Magnet
 Sword Mirror
 Telekinesis
 Temporal Projection

Thunder Blast
 Word of Passage

DIFFICULTY 6

Awesome Presence
 Divine Servant
 Eldritch Lore
 Elemental Imbalance
 Eternal Sleep / Awaken
 Forcetraps
 Forest Beckoning / Ward
 Inhabit Other
 Magic Circle Enchantment
 Major Necromancy
 Major Wildcast
 Pestilence
 Raise Clay Golem
 Sacrifice
 Self Image Replication
 Turn to Beast
 Vaprah's Curse

DIFFICULTY 7

Abjuration
 Aging
 Clone
 Death Swarm
 Draconic Form
 Dreamwalk
 Force of the Eternal Warrior

Item Invulnerability
 Item Recall
 Myriad Beast Forms
 Petrification
 Raise Stone Golem
 Skull Stone
 Song of the Wym
 Spiritwalk
 Sword Call
 Wind of Rust

DIFFICULTY 8

Lay to Rest
 Hero's Blessing
 Hero's Curse
 Orb of Imprisonment
 Power Word: Stun
 Raise Iron Golem
 Rapture
 Soul Trap
 Troll Call
 Wave of Destruction

DIFFICULTY 9

Death's Keeper
 Heaven's Wrath
 Power Word: Death
 Power Word: Healing
 Succor
 Whirlwind of Destruction



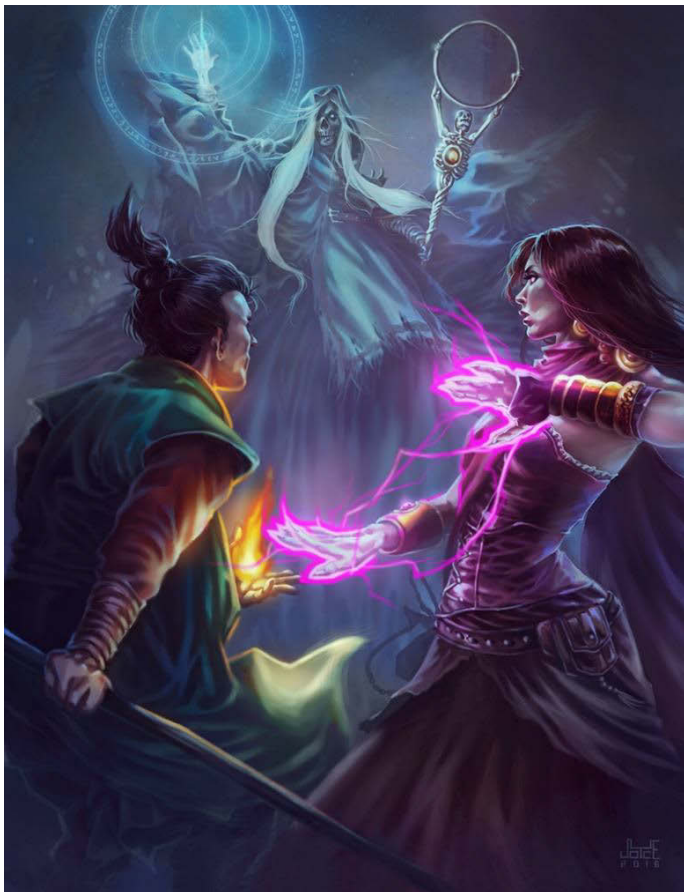
SPELLS A-Z

The spells are presented below in alphabetical order, regardless of DIF. If several versions of a spell are indicated (separated by a /), the caster may choose to cast either one at the time of casting (he need not learn each one separately). The general rules concerning spellcasting are found on page 24.

Abib's Hovering

DIF: 2 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL minutes

You can lift yourself or another creature or object one yard (3 feet) into the air. Unwilling creatures can roll TOU+Resistance (spells/powers) against the casting to resist its effect, in which case the spell is cancelled. The object or creature lifted can weigh no more than WILx200 lbs. If a creature is lifted, then it may move at will horizontally, at a rate no faster than Move 6. If it is an object, then you may control its movement. You must concentrate in order to keep the object or creature afloat. Furthermore, the target of the spell may not move further away from you than the range of the spell. If your concentration ceases or the target moves out of range, then the spell is immediately broken.



Abib's Levitation

DIF: 2 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL minutes

You can lift one object or creature into the air as long as you concentrate on the spell, up to the maximum duration. Targets can be lifted or lowered only vertically, at a maximum rate of Move 6. The object or creature lifted can weigh no more than WILx200 lbs. Unwilling creatures can roll TOU+Resistance (spells/powers) against the casting to resist its effect, in which case the spell is cancelled. If during their ascent they can get a secure hold on a fixed object (tree branch, tied rope etc.), then a successful TOU+Strength roll against the casting will prevent them from rising further. The target of the spell may not move further away from the caster than the spell's range. When the spell ends, the target floats gently to the ground.

Abjuration

DIF: 7 **Casting Time:** 1 round
Range: WIL yards **Duration:** WIL minutes

This spell is designed to ward off undead creatures and creatures from the lower planes. Once in effect, all such creatures within WIL yards of you must roll TOU+Resistance (spells/powers) against the casting at -3. Those failing their roll are thrown out of the area by a tremendous force, landing prone 10 yards away (Impaired; Move 50%, -2 to rolls until they use an action to get back up). Thereafter, the creatures cannot enter the area of effect, or use their powers on creatures within the area. Spells and attacks can still be made from within the area. The area of effect is always centered on you and moves with you.

Acidic Spittle

DIF: 1 **Casting Time:** 1 round
Range: WIL yards **Duration:** See below

You spit a gob of acid, which hits a single target unless they make a successful AGI+Athletics roll against the casting. The acid causes WIL points of Health damage the first round, WIL-1 damage the second round, WIL-2 damage the third round, and so on until 0. For example if you have WIL 2, the acid causes 2 points of damage on the first round and 1 point of damage on the second round. The acid can be wiped or rinsed off, but this will take one round and destroy any object being used to wipe. Worn armor will reduce the damage on the first round only, and will be permanently damaged so that its ARM score is reduced by 1 thereafter.

Aging

DIF: 7 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Permanent

This terrible curse causes a single creature to permanently age by WILx10 years. If the target ages beyond its maximum life expectancy, it withers and dies. Otherwise, it loses a point of TOU (and corresponding Health). The spell's target must roll TOU+Resistance (spells/powers) against the casting to resist the effect.

Animal Sense Projection

DIF: 3 **Casting Time:** 1 minute
Range: WILx10 mi **Duration:** WIL minutes

You project your senses to a place no further than WILx10 miles away. You may then "see" through the eyes of any natural animal located in the area. You will sense everything the animal senses, including smells, sights and sounds. If there are several animals in the area, you can switch your senses from one to the other at will, for the duration of the spell. You may not influence the animal's actions in any way.

Animal Speech

DIF: 1 **Casting Time:** 1 round
Range: Caster **Duration:** WIL minutes

You gain the ability to speak with and comprehend natural animals for the duration of the spell. This can also come in useful if you want to imitate the sound of an animal. You may persuade an animal to perform a small favor on a successful WIL+Persuasion vs. WIL roll. This roll can be modified by the animal's attitude towards you, and the favor being asked.

Anti-Magic Ward

DIF: 5 **Casting Time:** 1 round
Range: Touch **Duration:** 1 hour

You bestow one target total immunity from all magical spells and effects with a DIF score equal to or lower than you WIL.



Any Beast Form

DIF: 5 **Casting Time:** 1 round
Range: Caster **Duration:** WIL hours

You change into an animal form. The transformation lasts for the duration, or until you choose to cancel the spell. The spell is cancelled automatically if you drop to 0 Health or die. The form can be any natural animal (including giant versions and dinosaurs). You can turn into a normal or giant-sized version of the animal, as long as it has equal or less XP than you. Your attributes, stats, skills and other special abilities are replaced with those of the chosen beast. Note: giant-sized versions of beasts have higher TOU/Health than their normal-sized brethren, but other stats and abilities are usually the same. When you revert back to your normal form, your derived stats such as Health and Spirit return to the levels they were at before the transformation. You are limited by the nature of the new form, so you cannot speak. Your equipment melds into the new form, rendering it unusable.

Arcane Armor

DIF: 3 **Casting Time:** 1 round
Range: Touch **Duration:** See below

You create an invisible force field around the recipient. The field blocks any type of attack that deals Health damage. Make a WIL roll. The field will absorb a number of Health points equal to the roll before being destroyed (any excess damage on the last strike carries over to the recipient). Only attacks that would normally hit the recipient will cause damage to the armor. The armor remains for one hour or until destroyed.

Arcane Shield

DIF: 1 **Casting Time:** 1 round
Range: Touch **Duration:** See below

You create an invisible wall of force which moves in front of the recipient. It blocks any type of ranged attack that deals Health damage (but not melee attacks). Make a WIL roll. The shield will absorb a number of Health points equal to the roll before being destroyed (any excess damage on the last strike carries over to the recipient). Only attacks that would normally hit the recipient will cause damage to the shield. The shield remains for one hour or until destroyed.

Awesome Presence

DIF: 6 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

You suddenly become frightening, powerful and larger than life. Clouds may form overhead, a ray of light might envelop you, lightning may crackle. Your voice might boom, or become melodious and beautiful, depending on the desired effect. As this happens, you speak a short sentence, suggesting a course of activity to up to 10xWIL creatures in range. Addressed creatures must roll WIL+Focus against the casting or feel compelled to follow the suggestion. The suggestion must sound reasonable and so clearly suicidal commands will be ignored.

While the visible effect dissipates after the suggestion is spoken, affected creatures will remain compelled by your words for up to WIL hours and pursue the suggested course of action to the best of their abilities during that time. If you or your allies cause damage to an affected creature, the spell is immediately broken for that creature.

Awrok's Flight

DIF: 3 **Casting Time:** 1 round

Range: Touch **Duration:** See below

The creature touched (which can be you) grows wings of some sort and is able to fly at triple its Move. The spell lasts a number of minutes equal to a WIL roll, made secretly by the GM using your WIL. The flying sensation and lack of footing are somewhat disorienting and unfamiliar to most, so spells cannot be cast while flying, and recipients other than you are Slightly Impaired (-1 to rolls) while flying.

Bazrak's Ball

DIF: 3 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

This spell causes a magical ball of force to shoot from your hand. It may be aimed at a single target, which can avoid the missile if it successfully rolls AGI+Athletics against the casting. If it hits, make a damage roll using your WIL. Armor works normally for damage absorption.

Bazrak's Bark

DIF: 2 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

At the end of the casting, you give a clear one-word command. The spell's target(s) will immediately follow the order to the best of their ability.

Examples: "Drop", "Approach", "Flee", "Grovel", "Halt", etc. The order must be within the target's power, so "die" would not work, while "sleep" might simply cause them to lie down. Targets must roll WIL+Focus against the casting to resist the effect. Upon casting the spell, you may decide whether to affect one target for WIL rounds or up to WIL targets (within range) for one round.

Bazrak's Bolts

DIF: 1 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

This spell causes crackling bolts to shoot from your fingertips. A number of bolts equal to your Arcane Lore skill level can be fired, each causing DAM 0. The bolts can be split among different targets within range, or focused on one target. Targets must roll AGI+Athletics against the casting to avoid each bolt. The bolts pass through normal armor, so the target's ARM is ignored unless it of magical origin.

Bazrak's Breath

DIF: 3 **Casting Time:** 1 round

Range: WILx3 yards **Duration:** See below

This spell enables you to breathe out a cone of fire, frost or gas. The cone is WILx3 yards long and has AOE=WIL. Creatures in the area of effect must roll AGI+Athletics against the casting, or suffer one of the effects below:

- **Fire or Frost:** Damage equal to difference between the casting roll and the defense roll; armor offers protection only if it covers the entire body.
- **Gas:** Targets are Impaired (Move 50%, -2 to rolls). As an action, a target can attempt a 2d Health check to shake off the effect.

Bazrak's Command

DIF: 3 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

At the end of the casting, you give a short, clear one-sentence command of up to WIL words. The spell's target(s) will immediately follow the order to the best of their ability. Examples: "Stab the gnome", "Eat your hat", etc. Targets must roll WIL+Focus against the casting to resist the effect. Upon casting the spell, you may decide whether to affect one target for WIL rounds or up to WIL targets (within range) for one round.

Bazrak's Flying Fist

DIF: 2 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL rounds

This spell creates a magical mailed fist that flies to an opponent up to the spell's range and makes unarmed attack rolls using your AGI+Unarmed Strike. The Fist's DAM is equal to your Arcane Lore skill level. It will continue to attack as long as you concentrate, up to the spell's duration. If you cease concentration, the Fist vanishes and the spell is broken. Armor works normally against damage caused by the Fist, however the Fist is magical so it is not affected by a creature's resistance to non-magical attacks.



Bazrak's Fury

DIF: 3 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** 1 minute

The target of this spell becomes a frenzied fighting machine for one minute. Unwilling recipients can roll WIL+Focus against the casting to resist the effect. The recipient temporarily gains an extra WIL Health points, which are lost first. It also gains +2 to all attack rolls and TOU based damage rolls. Its Weapon Mastery skill cannot be placed in defense, however. If all enemies are killed or rendered unconscious before the spell ends, the recipient must make a 2d Spirit check or attack the nearest creature, friend or foe. If attacking friends, the recipient can attempt the 2d Spirit check each round until the spell expires.

Bazrak's Rage

DIF: 1 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** 1 minute

The target of this spell becomes a frenzied fighting machine for one minute. Unwilling recipients can roll WIL+Focus against the casting to resist the effect. The recipient temporarily gains +1 to all attack rolls and TOU based damage rolls. The Weapon Mastery skill cannot be placed in defense, however. If all enemies are killed or rendered unconscious before the spell ends, the recipient must make a 2d Spirit check or attack the nearest creature, friend or foe. If attacking friends, the recipient can attempt the 2d Spirit check each round until the spell expires.

Beast Form

DIF: 4 **Casting Time:** 1 round
Range: Caster **Duration:** WIL hours

You change into an animal form. The transformation lasts for the duration, or until you choose to cancel the spell. The spell is cancelled automatically if you drop to 0 Health or die. The new form is a specific natural animal type, which must be chosen when you learn the spell (you can learn several versions as separate spells). You can turn into a normal or giant-sized version of the animal, as long as it has equal or less XP than you. Your attributes, stats, skills and other special abilities are replaced with those of the chosen beast. Note: giant-sized versions of beasts have higher TOU/Health than their normal-sized brethren, but other stats and abilities are usually the same. When you revert back to your normal form, your derived stats such as Health and Spirit

return to the levels they were at before the transformation. You are limited by the nature of the new form, so you cannot speak. Your equipment melds into the new form, rendering it unusable.

Bless/Curse Weapon

DIF: 3 **Casting Time:** 1 round
Range: Touch **Duration:** WIL minutes

Bless Weapon turns an ordinary weapon into a magic weapon for the duration of the spell. If wielded in melee, the weapon gains +1 to attack, defense and damage rolls. If it fires missiles (e.g. a bow, crossbow or sling), the weapon gains +2 to attack rolls. If the weapon itself is fired or thrown as a missile (e.g. an arrow, bolt, thrown spear), it gains +3 to attack or damage rolls (your choice, when you cast the spell).

Curse Weapon works the same way, but the modifiers bestowed are negative.

Blind Faith

DIF: 4 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** 1 hour

When you cast this spell, one recipient is filled with faith that they cannot be harmed. It will take no damage from the first successful physical or magical attack against it. The next successful attack has a 1 in 6 chance of harming it normally and breaking the spell. If this doesn't happen, the third attack has a 2 in 6 chance of harming it normally and breaking the spell. The chance continues to increase by 1 until the spell is broken or the duration has elapsed.

Blood Freeze

DIF: 2 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** See below

You lower a target's body temperature, causing it to become Impaired (Move 50%, -2 to rolls) unless it rolls TOU+Resistance (spells/powers) against the casting. The spell lasts up to WIL rounds. During this time, the target can attempt to shake off the effect as an action, with a 2d Health check.

Blood Rain

DIF: 0 **Casting Time:** 1 round
Range: WILx100 yards **Duration:** WIL minutes

You cause the sky, or ceiling, to rain blood in a WILx100 yard stationary radius around where you're standing when you cast the spell.

Boil / Freeze

DIF: 0 **Casting Time:** See below
Range: WILx10 yards **Duration:** See below

The *Boil* spell causes an area of liquid to start heating spontaneously, as long as you concentrate on the spell. The affected volume of liquid will reach boiling point after a number of rounds equal to the number of cubic yards affected (or fractions thereof). For instance, a bathtub (1 cubic yard) will boil the round after the spell is cast. The spell can affect a maximum of WIL cubic yards. The reverse of the spell, *Freeze*, essentially works the same way but freezes the liquid instead. Both versions will affect a limited area even if it is contained in a larger body of water, such as a lake.

Borrowed Power

DIF: 4 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL hours

By casting this spell upon a target creature, the caster is able to switch one of its attributes with the creature's. The target creature can try to resist this effect by making a roll against the casting with the attribute that is being "switched". Derived stats (Move, Health etc.) are unaffected.

Bounty of Water

DIF: 4 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL rounds

You cause a torrent of water to emerge from the ground, walls and ceiling from any area within range. Each round after casting, enough water comes forth to fill 100 cubic yards of space, or enough to fill a 10x10 yard room 1 yard deep. All creatures within 6 yards of where the water emerges (AOE 6) must roll AGI+Aquatic against the casting every round, otherwise they lose their balance and become Impaired (Move 50%, -2 to rolls). If the water is contained in a small enough area where it can't escape, then two failed rolls in a row indicate the victim is drowning and suffers a DAM 0 roll each round until someone saves them. The GM could rule that 3 failed rolls are necessary, if for instance the containment area is large or if the victim is huge. *Dispelling* (DIF 3) will stop the flood, but water already present will remain.



Breathable Air

DIF: 1 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL hours

You cause a WILx10 yard radius stationary sphere around you to have breathable air for WIL hours. Harmful gases cannot penetrate the area. The sphere remains where it was summoned.

Caeradinn's Elemental Discourse

DIF: 4 **Casting Time:** 1 minute

Range: WIL yards **Duration:** See below

You gain the ability to communicate telepathically with an elemental body within range (i.e. a rock, burning campfire, pond etc.). Keep the discourse simple, due to the limited intelligence of the weak elemental spirit inhabiting the body. Furthermore, elemental spirits will tend to answer questions in a truthful but cryptic way. They will not be omniscient, but they will know what they have seen, heard or sensed in the area. You may ask up to WIL questions and receive WIL answers before the spell ends.

Caeradinn's Psychic Switch

DIF: 3 **Casting Time:** 1 round

Range: Caster **Duration:** WIL minutes

You may switch any two of your attributes for the duration of the spell. Derived stats (Move, Health etc.) remain unchanged.

Celestial Light

DIF: 4 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL minutes

You summon forth a light from the heavens (or ceiling), which blazes down in a WILx3 yard radius (AOE=WILx3) centered somewhere within range. All seeing creatures in the affected area must roll TOU+Resistance (spells/powers) against the casting or be blinded (Impaired: Move 50%, -2 to rolls). Undead creatures will, in addition, take damage equal to a WIL roll. As an action, a blinded creature can try to shake off the effect with a 2d Health check.

Claws of the Dragon

DIF: 2 **Casting Time:** 1 round

Range: Caster **Duration:** WIL minutes

This spell grants +3 to the damage you inflict with your bare hands.

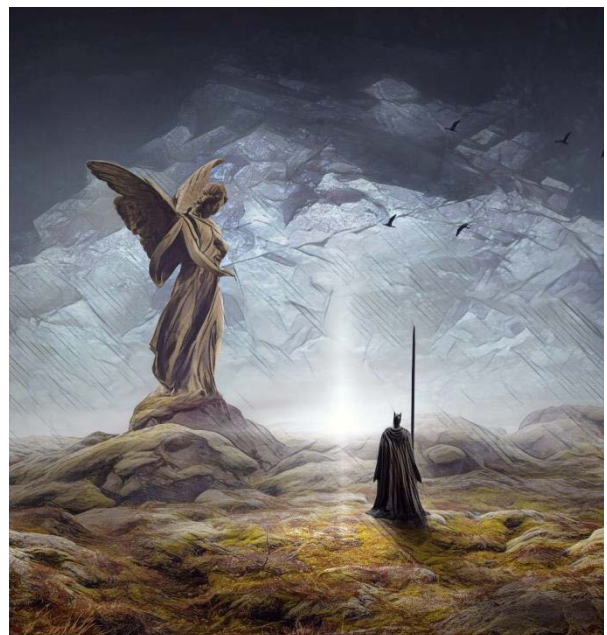
Clone

DIF: 7 **Casting Time:** 1 minute

Range: Caster **Duration:** WIL hours

You create a temporary clone of yourself. The clone has TOU equal to your WIL and the same AGI as you, but an AWA and WIL of 0. Furthermore, the clone has no skills or spells. The clone's mind overlaps with yours, although its mind is by no means complete. The clone can carry out reasonably complex tasks commensurate with its low AWA, and is essentially an extension of you. The clone is created wreathed in simple illusions which mimic your possessions, though they serve no other purpose, and can be discarded at the clone's will (as the clone may have real clothes or the like available). The clone itself is a magical construct, and is detectable as such in the normal ways (e.g., *Witch Sight* will reveal its true nature). Due to the mental overlap of the clone's mind with yours, the clone has the following abilities while within WILx100 yards of you:

- You sense where the clone is even if you cannot see it.
- You can communicate telepathically with the clone (silently and accurately convey concepts, as if talking to yourself).
- You can cast spells through the clone. You cast the spell normally, the only difference being the spell's point of origin, which is the clone: all effects (not including side effects) use the clone as the caster.
- You can swap the clone's senses with your own at will. For example, you can swap sight with the clone, and see through the clone's eyes (and the clone would see through yours). You can then swap back to your normal sight at will.



Contact Other Plane

DIF: 5 **Casting Time:** 1 minute
Range: Caster **Duration:** 1 minute

You mentally contact a god, the spirit of a long-dead sage or some other mysterious entity from another plane. Contact with an extraplanar intelligence can strain or even break your mind: if the casting fails, you suffer an additional DAM 0 roll to your Spirit (in addition to the normal casting cost) and go temporarily insane until the Spirit points are recovered. While insane, you speak in gibberish, can't understand what others say or take any useful actions.

If contact is made and your mind remains whole, you may ask the entity up to WIL questions before the spell ends. Answers gleaned are generally one word such as "yes", "no", "maybe", "never", "unclear" or "irrelevant".

Cure

DIF: 3 **Casting Time:** 1 minute
Range: Touch **Duration:** Instant

You remove all poison and cure all disease from one creature. Note: Health damage already incurred from the disease or poison is not healed by means of this spell.

Dancing Lights

DIF: 0 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Concentration

You create up to WIL lights within range that look like torches, lanterns or glowing orbs hovering in the air. You can move them independently, but they blink out as soon as you break concentration.

Dancing Flames

DIF: 2 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Concentration

You begin weaving fire patterns in the air with your hands. This spectacle has a hypnotic effect on all onlookers: all seeing creatures, including allies, must roll WIL+Focus against the casting or be entranced by the dancing flames. They will stop doing whatever they are doing and simply stare, unaware of what is going on around them. If a dazed creature is attacked, it defends at -3 but is shaken out of its trance if it takes damage. An unaffected creature can try to shake a dazed creature from its trance, requiring a successful WIL vs. WIL roll (one attempt can be made each round).

Note that you are unable to do anything else while concentrating on the flame dance: if you interrupt this activity, the spell is broken.

Death's Keeper

DIF: 9 **Casting Time:** 1 hour
Range: Touch **Duration:** Permanent

This most powerful spell brings back a slain creature as long as the body is available, it has been dead no longer than WIL centuries, the soul is willing and it did not die of old age. It will neutralize poisons and other toxins in the body and restore lost limbs, but curses or other afflictions of a magical nature are not removed. Undead are not affected. You apply your hands to the corpse whilst chanting the words of the spell, and the subject wakes from the dead, weak (Health at 1) but otherwise alive and able to recuperate fully. The subject has 10% fewer XP than it had before it died (these are deducted as desired by the player, if the subject is a PC). This spell can only be attempted once on a given creature each time it dies; if the casting fails, the creature's death is permanent.

Death Swarm

DIF: 7 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL rounds

You target one creature, causing it to be surrounded by a swarm of biting insects. Each round the spell is in effect, they suffer a DAM 0 roll and are Impaired (Move 50%, -2 to rolls). There is no roll to resist the spell.

Death Ward

DIF: 4 **Casting Time:** 1 round
Range: Touch **Duration:** WIL hours

You bless one creature, granting it some measure of protection from death. The first time they would drop to Health 0 or less as a result of taking damage, the target instead drops to Health 1 and the spell ends. If the target is subjected to an effect that would kill it instantaneously without dealing damage (e.g. a *Power Word: Death* spell), that effect is negated and the spell ends.

Diminishment

DIF: 2 **Casting Time:** 1 round
Range: Touch **Duration:** WIL minutes

Upon casting this spell, you immediately try to touch a creature by making an unarmed attack roll. If you do, one point is drained from an attribute you

choose, and the corresponding derived stat maximum is reduced as well. Attributes cannot be reduced below 0 by means of this spell.

Dispelling

DIF: 3 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** See below

You attempt to cancel a spell that is cast on a creature, place or item within range. In order to succeed, the casting roll must overcome the targeted effect's casting roll. If *Dispelling* is attempted on a permanent spell like *Magic Item Enchantment* or *Raise Golem*, it only suppresses the effect of the targeted spell for WIL rounds.

Divine Servant

DIF: 6 **Casting Time:** 10 minutes
Range: WILx10 yards **Duration:** See below

You beseech an otherworldly entity for aid. The entity must be known to you. It could be your patron deity, a demon prince or other being of cosmic power. If successful, the entity sends a powerful servant; typically an angel, elemental, demon, devil or the like. When the creature appears, it is under no compulsion to serve you, so it will typically demand some form of payment in exchange for the requested service. Depending on the creature and service requested, payment could be in the form of gold, a magic item, a quest or blood sacrifice. WIL rolls should be made in the negotiation, as appropriate. The harder the task, the higher the payment. Tasks that are aligned with the creature's own goals or ethos will be more favorably viewed, requiring less or no payment.

If a bargain is struck, the creature attempts to complete the task, reports back to you and returns to its home plane. If no bargain is struck, the creature immediately returns to its home plane.

Draconic Form

DIF: 7 **Casting Time:** 1 round
Range: Caster **Duration:** 1 hour

This powerful transformation turns you into a dragon. Your equipment is absorbed into the dragon form and cannot be used, nor can spells be cast. When in dragon form, you gain an additional WIL points of TOU, as well as the associated Health increase, and you can now run at Move 16 or fly at Move 32. Your other stats remain unchanged. Once every 3 rounds you may exhale a deadly breath with AOE equal to WIL, and DAM equal to TOU in

the new form (AGI+Athletics vs. DIF 3 to avoid). *Draconic Form* lasts a maximum of one hour, although you may cancel it at any time.

Dragon's Breath

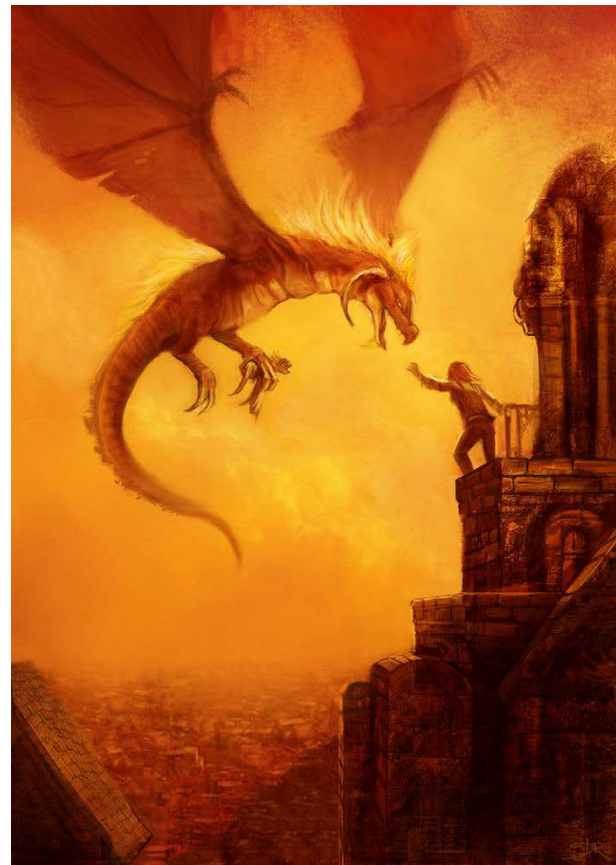
DIF: 4 **Casting Time:** 1 round
Range: WILx3 yards **Duration:** Instant

You breathe forth a deadly substance, much like a dragon. You must choose among five breath forms when the spell is cast: Fire (cone), Frost (cone), Acid (spurt), Gas (cloud) or Lightning (bolt). The deadly exhalation has AOE and DAM scores equal to your WIL. Targets caught in the breath's area of effect must roll AGI+Athletics against the casting to avoid taking damage.

Dragonskin

DIF: 2 **Casting Time:** 1 round
Range: Touch **Duration:** WIL minutes

You turn the recipient's skin into rigid dragon scales of a color you choose. These scales grant ARM 1 against physical blows, and ARM equal to your WIL against cold/frost (white), acid (black), poison/disease (green), electricity (blue) or fire/heat (red). If the recipient benefits from several sources of ARM, only the best one applies (i.e. ARM values don't stack).



Enhancement

DIF: 2 **Casting Time:** 1 round

Range: Touch **Duration:** WIL minutes

You add one point to any attribute of a creature you touch; the corresponding derived stat maximum increases accordingly. An attribute can only ever be raised by one point, so repeated castings on the same attribute will not have a cumulative effect.

Eruption of Earth

DIF: 4 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL rounds

You cause a mass of sand, soil and stones to erupt from the ground from any area within range. Each round after casting, enough earth will come forth to fill 100 cubic yards of space, or enough to fill a 10x10 yard room 1 yard deep. All creatures within 6 yards of where the earth emerges (AOE 6) must roll AGI+Athletics against the casting every round, otherwise they lose their balance and become Impaired (Move 50%, -2 to rolls). If the earth is contained in a small enough area where it can't escape, then two failed rolls in a row indicate the victim is buried alive and suffers a DAM 0 roll each round until someone saves them. The GM could rule that 3 failed rolls are necessary, if for instance the containment area is large or if the victim is huge. *Dispelling* (DIF 3) will stop the eruption, but earth already present will remain.

Essence Burn

DIF: 3 **Casting Time:** 1 round

Range: Touch **Duration:** Instant

Upon casting this spell, you immediately try to touch a creature by making an unarmed attack roll. If you do, the target is drained of WILd6 Health (do not reroll 6's). In so doing, you are drained of 1 Health point for each d6 of damage you inflicted.

Essence Filter

DIF: 2 **Casting Time:** 1 minute

Range: Touch **Duration:** Instant

You transfer part of your vital essence to cure yourself or another creature. Once the spell is completed, you touch the target and attempt to eliminate all poison or disease from the recipient's body. You must sacrifice a number of your own Health points equal to the poison's POT, and cannot sacrifice more than WIL points by means of

this spell. Note: Health damage already incurred from the disease or poison is not healed by means of this spell.

Essence Surgery

DIF: 4 **Casting Time:** 1 minute

Range: Touch **Duration:** Instant

You transfer part of your vital essence to heal yourself or another creature. Once the spell is completed, you touch the target and attempt to restore lost limbs. You must sacrifice a number of your own Health points equal to the recipient's TOU, and cannot sacrifice more than WIL points by means of this spell.

Essence Transfer

DIF: 2 **Casting Time:** 1 minute

Range: Touch **Duration:** Instant

You transfer part of your vital essence to heal yourself or another creature. Once the spell is completed, you touch the recipient, granting it 1d6 Health for each Health point you sacrifice. For example, sacrificing 5 Health would heal the recipient by 5d6 Health points. This spell can only be used for healing, it may not push the recipient's Health beyond its maximum. Furthermore, you cannot sacrifice a number of Health points greater than your WIL.

Eternal Flame

DIF: 2 **Casting Time:** 1 round

Range: Touch **Duration:** Permanent

You cause an object to ignite with a special fire that illuminates a 20-yard radius. The flame does not burn, and will alight on all materials, even metal. Furthermore, it cannot be extinguished by non-magical means. The Eternal Flame can assume any color you choose.

Eternal Sleep / Awaken

DIF: 6 **Casting Time:** 1 round

Range: Touch **Duration:** See below

This spell will not affect lycanthropes, undead, enchanted creatures, or creatures from other planes. Upon casting the spell, you immediately try to touch a creature by making an unarmed attack roll. If you do, the target falls into a deep sleep from which it cannot be awakened normally. The sleep is permanent until the prescribed conditions set by the caster are met. These conditions must be

possible and reasonable (GM's discretion). The target does not age and requires no food or water while under the spell.

The reverse of the spell, *Awaken*, wakes a single creature from magical slumber.

Ethereal Phasing

DIF: 3 **Casting Time:** 1 round
Range: Caster **Duration:** See below

Once this spell comes into effect, you roll a die each round: on a roll of 4-6, you shift from your current plane to the Ethereal Plane, or back to your current plane if you are in the Ethereal Plane. When shifting back to your current plane, you will appear in a chosen unoccupied space no further than WIL yards from your previous location. While in the Ethereal Plane, you can see what's happening in your previous plane (in ghostly shades of gray), but cannot affect or be affected by creatures who aren't themselves in the Ethereal Plane, nor can you be seen by them unless they use *Phantom Sight* or similar means. The spell ends when you have shifted WIL times, or you can cancel it any time before as an action.

Eyes of the Dragon

DIF: 1 **Casting Time:** 1 round
Range: Touch **Duration:** WIL minutes

You touch a creature (which can be yourself), granting it the visual acuity of a dragon for the duration. The recipient gains the Senses and Nightvision skills at level 3. This is not cumulative with existing skills so if the recipient already has Senses or Nightvision, the spell simply raises them to level 3.

Faerie Fire

DIF: 1 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** 1 minute

You cause up to WIL creatures or objects within range to glow with a faint blue, green or violet light (your choice). Targeted creatures can try to resist the effect by rolling TOU+Resistance (spells/powers) against the casting. Otherwise, they suffer -1 to their defense rolls and cannot become invisible for the spell's duration.

Fireball

DIF: 3 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Instant

You cause a ball of fire to streak forth from your hands. When it reaches its target point, which must be in your line of sight, the *Fireball* explodes in a 6-yard radius sphere (AoE 6). All creatures within the area of effect must roll AGI+Athletics against the casting, to avoid the flames. Make a damage roll against each creature burned, using your WIL.

Fire Form

DIF: 2 **Casting Time:** 1 round
Range: Caster **Duration:** WIL minutes

You turn yourself and all your equipment into a blazing bonfire about the same size as you. When in Fire Form, you cannot move, speak, cast spells or act in any way. You can only be harmed by water, which inflicts a DAM 1 roll per round or attack. This damage is caused to your *maximum* Health, meaning it is permanent until you raise your TOU. If oil is poured over you when you are in Fire Form, it heals 1d6 Health per pouch or equivalent.

Firehand

DIF: 1 **Casting Time:** 1 round
Range: Caster **Duration:** WIL minutes

Your hands catch fire. The fire does not burn you, but it can be used to ignite other things. Furthermore, it provides illumination in a 20-yard radius. If used to strike an opponent, it grants +1 to the damage you inflict with your bare hands.

Fire of Vengeance

DIF: 1 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Instant

On any round after you take damage from a creature, you may point an accusatory finger at it and cast this spell. The creature must roll AGI+Athletics vs. the casting or be enveloped in hellish flames. If this happens, make a damage roll using your WIL.

Fish Breathing

DIF: 3 **Casting Time:** 1 round

Range: WILx3 yards **Duration:** 24 hours

This spell grants up to WIL creatures within range the ability to breathe underwater for 24 hours.

Flash

DIF: 2 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

A blinding light flashes in front of a creature's eyes, causing it to become Impaired (Move 50%, -2 to rolls) unless it rolls TOU+Resistance (spells/powers) against the casting. The spell lasts up to WIL rounds. During this time, the target can attempt to shake off the effect as an action, with a 2d Health check.

Fluency / Babble

DIF: 3 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL minutes

Fluency allows one creature to speak an additional language of your choice for the duration.

Babble cancels the effect of *Fluency* or causes all verbal communication in a given language to be unintelligible within range.

Force of the Eternal Warrior

DIF: 7 **Casting Time:** 1 round

Range: Touch **Duration:** 1 hour

This spell turns one creature into a formidable fighter: its AGI and TOU scores become equal to your WIL for one hour. You can only cast this spell on a willing recipient.

Forcetrail

DIF: 6 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

A shimmering bolt shoots from your fingers towards a target creature. The target must roll AGI+Athletics against the casting or be struck by the bolt, which erupts into multiple bands of force that envelop the target. The target is now Paralyzed: unable to act, suffering -3 to defense rolls and +3 to damage from melee attacks. Anyone else touching the victim must roll TOU+Resistance (spells/powers) against the casting or become entrapped as well. Victims can attempt to break free once per round on their turn, by rolling TOU+Resistance (spells/powers) against the casting.

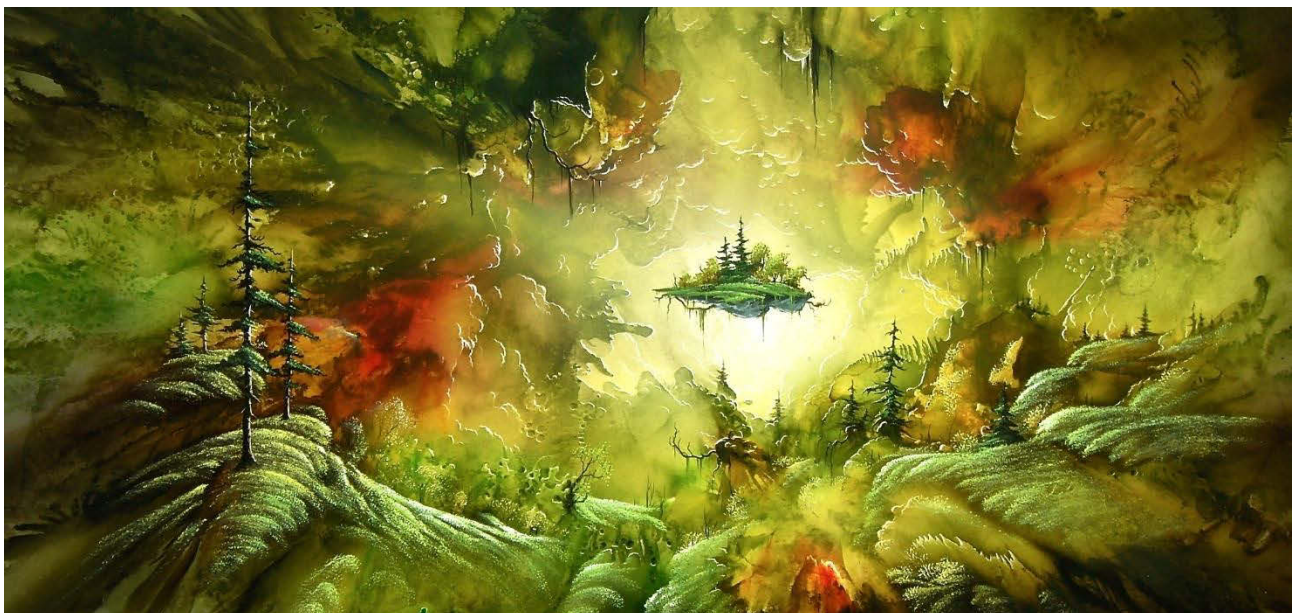
Forest Beckoning / Forest Ward

DIF: 6 **Casting Time:** 1 hour

Range: See below **Duration:** Permanent

These powerful enchantments are placed upon a wooded area in which you are located when you cast the spell. Any creature entering within WIL miles of where you cast *Forest Beckoning* must roll WIL+Focus against the casting or be compelled to go to the place where the spell was cast. Affected creatures will not even realize this, assuming that they simply stumbled upon the place.

Forest Ward works the same, except that creatures who fail the roll will not find the place, even if they are actively looking for it. Making the roll doesn't mean they will automatically find the place, only that they have a normal chance of doing so.



Foul Air

DIF: 1 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** 1 minute

The air in a WILx3 yard radius sphere within range becomes totally unbreathable. Creatures remaining in the area lose 1 Health per round from choking and are Impaired (Move 50%, -2 to rolls).

Gaseous Form

DIF: 3 **Casting Time:** 1 round
Range: Touch **Duration:** WIL minutes

You transform a willing creature and all its equipment into a visible cloud of mist. The target cannot speak, attack, cast spells, use equipment or manipulate objects while in this state. It gains Resistance to non-magical attacks at level 2, per the skill. It can float through the air at 50% Move. It can pass through the smallest apertures (keyholes, etc.) but cannot pass through liquids. You (the caster, not the target) may cancel the spell at will.

Giant Strength / Weakness

DIF: 2 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL minutes

Giant Strength grants a targeted creature the Strength skill at level 3 for the duration. *Weakness* gives the Weakness flaw at level 3 for the duration. Unwilling targets can roll TOU+Resistance (spells/powers) against the casting to avoid the effect. If the target already has the skill or flaw, it is replaced by the spell effect (i.e. they are not cumulative).

Gideon's Displaced Senses

DIF: 5 **Casting Time:** 10 minutes
Range: WIL mi **Duration:** WIL minutes

You send your senses roaming across the countryside, to any location within WIL miles that is known to you, or obvious (such as behind a door). As an additional effect, you can display a ghostly image and project the sound of your voice across the distance, if desired. Warning: while your senses are wandering, your body is Paralyzed: you are unable to act, suffer -3 to defense rolls and +3 to damage from melee attacks.

Gideon's Elastic Elongation

DIF: 1 **Casting Time:** 1 round
Range: Touch **Duration:** WIL minutes

You touch an item upon casting this spell and the item's solidity becomes somewhat compromised. As the forces holding matter together are warped, the item in question, which cannot be larger than WIL cubic yards, becomes stretchable and cannot hold a rigid form. However, it gains a certain malleability and can be drawn out to WIL times its normal length. Weapons targeted in this manner will suffer a -3 penalty to damage as the material becomes too rubbery to do serious damage. Note that this spell does not affect biologically active items. No attempts have been made to affect the undead with this spell, however speculations indicate that it may prove of moderate annoyance.

Gideon's Fragmented Perceptions

DIF: 4 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** See below

This spell may affect up to WIL creatures you choose within range. Affected creatures must roll WIL+Focus against the casting or become confused and temporarily unable to distinguish friend from foe. This sudden perceptual shift manifests itself such that each round the creature will either:

d6	Effect
1-2	Stand completely confused, unable to attack and only able to defend at -2
3-4	Attack the closest creature (friend or foe). If several are nearby, it attacks one at random
5-6	Wander away in a random direction

Affected creatures can roll WIL+Focus against the casting each round, with success indicating that the spell is broken for that creature.

Gideon's Improved Aeronauticality

DIF: 4 **Casting Time:** 1 round
Range: Caster **Duration:** 1 hour

This adaptation of *Awrok's Flight* allows you the freedom to move in three dimensions for one hour. As this is a purely mental effort on your part, the relative velocity is a function of how fresh you are, and your Move is equal to three times your current Spirit while in the air. While movement requires concentration, you can stay suspended in the air and engage in other strenuous activity.

Gideon's Improved Elastic Elongation

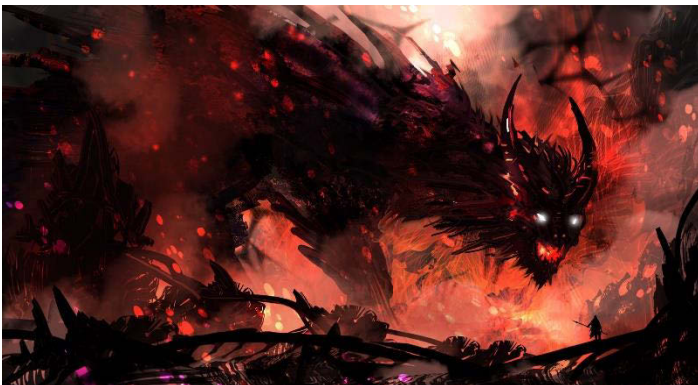
DIF: 3 **Casting Time:** 1 round
Range: Touch **Duration:** WIL rounds

The effects of this incantation are similar to those of the original *Gideon's Elastic Elongation* spell, except that this spell affects biological materials as well. Upon casting the spell, you immediately try to touch a creature with an unarmed attack roll. If you do, the target loses a certain degree of cohesion. This is disorienting, causing the target to become Impaired (Move 50%, -2 to rolls) on the first round of effect, as limbs begin drooping and extending randomly until control is asserted. The target gains an ARM score equal to your Arcane Lore skill level, as rubbery flesh gives way under bludgeoning attacks and reseals to a certain degree around piercing and slashing attacks. Objects held in the target's hands will drop unless the target rolls AGI+Sleight-of-Hand against the casting each round, as fine motor skills are compromised in the elongation. Elongation allows the target to strike others in melee combat up to WIL times its body length away (caster's WIL). Warning: a critical defense roll against an elongated attack may result in limb loss if the defender can sever the rubbery limb in the process.

Gideon's Mnemonic Aid

DIF: 4 **Casting Time:** 1 minute
Range: See below **Duration:** WIL minutes

This spell allows you to show others your memories, or others to show you theirs. This is particularly useful when attempting to recall someone's features or demeanor and allows for full recreation of scenes within the confines of the spell area, which is equal to a 10-yard cube in front of the creature whose memories are being shown. When cast upon someone else, you must remain in physical contact with the subject for the spell's duration. While it is possible to extract memories from an unwilling subject, the latter gets a WIL+Focus roll against the casting to resist the effect.



Gideon's Multipurpose Entropic Protector

DIF: 4 **Casting Time:** 1 round
Range: Touch **Duration:** WIL minutes

You specify an energy type such as fire, electricity, sonic, acid, or poison gas, and create a protective membrane against it. Upon completion of this spell, you belch forth a large volume of web-like material that envelops the target's body and hardens into a thin, transparent, flexible cocoon. While weapons can still be used, the target's other belongings are protected against the effects of the energy type specified, but inaccessible for the duration of the spell as they are encased in the spell membrane. The spell provides an ARM score of WILx2 against the specified form of energy for the duration.

Gideon's Shocking Blood Ward

DIF: 3 **Casting Time:** 1 round
Range: Touch **Duration:** WIL minutes

This started as a simple experiment in polarization which took a left turn somewhere. The net effect of casting this spell is to cause the target's blood to become super-charged with electricity. While harmless to the target, the target's electrified blood delivers an electric shock to anyone coming into contact with it, via flesh or a metallic weapon or object. Such contact will result in the victim suffering a damage roll, using your WIL. Any cutting or piercing weapon that damages the target (including claws and teeth) is assumed to come into contact with the target's blood.

Gideon's Temporary Metabolic Cessation

DIF: 4 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** See below

You immobilize one target, causing them to become Paralyzed: unable to act, suffering -3 to defense rolls and +3 to damage from melee attacks. The target must roll TOU+Resistance (spells/powers) against the casting to resist the effect. A new roll can be made each round until the spell is broken. This spell only works on targets that have a metabolism. This excludes undead creatures, constructs, amoebic or gelatinous creatures and magically created hybrids.

Gideon's Whistling Stones

DIF: 1 **Casting Time:** 1 minute
Range: Touch **Duration:** WIL days

This simple enchantment makes stones whistle when someone other than you walks on the affected area. You can program the melody to be

pleasant or shrill and quiet or loud, so that it can be heard up to a maximum of WILx100 yards from its point of origin. You can enchant an area as large as a WILxWIL yard square. You trace the area in a bright arc of thaumaturgical energy which fades as the incantation ends.

Gift of Luck

DIF: 2 **Casting Time:** 1 round
Range: Touch **Duration:** WIL minutes

You give the creature touched the benefit of rerolling a single one of their die rolls, within the spell's duration. The recipient may choose to keep the new roll or the original roll. The spell is broken as soon as the die has been rerolled, or the duration expires. Casting the spell multiple times on the same creature allows it to reroll multiple different rolls, but any single roll cannot be rerolled more than once.

Growth / Reduction

DIF: 2 **Casting Time:** 1 round
Range: WILx5 yards **Duration:** WIL rounds

Growth temporarily adds a number of points to a target creature's TOU equal to your Arcane Lore skill level. *Reduction* subtracts the same amount of TOU, down to a minimum of 0. Unwilling creatures can roll TOU+Resistance (spells/powers) against the casting to resist the effect. The creature's size roughly doubles in the case of *Growth* and roughly halves in the case of *Reduction*. If there isn't enough room to double in size, the creature grows as much as it can in the space available. Its Health adjusts to the new TOU score for the duration. Worn and carried items change size as well, but return to normal size if they are dropped.

Hand of Decay

DIF: 1 **Casting Time:** 1 round
Range: Touch **Duration:** Instant

Upon casting this spell, you immediately try to touch a creature with an unarmed attack roll. If you do, make a damage roll using your WIL. The wound caused by this spell is visibly repellent and does not heal except through magical means.

Hand of Healing

DIF: 1 **Casting Time:** 1 round
Range: Touch **Duration:** Instant

The creature touched as you cast Hand of Healing recovers WIL points of lost Health.

Hatred

DIF: 4 **Casting Time:** 1 minute
Range: WILx10 yards **Duration:** 1 hour

You cause a group of up to WILx3 creatures you choose to be filled with hatred. They begin arguing with each other at first. Have each creature affected roll WIL+Focus against the casting. Those who succeed will feel the spell's effect but will otherwise remain in control. Those who fail the roll will feel compelled to attack the other affected creatures after a number of minutes equal to their roll.

Heaven's Wrath

DIF: 9 **Casting Time:** 1 round
Range: Sight **Duration:** WIL rounds

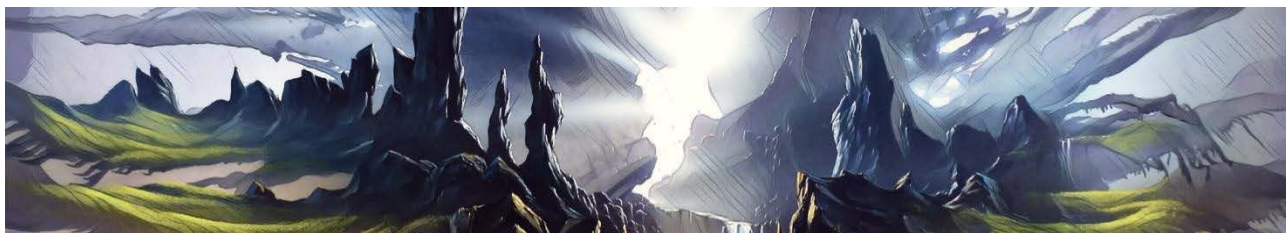
A churning storm cloud forms, centered on a point you can see and spreading to 120 yards in radius. Lightning flashes in the area, thunder booms and strong winds roar. You must concentrate on the spell to maintain it. Each round, you may cause one of the following effects:

Hail: Large hailstones rain down from the cloud and every creature under it suffers a DAM 0 roll.

Lightning: You call down up to WIL bolts of lightning from the cloud to strike creatures or objects of your choice beneath the cloud (Note: a given creature or object can't be targeted by more than one bolt). Targeted creatures and objects must roll AGI+Athletics against the casting or suffer a damage roll using your WIL.

Fog: An eerie calm descends on the scene, accompanied by a thick magical fog. All creatures under the fog are effectively Impaired (Move 50%, -2 to rolls) while in the shrouded area.

Wind: Hurricane-force winds buffet the area. Fogs, mists and similar phenomena are dispersed, and any ships under the cloud must roll AGI+Sailing against the casting to avoid capsizing.



Hero's Blessing

DIF: 8 **Casting Time:** 1 minute

Range: Touch **Duration:** 1 hour

Upon casting this spell, you temporarily grant someone an additional number of XP equal to the XP spent on your WIL. You allocate these additional XP to the recipient's attributes and existing skills. For example, if you have WIL 6 you can allocate an additional 21 XP, as you choose, to the recipient's existing attributes and skills. New skills cannot be learned with these additional XP.

Hero's Curse

DIF: 8 **Casting Time:** 1 round

Range: Touch **Duration:** 1 hour

Upon casting this spell, you immediately try to touch a creature with an unarmed attack roll. If you do, you drain WIL points from the target's attributes for one hour, divided among them as you choose (derived stats are also reduced accordingly). Example: if your WIL is 6, you could choose to drain the target creature's TOU by 3, AGI by 2 and AWA by 1. If an attribute drops below 0, the target creature suffers an additional effect:

ATTRIBUTE	EFFECT IF REDUCED BELOW 0
AGI	Paralyzed
TOU	Unconscious
AWA	Total Memory Loss
WIL	Charmed (by caster)

Hoan's Chant

DIF: 1 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

You fall into a trance whilst chanting. As long as you concentrate and the chanting continues, all allies within range gain +1 to their defense rolls. The nature of the chant is such that you are not aware of what is happening around you. During this time, you are Paralyzed: can take no other actions, suffer -3 to defense rolls, and melee attacks against you deal +3 damage. If you take damage, you must roll WIL+Focus against the damage roll to maintain concentration. The spell drains 1 point of Spirit per round spent chanting. You can break the chant at any time. If you run out of Spirit, the spell is broken (and you are at the brink of madness, see page 22).

Hoan's Undead Banishment

DIF: 2 **Casting Time:** 1 round

Range: WILx5 yards **Duration:** 1 minute

You cause undead creatures to flee or be destroyed. All undead creatures within range must roll WIL+Focus against the casting to avoid the effect. If a creature fails the roll, the effect depends on its total XP relative to the XP you spent on WIL. If the creature's XP is lower, the creature is instantly destroyed. If the creature's XP is equal or higher, it attempts to move away from you for the spell's duration, taking no other actions and unable to get within the spell's range of you.

Holy Armor

DIF: 3 **Casting Time:** 1 round

Range: Touch **Duration:** WIL minutes

A creature you touch is blessed with an invisible suit of armor that gives it ARM 3. Holy Armor is invisible to anything other than magical detection (*Witch Sight*, for instance), and it is weightless, so it does not encumber the wearer. *Holy Armor* does not stack with other types of armor (apply the highest ARM), but the recipient may carry a shield.

Impostor

DIF: 5 **Casting Time:** 1 round

Range: Caster **Duration:** WIL hours

You assume the appearance of any other individual you have met. The copied individual must be a humanoid of approximately the same size (i.e. within 1 foot) and build (within 60 lbs). This is an illusion which can copy a person's speech pattern and appearance, including clothing. Equipment can be copied if you carry something of similar shape, although function will never be reproduced. For instance, the spell can cause a normal sword to look like a magical sword of approximately the same size, but the copy will not have magical properties. Anyone more familiar than you with the copied individual rolls AWA+Observation against the casting to realize that there's something off with the copy's appearance or manner.

Inhabit Other

DIF: 6 **Casting Time:** 1 minute

Range: WILx10 yards **Duration:** Permanent

You permanently switch bodies with another creature. Unwilling targets must roll WIL+Focus against the casting to resist the effect. The switched

entities gain the attributes, derived stats and physical abilities of the new body, including innate powers such as breath or gaze attacks. Spells and skills are also switched, i.e. retained from the previous form. This spell is permanent, and cannot be cancelled unless recast.

Ironbite

DIF: 4 **Casting Time:** 1 round
Range: WILx3 yards **Duration:** WIL rounds

You cause a single iron weapon within range to become searing hot for the duration. This causes no harm to the wielder, but the weapon can light things on fire, and anyone hit with it will suffer an additional damage roll using DAM equal to your Arcane Lore skill level.

Iron Guard

DIF: 4 **Casting Time:** 1 round
Range: Touch **Duration:** WIL rounds

Any metal passes harmlessly through the recipient's body. Any other substance still harms the recipient, so a flaming sword would still burn, and a poisoned dagger would still poison.

Item Invulnerability

DIF: 7 **Casting Time:** 1 hour
Range: Touch **Duration:** Permanent

This spell makes one non-living object, which can be as large as a gate or door, indestructible by non-magical means. Against magical weapons and attacks, its ARM score is increased by WIL.

Item Recall

DIF: 7 **Casting Time:** 1 round
Range: Unlimited **Duration:** See below

You cause one non-living object to teleport from its present location into your hand, even if it is on another plane of existence. The object must weigh no more than WILx2 lbs. You must be very familiar with the item and its exact location, or the spell will not work. You must also have prepared the item beforehand by sprinkling it with a special powder costing 1,000 gold pieces; the powder becomes invisible and does not interfere with the item in any way. If another being possesses the item on its person, the spell will not work, but you will sense who the possessor is and where they are.

Jester's Joke

DIF: 5 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** See below

After you cast this spell, the first thing you say will seem hilariously funny to up to WIL designated listeners within range, as long as they can hear and understand you, and fail a WIL+Focus roll against the casting. Those affected will laugh uncontrollably and become Severely Impaired (Move 0, -3 to rolls). As an action, a victim can attempt a 2d Spirit check to shake off the effect.

Lay to Rest

DIF: 8 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Permanent

This spell causes all undead creatures within range to be reduced to lifeless remains (if non-corporeal, they are reduced to dust). Targeted creatures must roll TOU+Resistance (spells/powers) against the casting to resist the effect.

Leap

DIF: 1 **Casting Time:** 1 round
Range: Caster **Duration:** Instant

You are able to make a giant leap, horizontally or vertically, jumping a number of yards equal to your current Move. You can cast this spell while running.

Lordly Presence

DIF: 1 **Casting Time:** 1 round
Range: Touch **Duration:** WIL minutes

You grant someone the Persuasion and Oratory skills at a level equal to your Arcane Lore skill level. If the recipient already has these skills, they can be raised to a maximum of level 3.

Magic Circle Enchantment

DIF: 6 **Casting Time:** 1 hour
Range: Touch **Duration:** WIL centuries

This is the enchantment necessary to activate pentacles, pentagrams, thaumaturgic triangles and other wards. The circle can either contain an extra-planar creature, or protect those within it by preventing extra-planar creatures from entering it. The circle also grants +3 to defense rolls against ranged attacks from such creatures. Note that each type of circle will only work against one type/group of extra-planar creature, which must be specified at casting: e.g. demons, devils, elementals or angels. It is essential to use the proper ingredients when

making the circle: chalk or wax may be enough to contain a minor demon, but more powerful entities will require powdered gems, mercury and the like. The circle can be no more than 10 yards in diameter. Assume that the value of material components must be at least equal to 100 times the entity's XP total (in gold pieces). Assume also that you can make the enchantment strong enough for a creature whose XP do not surpass twice your own. Failing any of these requirements, or failing to cast the spell successfully (the GM should make the casting roll secretly) means the ward is too weak and no match for the creature - much to the caster's regret, generally.

Magic Item Enchantment

DIF: See below **Casting Time:** See below
Range: Touch **Duration:** See below

You create a magic item that allows its user to cast another spell. You need not know the spell you want to enchant the item with, as long as your Arcane Lore skill would theoretically allow you to learn it. Over time you can create several items, or one item with several spells. However, the cumulative DIF of the spells enchanted in such items can never exceed your WIL, multiplied by your *Magic Item Enchantment* skill level. For example, if you have WIL 4 and *Magic Item Enchantment* at level 2, you could create a single item with a DIF 8 spell, one item with a DIF 5 spell and a second item with a DIF 3 spell, one item with two DIF 4 spells, or four items with DIF 2 spells. Until these items are used up or destroyed, you cannot create additional items.

Enchanting an item takes one day and costs 1,000 gp per DIF level of the spell you want to enchant the item with. For example, Ulfryd enchants a crystal with a powerful rune, granting it the power of *Major Illusion* (DIF 3). It will take him 3 days and cost 3,000 gp in materials, labor and facilities.

At the end of the crafting process, make a *Magic Item Enchantment* casting roll against the DIF level of the spell you want to enchant the item with; failing the roll means that you have spent the time and money for nothing; you can abandon the effort or start over.

If you succeed, the item gains a WIL score and maximum Spirit equal to yours, and the enchanted spell at a skill level equal to your Arcane Lore skill. It can be used by anyone, and follows the normal rules for innate spells: casting the spell requires no DIF roll; if a casting roll is still required to overcome a target's defense, use the item wielder's AWA

modified by the item's skill level, and the item's WIL for determining the effect. Using the item drains the item's Spirit normally. Once the item runs out of Spirit, it loses its magical properties.

Returning to the example, Ulfryd's crystal gains WIL and Spirit equal to Ulfryd's, and the *Major Illusion* spell at a level equal to Ulfryd's Arcane Lore. Ulfryd gives the crystal to Oswald, who can now use it to cast *Major Illusion* as an innate spell. Each use drains 3 Spirit from the crystal.

Magic Seal

DIF: 2 **Casting Time:** 1 round
Range: Touch **Duration:** See below

You magically lock a closed door, window, gate, chest or other entryway. You and other designated creatures can open the object normally. You may also set a password that, when spoken within 2 yards of the object, suppresses the lock for 1 minute. Otherwise, DIF rolls for picking the lock or forcing it open are made at +3. The spell is permanent, but you can cancel it with a touch.

Major Illusion

DIF: 3 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL minutes

You create the illusion of an object, creature or other visible phenomena. The illusion cannot cover a volume greater than a 10x10x10 yard cube. The image seems completely real, including sounds, smell and temperature appropriate to the thing depicted. Sensory inputs cannot be intense enough to cause damage (e.g. heat cannot burn, sound cannot deafen, etc.). By concentrating on the illusion while within range, you can cause it to walk, move, emit sounds or even speak in a manner that appears completely natural. Physical interaction with the illusion reveals it for a fake because things pass right through it. Viewers using an action to examine the illusion can roll AWA+Observation against the casting to see it for what it is.



Major Necromancy

DIF: 6 **Casting Time:** 1 minute

Range: WIL yards **Duration:** 24 hours

This spell must be cast at night. It allows you to turn up to WIL humanoid corpses into Ghouls under your control. After 24 hours have elapsed, the creatures are no longer under your control unless you cast the spell on them again before the duration has elapsed. You may optionally create one Ghast instead of two Ghouls, one Wight or Mummy instead of three Ghouls, or one Ghoul Lord or Zombie Lord instead of five Ghouls. See the Monsters section for creature statistics.

Major Wildcast

DIF: 6 **Casting Time:** 1 round

Range: See below **Duration:** See below

This method of spellcasting taps into the raw force of chaos called Wild Magic, resulting in an effect that you only partially control.

Upon a successful casting, roll 1d6. The result indicates the DIF of the spell effect that you bring forth. You may choose any spell with the DIF score indicated, which works normally, using the *Major Wildcast* roll as its casting roll.

Mana Stone

DIF: 5 **Casting Time:** 1 minute

Range: Touch **Duration:** See below

You enchant an ordinary gemstone so that it can hold Spirit points that can be used to cast spells. You may store WIL points of Spirit into a gem worth no less than 100 gp per Spirit point stored. The gem must then be worn around your neck or on a ring in order to grant you the extra Spirit points. These extra points will only be consumed *after* your normal Spirit has been used up (so you are advised to save these extra points for emergency use only). Points contained inside the gem never return once consumed. If the gem is emptied of its Spirit, it is reduced to dust.

Masque of Terror

DIF: 3 **Casting Time:** 1 round

Range: WILx3 yards **Duration:** WIL minutes

Your face appears to change, assuming a form so horrible that all those within range must roll WIL+Focus against the casting or become Slightly Impaired (-1 to rolls) and flee in terror. Friendly creatures are also affected, but they get +3 to the

WIL+Focus roll. WIL rounds later, a creature affected by the spell can attempt a 2d vs. maximum Spirit check. If it succeeds, the spell ends for that creature. If it fails, the creature remains under the spell for WIL more minutes.

Mechanical Manipulation

DIF: 2 **Casting Time:** See below

Range: WILx3 yards **Duration:** Instant

You understand the workings of various non-magical mechanical devices and can manipulate them at a distance. This allows the opening of locks or barred doors and can be used to activate traps (although the resulting effect may still be harmful). To cast the spell, you must wiggle your fingers for 2d6 rounds as if utilizing the device. You can only affect one mechanism each time you cast the spell.

Mind Blast

DIF: 5 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

You select up to WIL targets within range. The targets must roll WIL+Focus against the casting or suffer Spirit damage equal to the amount failed by, and become Impaired (Move 50%, -2 to rolls). A victim can attempt a 2d check vs. maximum Spirit each round, as an action, to shake off the effect. If reduced to 0 Spirit or less, a victim "snaps" and teeters at the brink of madness (see page 22). If the fully drained victim is in combat, a 2d check vs. maximum Spirit can decide whether it keeps attacking or abandons the fight. If being interrogated, the victim might finally break and answer questions. The spell has no effect on golems and other mindless creatures.

Mind Guard

DIF: 3 **Casting Time:** 1 round

Range: Touch **Duration:** WIL hours

This spell protects the recipient from all types of mental attacks, granting +3 to rolls against being charmed, mind reading, fear, Mind Blast and other mind-affecting spells and effects.

Mind Reading

DIF: 2 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL rounds

You read the mind of another creature and understand their current surface thoughts for the duration. Such an intrusion goes unnoticed as you are only receiving broadcast signals.

Minor Demon Summoning

DIF: 5 **Casting Time:** 1 hour

Range: WILx10 yards **Duration:** See below

This spell summons a minor Demon before you. The casting of the spell requires you to sacrifice some of your own blood as you chant the words of the spell, letting it spill into the area where the Demon must appear. In game terms, the casting drains 5 Health as well as 5 Spirit. The creature summoned will be forced to perform a single task for you. Once the task has been performed, the creature is free to return to its home plane. Or it may try to seek out and kill you.

Demons come in many shapes and sizes. Use the random system below to generate a minor Demon, whose appearance is limited only by the GM's imagination:

DEMON, MINOR (Variable XP)

AGI: 1d6	Move: variable*
TOU: caster's WIL	Health: variable
AWA: 1d6	Initiative: variable
WIL: 1d6	Spirit: variable

Innate Spells (@ level 1): One per DIF level, up to the Demon's AWA

*Roll 1d6. A roll of 6 indicates that the demon can fly at twice its ground move.

Minor Elemental Servant

DIF: 2 **Casting Time:** 1 minute

Range: WILx10 yards **Duration:** WIL minutes

You call forth a minor elemental spirit. The elemental will perform your bidding, though it must remain within range of you, or it disappears.

It is small (1 foot high) and far too weak to fight. However, it can communicate telepathically with you, lift up to 5 lbs. and move at a rate of 10 (assume it has 0 in each attribute). Depending on the element, it may be able to light something on fire, pour water, dig a hole or blow out a torch. It will remain for WIL minutes or until it takes any damage, which sends it back to its home plane.

Minor Illusion

DIF: 0 **Casting Time:** 1 round

Range: WILx3 yards **Duration:** WIL rounds

You create a sound or image of an object for up to WIL rounds. If an image is created, it can't be larger than a 2x2x2 yard cube, does not move and does not include any other sensory effects. This includes touch, so something coming into contact with the illusion passes right through it. Creatures taking at least one round to examine the illusion can roll AWA+Observation against the casting to see it for what it is.

Minor Necromancy

DIF: 3 **Casting Time:** 1 minute

Range: WIL yards **Duration:** 24 hours

This spell creates mindless undead servants under your control. You can raise the remains of up to WIL humanoid corpses. They will turn into Zombies if the corpses aren't fully decomposed, or Skeletons if only the bones remain. After 24 hours have elapsed, the creatures are no longer under your control unless you cast the spell on them again before the duration has elapsed. You may optionally create 1 Gildorian Skeleton instead of 2 Skeletons. See the Monsters section for creature statistics.



Minor Sorcery

DIF: 0 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

You choose one of the following effects:

- Your voice booms loudly for up to WIL rounds
- Flames flicker, brighten, dim or change color for up to WIL rounds
- Harmless tremors shake the ground for up to WIL rounds
- A sound you choose is heard briefly from somewhere within range
- An unlocked door or window flies open or slams shut
- You alter the appearance of your eyes for up to WIL rounds

Minor Wildcast

DIF: 3 **Casting Time:** 1 round

Range: See below **Duration:** See below

This method of spellcasting taps into the raw force of chaos called Wild Magic, resulting in an effect that you only partially control.

Upon a successful casting, roll 1d6. The result indicates the DIF level of the spell effect that you bring forth, per the table below:

D6 ROLL	SPELL DIF
1-3	1
4-5	2
6	3

You may choose any spell with the DIF score indicated, which works normally, using the *Minor Wildcast* roll as its casting roll.

Mole Burrowing

DIF: 3 **Casting Time:** 1 round

Range: Caster **Duration:** WIL minutes

You can burrow into normal mud, sand or earth at a rate of one-tenth your Move. The spell works through anything as hard as packed earth, but you may *not* move through solid stone, such as that found in caves and dungeons.



Murphy's Curse

DIF: 3 **Casting Time:** 1 round

Range: Touch **Duration:** WIL hours

Upon casting this spell, you immediately try to touch a creature with an unarmed attack roll. If you do, the target must re-roll every one of its dice, taking the worst of the two rolls, for the duration. Only die rolls that are made for actions undertaken by the creature, or pure "luck" rolls, are re-rolled. Defense rolls are unaffected.

Music of the Gods

DIF: 5 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

You cause an otherworldly, ethereal music to resonate as if from the heavens. Those hearing it will be filled with deep emotion: apathy if the music is soft and dream-like, bloodlust if it is violent, and so forth. You conduct this supernatural orchestra, willing the music to express the emotions you desire. Maintaining the performance requires concentration. Those hearing the music within range, including allies but excluding you, must roll WIL+Focus against the casting to avoid falling into a trance and becoming Severely Impaired (Move 0, -3 to rolls). One minute later, assuming the music continues, a victim can attempt a 2d check vs. maximum Spirit to break out of its trance. The Spirit check can be attempted once every minute thereafter. If the Spirit check is successful, the spell ends for that creature.

Myriad Beast Forms

DIF: 7 **Casting Time:** 1 round

Range: Caster **Duration:** WIL hours

You gain the ability to turn into different animals. The ability lasts for the duration, or until you choose to cancel the spell. The spell is cancelled automatically if you drop to 0 Health or die. The forms assumed can be of any natural animal (including giant versions and dinosaurs). You can turn into normal or giant-sized version of animals, as long as they have equal or less XP than you. Your attributes, stats, skills and other special abilities are replaced with those of the chosen beasts. Note: giant-sized versions of beasts have higher TOU/Health than their normal-sized brethren, but other stats and abilities are usually the same. While the spell is in effect, you can turn into any beast as a simple one round action, and any injuries are automatically healed. If you revert back to your normal form, the spell ends immediately. When the

spell ends, your derived stats such as Health and Spirit return to the levels they were at before you cast the spell. You are limited by the nature of the new forms, so you cannot speak. Your equipment melds into the new forms, rendering it unusable.

Neural Transfer

DIF: 2 **Casting Time:** 1 round

Range: Touch **Duration:** See below

You establish a neural connection with another creature. You may then begin transferring Spirit points from yourself to the recipient, at the rate of one point per round, as long as you remain in physical contact. There is no limit to the number of Spirit points you can transfer in this way, but each point transferred above the recipient's normal maximum causes it to lose one Health point.

Oilskin

DIF: 2 **Casting Time:** 1 round

Range: Caster **Duration:** WIL minutes

Your skin becomes so slick that blows and weapons simply slide off. You gain +1 to defense rolls against most physical attacks.

Orb of Imprisonment

DIF: 8 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL centuries

You hurl an orb of shifting colors towards a creature. When it hits its target, the Orb appears to grow and envelop the hapless creature. Unwilling targets must roll TOU+Resistance (spells/powers) against the casting to break free of the colors. Otherwise, the target is trapped within the sphere, in stasis, for WIL centuries. Creatures so trapped are in a state of perpetual dreaming, unconscious of present time and space, and immune to the effects of age.

Ozric's Tentacles

DIF: 2 **Casting Time:** 1 round

Range: WILx3 yards **Duration:** WIL minutes

Your arms turn into huge tentacles. Starting the following round, each tentacle can make an attack roll against any creature within range, using your WIL. A creature struck by a tentacle becomes Severely Impaired: Move 0, -3 to rolls. As an action, the victim can attempt a 2d Move or 2d Health check in order to break free.

Pestilence

DIF: 6 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

You unleash a terrible disease on one creature within range. The target must roll TOU+Resistance (poison/disease) against the casting. If it fails, the victim suffers a damage roll, using your WIL. One hour later, even if the damage was healed, the victim becomes Severely Impaired (Move 0, -3 to rolls). The victim can attempt to shake off the impaired state each day thereafter, by making a successful 2d Health check.

Petrification

DIF: 7 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

You turn a single creature and all its equipment into stone if it fails a TOU+Resistance (spells/powers) roll against the casting. This condition lasts WIL rounds, unless you concentrate on the spell for one minute after it is cast, in which case it is permanent. A successful *Dispelling* can remove the curse.

Phantasm

DIF: 3 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL rounds

You create an illusion that takes root in the mind of a single creature within range if it fails an AWA+Observation roll against the casting. The phantasm can be no larger than a WILxWILxWIL yard cube and is perceivable only to the target. You must concentrate on the phantasm in order to maintain it. Mindless creatures like undead or constructs cannot be affected. The phantasm covers all senses including sound, smell, temperature and touch. The target may consciously attempt to disbelieve the phantasm by taking an action and making an AWA+Observation roll against the casting. While affected by the spell, the target treats the phantasm as if it were real. It will rationalize seemingly illogical outcomes from interacting with the phantasm. For example, if it attempts to walk across a phantasmal bridge that spans a chasm, the inevitable fall might be blamed on being pushed or blown off by a sudden gust of wind. If the phantasm is something that could logically deal damage to the target, it may inflict DAM 0 each round to the target's Spirit (although the target believes it is suffering physical wounds). A target whose Spirit is reduced to 0 will believe it is slain and fall unconscious.

Phantom Sight

DIF: 2 **Casting Time:** 1 round

Range: Caster **Duration:** WIL hours

Invisible and ethereal creatures and objects become visible to you (ethereal creatures appear ghostly and translucent).

Plague Rats

DIF: 4 **Casting Time:** 1 round

Range: WILx5 yards **Duration:** WIL minutes

This spell only works in a city or dungeon environment where rats breed. You call forth a swarm of the vile creatures. The *Plague Rats* will viciously attack everyone within range of the spell, except you. They remain in the area for the duration of the spell before dispersing.

PLAGUE RAT SWARM (32 XP)

AGI 2	Move 0
TOU 3	Health 15
AWA 0	Initiative 9
WIL 4	Spirit 19

Skills: Resistance (AOE 1 attacks) 2, Senses 2

Biting: A swarm does not make normal attacks. Instead, it automatically inflicts DAM 0 each round to anyone it is in contact with, ignoring armor unless it completely covers the body.

Small Spaces: Can pass through any space large enough to fit a rat.

Disease: Anyone bitten by the rats catches the plague if they fail a TOU+Resistance (poison/disease) vs. POT 4 roll. Within a day, the victim suffers a POT 4 damage roll and becomes Severely Impaired (Move 0, -3 to all rolls). The victim may attempt a 2d Health check every following day to shake off the condition.



Plant Animation

DIF: 4 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL minutes

This spell must be cast in an overgrown area. You cause all plants within WILx10 yards of you (at the time of casting) to grab and hold others. Each round they remain in the area, all foes you designate must roll AGI+Athletics against the casting or become Severely Impaired (Move 0, -3 to rolls). Impaired creatures can attempt to free themselves each round by rolling AGI+Athletics against the casting, but the plants will keep attempting to grab them as long as they remain in the area.

Polish / Soil

DIF: 0 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

Polish causes the item or area affected to become spotlessly clean. *Soil* causes the item or area to become quite filthy. You can affect a maximum area of WILxWIL yards within range.

Power Word: Death

DIF: 9 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

You utter a word of power and point to a creature you can see within range. If the target has less XP than you, it dies on the spot.

Power Word: Healing

DIF: 9 **Casting Time:** 1 round

Range: Touch **Duration:** Instant

You touch a creature, and a wave of healing energy washes over it. The target regains all Health and Spirit points. If it is Impaired, the condition ends. Undead creatures and constructs are not affected.

Power Word: Stun

DIF: 8 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

You utter a word of power and point to a creature you can see within range. If the target has less XP than you, its mind is overwhelmed and it becomes Paralyzed: cannot act, -3 to defense rolls, +3 to damage received from melee attacks. The target can attempt a 2d Health check each round, as an action, to shake off the effect.

Prayer of Healing

DIF: 2 **Casting Time:** 1 minute

Range: Touch **Duration:** Instant

You recite a prayer, lay hands on a creature and make a WIL roll. The creature regains that many points of Health.

Quicksand

DIF: 5 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Permanent

You turn a WIL yard radius area (AOE=WIL), centered on a point you choose within range, into quicksand. Land-based creatures and objects in the area must roll AGI+Athletics against the casting to move out of the area or grab hold of something. Otherwise, they become Severely Impaired (Move 0, -3 to rolls) and begin to sink. Each round thereafter, they should make a 2d Health check to remain above the quicksand. As soon as a check fails, they begin to suffocate, suffering DAM 0 each round until they die or are rescued by someone.

Raise Clay Golem

DIF: 6 **Casting Time:** 1 month

Range: Touch **Duration:** Permanent

This is the process of creating and animating a Clay Golem under your command (see Monsters section for stats). The casting time must be spent fashioning the construct using 60,000 gp of materials, culminating in an eldritch incantation that brings it to life (or a terrible semblance thereof). If the spell fails, the construction effort has been for naught, and you must begin again from scratch. On a critical failure, the Golem wakes up and attempts to destroy its maker.

Raise Flesh Golem

DIF: 5 **Casting Time:** 1 month

Range: Touch **Duration:** Permanent

This is the process of creating and animating a Flesh Golem under your command (see Monsters section for stats). The casting time must be spent fashioning the construct using 50,000 gp of materials, culminating in an eldritch incantation that brings it to life (or a terrible semblance thereof). If the spell fails, the construction effort has been for naught, and you must begin again from scratch. On a critical failure, the Golem wakes up and attempts to destroy its maker.

Raise Iron Golem

DIF: 8 **Casting Time:** 1 month

Range: Touch **Duration:** Permanent

This is the process of creating and animating an Iron Golem under your command (see Monsters section for stats). The casting time must be spent fashioning the construct using 80,000 gp of materials, culminating in an eldritch incantation that brings it to life (or a terrible semblance thereof). If the spell fails, the construction effort has been for naught, and you must begin again from scratch. On a critical failure, the Golem wakes up and attempts to destroy its maker.

Raise Stone Golem

DIF: 7 **Casting Time:** 1 month

Range: Touch **Duration:** Permanent

This is the process of creating and animating a Stone Golem under your command (see Monsters section for stats). The casting time must be spent fashioning the construct using 70,000 gp of materials, culminating in an eldritch incantation that brings it to life (or a terrible semblance thereof). If the spell fails, the construction effort has been for naught, and you must begin again from scratch. On a critical failure, the Golem wakes up and attempts to destroy its maker.



Raise Wall

DIF: 5 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

You cause a wall to rise out of the ground, made from whatever material the ground is composed of (earth, ice, water...). The wall can be up to 5 yards high and WILx10 yards long, or 10 yards high and WILx5 yards long. It can be shaped as you choose. If you attempt to enclose one or more creatures, they must roll AGI+Athletics against the casting to avoid being enclosed. The wall's solidity depends on the material:

Material	ARM	Health
Sand	0	20
Earth	3	20
Ice	5	20
Stone	8	20

Solid walls last until destroyed by time or force. Walls made of non-solid materials (water, sand) last as long as you concentrate on them.

Rapture

DIF: 8 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL hours

You charm one creature if it fails a WIL+Focus roll against the casting (the roll is made at +2 if the target is fighting you or your allies). You have a telepathic link with the charmed creature as long as you are on the same plane, and it will do its best to obey you for the duration. If the charmed creature takes damage from you or your allies, it can attempt a new WIL+Focus roll against the casting to break the spell.

Reconstruction

DIF: 0 **Casting Time:** 1 minute

Range: Touch **Duration:** Instant

You repair one object from the broken pieces. The item must be small enough that you can lift it when repaired. You can physically repair magic items, but their magical properties won't be restored with this spell. You can repair up to WIL fractures or breaks. The GM should make the DIF roll secretly. On a critical failure, the spell appears to work but in fact the pieces are badly welded together, and the item will break the first time it is used.

Regeneration

DIF: 1 **Casting Time:** 1 round

Range: Caster **Duration:** Instant

You regenerate tissue damage and regain a number of Health points equal to a WIL roll.

Righteous Anger

DIF: 3 **Casting Time:** 1 round

Range: Touch **Duration:** WIL minutes

Designate a recipient and make a WIL roll. The recipient is filled with such righteous anger that it gains a temporary boost in Health equal to your roll. The magically gained Health is lost first if the recipient is damaged while the spell is in effect.

Rope Animation

DIF: 2 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL minutes

You hold the end of a rope no longer than WILx10 yards long, and animate it to your will. You may cause the rope to tangle or disentangle itself, tie or undo any knot, stretch itself vertically rigid, etc. You may command the rope to tie itself around a creature. The target must roll AGI+Athletics against the casting to avoid becoming Severely Impaired (Move 0, -3 to rolls) as long as you hold on to the other end of the rope. As an action, the victim can attempt a 2d Move or 2d Health check in order to break free.

Sacrifice

DIF: 6 **Casting Time:** 1 minute

Range: Touch **Duration:** See below

You bless another creature so that any harm to it partially affects you instead. Upon casting the spell, you specify a duration of up to WIL months. Until that time, half of any Health damage suffered by the recipient (rounded down) is borne by you instead of the recipient, and you feel the same pain as the recipient no matter how far away you are from each other. Once cast, you cannot cancel the spell, and it will last until the duration expires or you or the recipient is slain.

Sage's Wisdom

DIF: 4 **Casting Time:** 1 round

Range: Touch **Duration:** WIL minutes

You grant one creature an AWA score of 6 for the duration. The blessing only works if the recipient's AWA is initially less than 6.

Scourge of Flame

DIF: 3 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL rounds

You cause a mass of roaring flames to appear anywhere within range. The flames cover a 2-yard radius (AOE 2) and remain for WIL rounds. Creatures in the area must roll AGI+Athletics against the casting or suffer a damage roll, using your WIL. Damage rolls are suffered each round they remain in the area.

Sculpture

DIF: 4 **Casting Time:** 1 round

Range: Touch **Duration:** Permanent

You can shape a piece or section of solid stone or clay however you wish. The volume of stone or clay shaped by the spell can be no larger than a WILxWILxWIL yard cube.

Secret Script

DIF: 1 **Casting Time:** 1 minute

Range: Touch **Duration:** WIL months

This spell only works on a book or scroll written by your own hand. Upon casting this spell, the text appears unintelligible to all but you and anyone else you designate. Alternatively, the writing can be made to say something entirely different. *Phantom Sight* allows the reader to see through the illusion and discern the original text. *Witch Sight* allows the reader to detect the enchantment, but not to see through it. *Dispelling* can remove the illusion, but on a critical failure the original text is destroyed.

Seeker's Blessing

DIF: 2 **Casting Time:** 1 round

Range: Touch **Duration:** WIL minutes

You polarize the metal tip of a projectile, allowing other projectiles of that type to more easily follow the ensorcelled missile to its destination. Thus, the first projectile has no special bonuses. If it hits its target, every subsequent missile of that type fired by anyone at the same target, adds your Arcane Lore skill level to the attack roll. If the enchanted missile is extracted and moved before the duration of the spell expires, any subsequent missiles will be attracted to the new location. One casting allows you to imbue up to WIL missiles with the spell.

Self-Image Replication

DIF: 6 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL minutes

You create an illusion that causes up to WIL other creatures you designate to assume your appearance. Their clothing, equipment and voice will likewise be copied. The illusion affects all onlookers, including the targets themselves. A successful AWA+Observation roll against the casting is necessary to distinguish a fake, since the appearance and manner of the copy is subtly different from the original. Copied equipment is only copied in appearance, so a sword made to look as a staff would still function as a sword.

Shade

DIF: 5 **Casting Time:** 1 minute

Range: Caster **Duration:** WIL hours

Your spirit temporarily leaves your body in the form of a shadow-like twin. The shade cannot physically affect things, nor can it be harmed by normal means (physical objects pass right through it). The shade can fly at twice your Move and pass through the smallest spaces. You can see, hear and even speak through the shade. You may cast only one spell through the Shade: *Inhabit Other* (DIF 6). While projecting through the shade, you are unaware of your surroundings and your physical body is effectively Paralyzed (cannot act, -3 to defense rolls, +3 to damage received from melee attacks). If you suffer damage, you may voluntarily break the spell and return to your physical body, or roll WIL+Focus against the damage to maintain concentration on the spell.

Shattering

DIF: 3 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

You point at an object within range. The object must roll ARM against the casting, or it breaks. Non-magical items make this roll at -3. See typical ARM scores on page 20. The object must be inorganic and made of one piece, so if you want to destroy a sword you could target the blade or the hilt. Golems and similar constructs that can shatter are affected by this spell, and roll against the casting using TOU+Resistance (spells/powers).

Shocking Grasp

DIF: 0 **Casting Time:** 1 round
Range: Touch **Duration:** Instant

Upon casting this spell, you immediately try to touch a creature with an unarmed attack roll. If you do, lightning springs from your hand. Make a damage roll using your Arcane Lore skill level as the DAM score. Metallic armor offers no protection.

Skill of the Snake

DIF: 3 **Casting Time:** 1 round
Range: Touch **Duration:** WIL rounds

You grant one creature an AGI score of 6 for the duration. The blessing only works if the recipient's AGI is initially less than 6.

Skull Stone

DIF: 7 **Casting Time:** 1 hour
Range: Touch **Duration:** Permanent

You imbue a formerly mindless Golem or undead creature (typically a skeleton or a zombie — free-willed undead cannot be affected by this spell) with AWA (but not a soul). In casting this spell, the subject's brain, or the remains thereof, is removed and replaced with a specially prepared gem. The crystalline structure of the gem acts as a focus to draw together and intensify the dark forces already present in the creature, giving it an intelligence of its own. In no case can the AWA of the affected creature exceed yours at the time of casting.

Although the creature has AWA, it does not have free will and is still subservient to you. However, the added AWA enables it to remember and carry out more complex commands and, within certain limits, even display some initiative.

Gem Value	AWA	Ability Level
100 gp	0	Obey simple commands, limited memory
500 gp	1	Simple strategies (ambush), good servant
1,000 gp	2	Intelligent communication
2,000 gp	3	Command of mindless creatures of similar type
5,000 gp	4	Impersonation of humans
10,000 gp	5	Extremely cunning

General intelligence is gained, along with the ability to speak in a hollow, sepulchral tone (the gem is emitting the sound, which echoes in the otherwise hollow skull). The undead creature can perform at a level given by the table above. It can display initiative within its orders, but no more: an animated general given the order "take these troops and defeat that army", would do so to the best of its ability, utilizing appropriate battlefield tactics. However, it would not break off the attack to inform its master that the army is actually composed of allies. At the higher levels of intelligence, there are rumors that the undead gain levels of self-consciousness. They are forbidden by the spell from disobeying their orders in the slightest or taking actions not supported by orders, but they can use badly formulated orders to the disadvantage of their master. In the former example, for instance, a very intelligent undead general might order its troops to concentrate on the leaders of the friendly army, knowing them to be friends of the caster. Nevertheless, the draw for necromancers to create such undead is immense, since they can be given very general commands — a super-genius skeleton (especially a disguised one) single-mindedly pursuing the goal of killing a single person can do so in unbelievably cunning ways.

Should you die, the undead affected by this spell retain their intelligence and gradually gain their own free will over a period of one year. Defeating one of these undead in battle has a 2 in 6 chance of smashing the skull of the undead, therefore destroying the gem in a backlash of energies. Otherwise, the gem may be extracted and reused.



Sleep Song

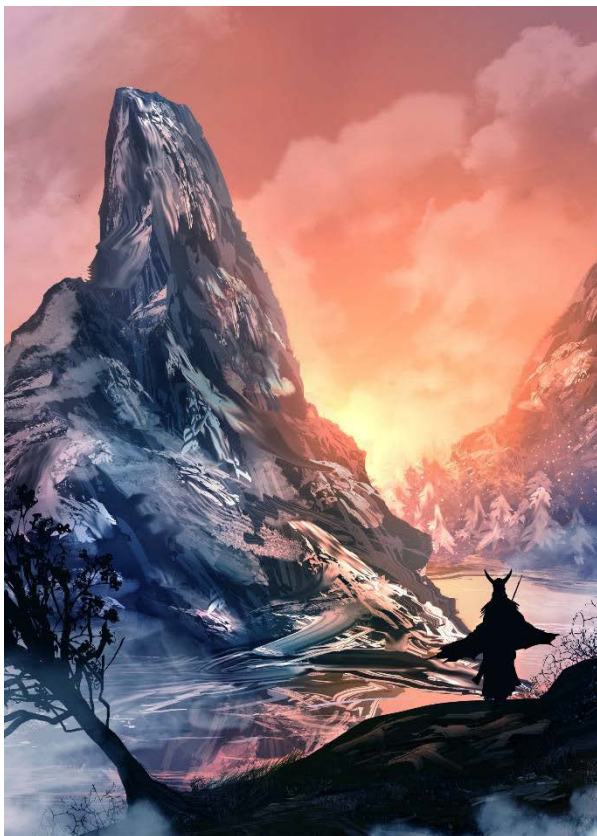
DIF: 3 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL minutes

This spell allows you to put chosen creatures to sleep. The spell can affect a total amount of TOU equal to your WIL, split as you desire among creatures within range. Targets must roll TOU+Resistance (spells/powers) against the casting to resist the effect. Victims fall into a sorcerous slumber until either the spell ends, or the sleeper takes damage, or someone uses an action to wake them (it takes one round to wake a single creature).

Smite

DIF: 3 **Casting Time:** 1 round
Range: Caster **Duration:** See below

Upon casting this spell, you immediately attempt to strike a creature with an armed or unarmed melee attack. If you do, the blow deals normal damage, plus an additional damage roll using your Arcane Lore skill level as the DAM score. In addition, the target must roll TOU+Resistance (spells/powers) against the casting or become Impaired (Move 50%, -2 to rolls). The victim can attempt a 2d Health check each round, as an action, to shake off the effect. A failed casting doesn't prevent the attack, but simply causes it to deal the same damage it normally would.



Smokeshape

DIF: 0 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Instant

This spell allows you to shape an area of smoke, gas or vapor into any form. The shape must be no larger than a WILxWILxWIL yard cube. The shape is visible for a few seconds and you can cause it to move briefly before it dissipates.

Snake Sticks

DIF: 4 **Casting Time:** 1 round
Range: WILx3 yards **Duration:** WIL minutes

You turn normal wooden sticks into poisonous adders. You can turn up to WIL sticks into snakes.

ADDER

AGI 3	Move 9
TOU 0	Health 3
AWA 0	Initiative 9
WIL 0	Spirit 9

Bite: Delivers POT 3 poison (Venom; see page 23)

Alternatively, the spell can transform a single branch, bough, staff or stake into a boa constrictor.

BOA CONSTRICTOR

AGI 2	Move 6
TOU 3	Health 15
AWA 0	Initiative 9
WIL 0	Spirit 9

Skill: Grappling 1

Snakes aren't under your command, so they will indiscriminately attack the nearest creatures within range of their Move.

Snow Balls

DIF: 2 **Casting Time:** 1 round
Range: WILx10 meters **Duration:** See below

Upon casting this spell, you throw a magic snow ball with an attack roll, using your AGI. If it hits, the freezing effect causes the target to become Slightly Impaired (-1 to rolls). On the next round, another snow ball magically appears in your hand. You will thus receive WIL snow balls at the rate of one per round. Snow balls must be thrown on the round they materialize; holding a ball in your hand causes it to melt, thereby freezing you. Snow balls have a cumulative effect. If a target is struck by a second

ball, they become Impaired (Move 50%, -2 to rolls). If struck by a third ball, they become Severely Impaired (Move 0, -3 to rolls). Being struck by four or more snow balls has no further effect other than causing further humiliation. Impaired creatures can attempt to shake off the effect by making a 2d Health check, using an action.

Song of Healing

DIF: 2 **Casting Time:** 1 minute

Range: WILx3 yards **Duration:** Instant

You designate up to WIL creatures within range; they recover WIL points of lost Health.

Song of the Wurm

DIF: 7 **Casting Time:** 10 minutes

Range: WILx10 yards **Duration:** See below

This incantation summons an Ancient Dragon before you (see *Dragon, Ancient* in the Monsters section). When the Dragon appears, it is under no obligation to serve you, so it will typically demand

some form of payment in exchange for its service. Depending on the requested service, payment could be in the form of gold, a magic item or a quest. WIL rolls should be made in the negotiation, as appropriate. The harder the task, the higher the payment. Tasks that are aligned with the Dragon's own goals will be more favorably viewed, requiring less or no payment. If a bargain is struck, the Dragon attempts to complete the task, reports back to you and then flies back to its lair. If no bargain is struck, it immediately flies back to its lair.

Soul Gaze

DIF: 4 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

You gaze upon a creature and can know its total XP value. If the target makes an AWA+Arcane Lore roll against the casting, it feels your gaze. It may then attempt a WIL+Focus roll against the casting to hide itself from the unwanted prying and prevent you from gaining the knowledge.



Soul Trap

DIF: 8 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

The creature targeted by this spell must roll WIL+Focus against the casting. On a failed roll, you force the target's soul into a gemstone. While its soul is so trapped, the target's body and all the equipment it is carrying cease to exist. The gem holds the target indefinitely or until the gem is broken, at which time the target's body re-forms next to the gem and in the same state as when this spell was cast on it, with all the equipment it was carrying when it was trapped. You, and you alone, can communicate telepathically with the trapped soul. Other creatures that inspect the gemstone see a tiny figure inside it. You must provide a gemstone worth at least 100 gp times the target creature's XP.

Speak with the Dead

DIF: 3 **Casting Time:** 1 round

Range: Touch **Duration:** 10 minutes

You grant a corpse a semblance of life for a while. The corpse must have a mouth, cannot be an undead creature and cannot have been the recipient of this spell within the last 10 days.

You can ask the corpse up to WIL questions until the spell ends. The corpse knows only what it knew in life (including languages) and is unable to comprehend new information or events that happened after it died. Answers are generally brief, cryptic or repetitive, and can be misleading if you hostile or recognized as an enemy.



Spell Magnet

DIF: 5 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL minutes

You cloak one creature in a coat of darkness. The target cannot make rolls to resist against spells for the duration. The target may roll TOU+Resistance (spells/powers) against the casting to resist this spell.

Spell Mirror

DIF: 5 **Casting Time:** 1 round

Range: Touch **Duration:** WIL minutes

You imbue one creature with a shimmering, reflective suit of armor. The spell grants the target a protection that causes spells that are specifically directed at the target to "bounce back" and affect their caster instead. Casters subjected to "bounced" spells follow the normal rules to resist the effects of their own spells. *Spell Mirror* does not work against spells that affect an area or more than one target.

Spider Climbing

DIF: 2 **Casting Time:** 1 round

Range: Touch **Duration:** WILx10 min.

You grant one recipient the ability to scale sheer surfaces, vertically or upside-down, at half their normal Move, while leaving their hands free.

Spirits of Nature

DIF: 3 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL rounds

This spell can only be cast in a natural outdoor setting. You cause the spirits of the trees, stones or other natural formations to be unleashed upon a single creature within the range. Nature spirits will appear as flying, ghostly shapes, ever-changing and wailing frightfully. The creature attacked by the spirits will not suffer any physical damage, but it must roll WIL+Focus against the casting or be so terrorized as to suffer a DAM 0 roll to Spirit, and become Impaired for the duration of the spell (Move 50%, -2 to rolls) as it tries to fight off the insubstantial ghosts.

Spiritwalk

DIF: 7 **Casting Time:** 1 round

Range: Touch **Duration:** Instant

You instantly transport yourself and up to WIL other willing creatures, or a single object no larger than a WILxWILxWIL yard cube, to another location.

The target creatures or the object must be in physical contact when you cast the spell. They are transported to any location you designate on the same plane of existence, with whatever they are carrying, as long as you know the exact location. If you have seen the destination, they will arrive at the desired location. If you have not seen it but you know where it is, they will appear (1d6-1) x10 miles from the desired location.

Stoneskin

DIF: 4 **Casting Time:** 1 round
Range: Touch **Duration:** WIL minutes

You make the skin of a willing creature as hard as stone, granting it ARM 3 for the duration.

Succor

DIF: 9 **Casting Time:** 1 day
Range: Touch **Duration:** See below

You imbue a specially prepared object worth no less than 5,000 gp with a powerful enchantment. You then give it to a willing creature, along with a command word to be spoken when the item is used. To make use of the item, the recipient must speak the command word and break the item (1 action). When this is done, the creature and everything it carries are instantly transported to a location predetermined by you; usually your abode or some other well-known location. No other creatures can be affected.

Alternatively, you can cast the spell to transport yourself to the possessor of the enchanted item, when it is broken and the command word spoken. You will have a general idea of the location and situation of the item's possessor, but be compelled to go to their location.

Swarm Plague

DIF: 5 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Concentration

You call forth a cloud of flying insects in a WIL yard radius (AOE=WIL) centered on a point within range. The swarm remains in that location as long as you concentrate on it. Creatures in the area become Slightly Impaired (-1 to rolls). In addition, they must roll TOU+Resistance (spells/powers) against the casting, immediately and each round they remain in the area, or suffer a damage roll, using your WIL.

Swiftfoot / Clubfoot

DIF: 1 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL minutes

With *Swiftfoot*, you imbue one creature with an extra WIL points of Move on land. The reverse, *Clubfoot*, slows the target's land Move by WIL points. Unwilling targets can roll TOU+Resistance (spells/powers) against the casting to resist the effect.

Sword Call

DIF: 7 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL rounds

A number of swords and daggers you hold, up to a maximum of WIL, fly out of your hands and simultaneously attack targets you designate. Make attack rolls for each weapon, using your AWA. Make damage rolls using DAM 1. You must concentrate while the spell is in effect, or the blades will stop their deadly dance and fall to the ground.

Sword Magnet

DIF: 5 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL minutes

You wreath one creature in web-like strands of darkness. The target suffers a -2 penalty to defense rolls against physical blows and projectiles, and +2 to damage received from them, for the spell's duration. The target must roll TOU+Resistance (spells/powers) against the casting to resist the effect.

Sword Mirror

DIF: 5 **Casting Time:** 1 round
Range: Touch **Duration:** WIL rounds

You imbue one creature with a shimmering, reflective suit of armor. Any physical blow or projectile directed against the target attacks the attacker instead, who must defend against its own attack rolls and suffer its own damage rolls.

Telekinesis

DIF: 5 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Concentration

You gain the ability to move creatures and objects by thought alone. Each round of concentration, you can attempt to move one creature or object. You may switch your attention freely from one target to the other but only one will be affected on any given

round. Moving something or maintaining it in the air requires concentration.

Moving a creature: You can use an action to move a creature up to 10 yards in any direction within range. While under the telekinetic grip, the creature is Severely Impaired (Move 0, -3 to rolls). The target can attempt a TOU+Resistance (spells/powers) roll against the casting to resist the effect each round. Smashing the target into something causes damage equal to the amount the target's resistance roll failed by.

Moving an object: You can use an action to move an object weighing no more than WIL tons, moving it up to 10 yards in any direction within range. If the object is being worn or carried, the wearer may attempt a TOU+Strength roll against the casting each round to keep it from being pulled away. You can exert fine control on objects under the telekinetic grip, such as manipulating a simple tool, opening a door or a container, or pouring the contents from a vial. If you hurl an object at someone or use it to attack, the target should roll AGI+Athletics against the casting or suffer damage equal to the amount failed by.



Temporal Projection

DIF: 5

Casting Time: 1 minute

Range: Caster

Duration: WIL minutes

You cast your spirit back through the corridors of time. This allows you to "see" into the past, as a spectator in the exact spot you are standing in. You can cast your mind back up to WILx100 years. You can "lock" on to a specific event if you know approximately when to look. You may not act, move or speak in the past scene, and your spirit is invisible to the normal eye. *Witch Sight* shows you as a ghostly form devoid of substance, an outline that can't be harmed or heard. In the present, you appear to have fallen into a deep trance and are effectively Paralyzed: cannot act, -3 to defense rolls, +3 to damage received from melee attacks.

Thunder Blast

DIF: 5

Casting Time: 1 round

Range: WILx3 yards

Duration: Instant

You strike the ground with a thunderclap, creating a wave of destructive energy that targets any number of creatures you choose within range. Targeted creatures must roll TOU+Resistance (spells/powers) against the casting or suffer a damage roll using your WIL, and be knocked prone, becoming Impaired (Move 50%, -2 to rolls) until they use an action to stand back up.

Thunder Clap

DIF: 2

Casting Time: 1 round

Range: WIL yards

Duration: See below

This spell radically polarizes your hands, creating a highly short-lived and unstable field. You then bring your hands together, realigning the polarities to create a deafening thunderclap. This partially stuns all creatures within range who fail a TOU+Resistance (spells/powers) roll against the casting. Affected creatures become Impaired (Move 50%, -2 to rolls). As an action, a victim can attempt a 2d Health check to shake off the effect (the effect dissipates after WIL rounds regardless). Caution: this spell should be avoided in the presence of flammable gases.

Thunder Strike

DIF: 3

Casting Time: 1 round

Range: WILx10 yards

Duration: Instant

You cause a lightning bolt to leave your fingers and extend up to the range of the spell. The bolt targets all creatures and conductible objects in its general

path (AOE 4). Target creatures must roll AGI+Athletics against the casting to avoid being struck. Make a damage roll against each creature struck, using your WIL. Creatures made of metal or wearing metal armor suffer -1 to the AGI roll and +1 to the damage roll (and the armor damage reduction is ignored).

Translocation

DIF: 4 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Instant

You instantly transport yourself and up to WIL other willing creatures to any spot within range. The location does not have to be seen; you can simply visualize or specify it. Creatures transported in this way can bring only as much as they can carry, and they must be in contact with you when you cast the spell. If the desired location has no space to accommodate you and everyone else you bring, the spell fails and you each suffer a DAM 3 roll.

Treasure / Trinket

DIF: 2 **Casting Time:** 1 round
Range: Touch **Duration:** WIL hours

Treasure: Causes one item to appear to be worth about ten times its real value for the duration.

Trinket: Causes one item to appear to be worth about one-tenth its real value for the duration.

Creatures who actively examine the affected item must roll AWA+Observation against the casting to see the object as it really is. In any event, the illusion will last WIL hours or until you dismiss it.



Tree Animation

DIF: 4 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** 1 hour

This spell animates a tree or other large plant within range and places it under your control. Animated trees generally obey your wishes, but they are intelligent and will never do anything that brings harm to the forest.

ANIMATED TREE

AGI 1 Move 10
 TOU * Health *
 AWA 1 Initiative 10
 WIL 1 Spirit 10

Skill: Multistrike 2, Stealth 2 (in forest), Unarmed Strike 2

Flaw: Vulnerability (Fire) 2

Bark: ARM 2

*Tree size (TOU) equal to your WIL

Tree Shape

DIF: 4 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** 1 hour

You transform yourself and up to WIL willing companions within range into stout oak trees. The spell lasts a maximum of one hour, but you (and you alone) may cancel it beforehand. Targets of the spell can be harmed normally while in tree form.

Troll Call

DIF: 8 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL hours

You summon WIL fierce Trolls to serve you for WIL hours. Trolls will appear within range, but you can send them to accomplish tasks farther afield. See the Monsters section for Troll stats.

Turn to Beast

DIF: 6 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL hours

You transform one creature within range (which can be you) into a new form. Unwilling targets must roll WIL+Focus against the casting to resist the effect. The transformation lasts for the duration, or until cancelled by you, or the target drops to 0 Health or dies. The new form can be any natural animal (including giant versions and dinosaurs) with the same or lower XP than the target. The target's attributes, stats, skills and other special

abilities are replaced with those of the chosen beast. When it reverts to its normal form, the target's derived stats such as Health and Spirit return to the levels they were at before the transformation. The target is limited by the nature of its new form, so it cannot speak. Its equipment melds into the new form, rendering it unusable.

Turn to Water

DIF: 0 **Casting Time:** 1 round
Range: WILx3 yards **Duration:** Permanent

You turn any liquid into ordinary water. The liquid must be clearly visible to you (for instance, it is impossible to turn a creature's blood into water). The spell affects a maximum volume equivalent to a WILxWILxWIL yard cube.

Vampire's Kiss

DIF: 3 **Casting Time:** 1 round
Range: Touch **Duration:** See below

Upon casting this spell, you immediately try to touch a creature with an unarmed attack roll. If you do, the target suffers a damage roll, using your WIL. Your own Health increases by half the damage caused. You can push your Health up to twice its normal maximum by means of this spell. The stolen Health is lost first if you take damage, and any remaining will dissipate after WIL hours.

Vanishing

DIF: 2 **Casting Time:** 1 round
Range: Touch **Duration:** 1 hour

You make up to WIL creatures invisible, along with any items they are wearing or carrying, including any light emitted from such items, as long as they are on the target's person. Invisible creatures make their defense rolls and first attack roll at +2. When an invisible creature attacks or casts a spell, the spell ends for that creature. If an invisible creature initiates combat while undetected, its first attack is resolved before foes can react. If the foes were potentially caught unprepared, they should then make a surprise check (2d Initiative) to see if they can act on the first round of combat.



Vaprach's Curse

DIF: 6 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Permanent

This horrid curse causes one creature within range, who fails a TOU+Resistance (spells/powers) roll against the casting, to slowly and agonizingly rot away. The target loses WIL Health points immediately and is Impaired (Move 50%, -2 to rolls). Thereafter, it will continue losing 1 Health point per day until it dies. Health points lost due to this spell cannot be healed naturally or with healing spells until *Cure* is successfully cast on the victim.

Wall of Wind

DIF: 3 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL rounds

You cause a wall of strong winds to rise from the ground. It can be up to 20 yards long and 5 yards high, shaped as you choose. Every creature caught along the path of the wall must roll TOU against the casting or be thrown back, suffering a DAM 3 roll. The wind keeps fog, smoke and other gases at bay. Gaseous creatures and small flying creatures cannot pass the wall. Loose, lightweight objects coming into contact with the wall fly upward. This includes arrows and other small projectiles, which automatically miss their targets.

Ward of Passage

DIF: 3 **Casting Time:** 1 minute
Range: Touch **Duration:** Until Triggered

You trace an invisible ward around an area 10 yards in radius or less. If any other creature enters the area, you become aware of the intrusion. The ward is permanent until triggered and it will signal you no matter how much time has elapsed or how far away you are.

Water Mirror

DIF: 3 **Casting Time:** 1 minute
Range: Touch **Duration:** WIL minutes

You cause a small expanse of water to reflect a scene from anywhere on the same plane of existence. No sound accompanies the image. You must know exactly where the area is located in order for the spell to have a normal chance of functioning. Approximate knowledge results in a -2 penalty to the casting, and no knowledge at all results in automatic failure. Creatures observed in this way can roll AWA+Senses against the casting in order to get the feeling they are being watched.

Wave of Destruction

DIF: 8 **Casting Time:** 1 minute
Range: Sight **Duration:** See below

You cause a wall of water to emerge at a point you choose within range. The wave can be up to 100 yards long, 70 yards high and 20 yards thick (AOE 60). Every creature within the area must roll TOU+Aquatic against the casting to escape the wave, otherwise they are caught inside it, suffer a DAM 6 roll and are Severely Impaired (cannot move away from the wave, -3 to rolls). Each round thereafter, the wave and all who failed their rolls move 20 yards away from you, picking up any new creatures along the way. Creatures caught in the wave may attempt a 2d Health check each round to escape. Each round after the first, the wave's DAM is reduced by 1 and its height is reduced by 10 yards until it dissipates. You must concentrate on the wave to maintain it, or it dissipates immediately.

Whirlwind of Destruction

DIF: 9 **Casting Time:** 1 minute
Range: WILx100 yards **Duration:** Concentration

You create a whirlwind of about WIL yards in radius around its center (AOE=WIL) and WILx5 yards high. You may control its movement up to the maximum range of the spell, causing it to Move at a rate equal to your Spirit maximum. Anyone coming into contact with the *Whirlwind of Destruction* must roll TOU against the casting or be sucked into the typhoon, suffering a damage roll using your WIL and becoming Severely Impaired (cannot move away from the whirlwind, -3 to rolls). They will take damage and be dragged along by the typhoon each round until they break free by making a 2d Health check (one attempt can be made each

round). You must concentrate on the whirlwind to maintain it, or it dissipates immediately.

Whispering Wind

DIF: 4 **Casting Time:** 1 minute
Range: Unlimited **Duration:** See below

You cause a magical breeze to issue forth. The *Whispering Wind* can carry a spoken message to any recipient you wish, wherever they may be. The wind will travel at a rate of 100 miles per hour if the recipient is on the same plane of existence. If the recipient is on another plane of existence, the message will arrive in 1d6 weeks. The *Whispering Wind* can carry a maximum of WIL words. You will not know if and when the message reaches its destination, so the GM should make the DIF roll secretly and not reveal if the casting was successful.

Wind of Healing

DIF: 4 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Instant

You designate up to WIL creatures within range and make a WIL roll; they regain that many points of lost Health.

Wind of Rust

DIF: 7 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Instant

The *Wind of Rust* causes all iron and steel objects in range, except those you carry, to rust and become useless. Magic items can roll ARM against the casting to resist the effect (see typical ARM scores on page 20). Iron Golems and similar constructs can roll TOU+Resistance (spells/powers) to resist the effect.



Windwalk

DIF: 4 **Casting Time:** 1 round

Range: Touch **Duration:** WIL hours

The creature you touch becomes unhindered by difficult terrain. Shrubs will part at its passage, stones will roll away, and the creature's feet will not sink into swamp-mud. Spells and other magical effects cannot restrain it or reduce its Move. It automatically escapes non-magical restraints and Grappling attacks. It is not Impaired in water and can swim at its full Move. The spell does not affect encumbrance limits and penalties.

Witch Bolt

DIF: 1 **Casting Time:** 1 round

Range: WILx3 yards **Duration:** See below

Crackling electricity bolts from your fingers towards one creature within range. The target must roll AGI+Athletics against the casting or suffer a DAM 0 roll from electrical damage. Each round thereafter, you can use your action to automatically deliver another DAM 0 roll to the target, by maintaining concentration on the bolt. The spell ends if the target moves out of range or finds cover, if you lose your concentration, choose to do something else, or WIL rounds have elapsed.

Witch Gloom

DIF: 2 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL minutes

You cause a magical darkness to spread out in a 5-yard radius from either a chosen point within range or an object you touch. Creatures with Nightvision can't see through the darkness, and non-magical light can't penetrate it. If cast on an object, the gloom then moves with the object but it will be blocked if the object is completely covered or contained in an opaque receptacle. The spell can be broken by someone casting *Dispelling* or *Witch Glow* with a higher casting roll.

Witch Glow

DIF: 0 **Casting Time:** 1 round

Range: Touch **Duration:** WIL hours

You cause one item, which can be no larger than a 3x3x3 yard cube, to give off light in a 10-yard radius. The light can be any color you choose. The spell ends after WIL hours or if you cancel it as an action. If you target an object held or worn by a hostile creature, the creature can roll AGI+Sleight-

of-Hand against the casting to avoid the effect. The spell can be cancelled by someone casting *Dispelling* or *Witch Gloom* with a higher casting roll.

Witch Sight

DIF: 1 **Casting Time:** 1 round

Range: WILx3 yards **Duration:** Concentration

You can detect magical emanations on objects, places and creatures within range. You can determine approximately how powerful the detected magic is. The spell can penetrate most barriers but is blocked by 1 foot of stone, 1 inch of metal or 1 yard of wood or dirt.

Wizard's Hand

DIF: 0 **Casting Time:** 1 round

Range: WILx3 yards **Duration:** WIL rounds

A spectral hand appears anywhere within range. You can use actions to control the hand. It can manipulate objects, open unlocked doors or containers, stow or retrieve items from open containers, or pour the contents out of a vial. It can't attack, activate magic items or carry more than WILx2 lbs.

Word of Healing

DIF: 3 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

You designate one creature within range and make a WIL roll. The creature regains that many point of lost Health.

Word of Passage

DIF: 5 **Casting Time:** 1 round

Range: WILx3 yards **Duration:** WIL minutes

You cause a passage to be bored into a non-living substance such as a stone wall. The passage will be up to 2 yards wide, 3 yards tall and WIL yards deep, and will last for the duration of the spell. The passage creates no instability in the structure surrounding it. Stone, metal, water, gas, or even fire are affected, though magical substances, sanctified areas and magically locked objects cannot be penetrated. If the passage is in a solid substance and any creatures are still in it when it disappears, they will be safely ejected to the location where you cast the spell.

Zvalt't's Animal Bonding

DIF: 1 **Casting Time:** 1 minute
Range: WILx10 yards **Duration:** Permanent

You summon a small animal, bonding it to the person named. The bonded animal will wish to remain with the target and do its best to please them, and will try to seek out its master if they become separated. Should the person bonded to the animal kill the animal, then all animals of that species will behave aggressively in the presence of the murderer for one year after the slaying.

When casting the spell, you name a subject within range by his true name. A small animal appropriate to the environment will appear within range in 2d6 minutes. Roll on the table below (1d6) and select an animal with the appropriate stats:

Roll	AGI	TOU	AWA	WIL	Example
1.	1	0	1	2	Songbird
2.	1	1	2	0	Cat
3.	0	1	2	1	Toad
4.	1	2	0	1	Boar
5.	2	1	1	0	Lizard
6.	2	0	1	1	Bat

The creature bonded to the animal can teach the animal one "trick" soon after the bonding. It can be trained to learn one additional trick each year thereafter.

Zvalt't's Polarization

DIF: 1 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** See below

You may cause designated items to attract or repel each other. One casting allows you to affect WIL pairs of objects. On the round the spell is cast and each round thereafter, you concentrate and name two objects within range, and the effect wished for. For instance, you may say "Roderick's sword, orc's ring, attract!". The lighter object of the two will race towards, or be repelled by, the heavier object. The effect is instantaneous and the objects are immediately de-polarized. In the example above, the orc's ring flies towards Roderick's sword, bounces off it and fall to the floor.

Note that objects must weigh no more than 10 lbs per time they are named (i.e. it is possible to name the same two objects repeatedly on successive rounds, if they are heavier than 10 lbs).

Items must be named each round. If items are not named on any round after the spell is cast, one use of the spell is lost. You must concentrate on the items named, so no other actions may be undertaken while the spell is in effect.

A creature holding a named item may roll TOU+Strength against the casting to prevent it from flying away. If the item is being worn loosely (such as a hat), then an AGI+Sleight-of-Hand roll is required. Other worn items such as cloaks cannot fly away, but can be used to attract or repel other items.



MAGIC ITEMS

A magic item allows its user to cast spells. The spells are **innate** to the item, meaning that you don't need to overcome a DIF roll in order to activate them. A spell activated through an item uses the item's WIL score to determine the effect, and drains the item's Spirit. An item's Spirit doesn't come back, so when it is used up, the item loses its magical

properties. Some items are permanent, but they are extremely rare (see "Artifacts", below).

If the spell requires a casting roll to overcome a target's defense, use the **wielder's** AWA and add the item's skill level.

Magic items are created using the *Magic Item Enchantment* spell (see page 76). Examples:

MAGIC ITEM EXAMPLES	WIL	Spirit	Spells
6 Potions of Healing	2	12	Prayer of Healing 1
Ring of Invisibility	1	10	Vanishing 1
Staff of the Archmage	6	30	All @ level 2: Elemental Summoning, Dispelling, Fireball, Scourge of Flame, Vanishing, Thunder Strike, Word of Passage, Dreamwalk, Telekinesis, Forcetraps, Witch Sight, Growth/Reduction, Witch Glow, Wizard's Hand
Weapon, Enchanted	5	24	Bless Weapon 1

ARTIFACTS are unique and powerful items that have permanent powers and don't necessarily follow the normal rules. They might replicate existing powers or do something different entirely. They might only reveal their powers when used by a specific type of creature ("A knight of pure heart", "He who bears the Eye of Morwyn", etc), or they might require knowing a specific formula or command word to activate.

Destroying an artifact might likewise prove difficult. Perhaps it needs to be cast into the fires of a specific volcano, or something similar. An artifact is generally the crux of an entire quest or adventure, rather than just something to be used by the heroes. Here are some examples:

The Cloak of the Bat: Grants Stealth 1. In areas of dim light or darkness, the wearer can grasp the edges with both hands and fly as a bat with Move 15. Also in dim light or darkness, the wearer can cast *Beast Form* to turn himself into a bat for one hour, once per day.

The Dice of Destiny: This item appears as a white die and a black die. Whomever rolls the Dice of Destiny together determines his fate. If the white die is higher, a beneficial event will occur for the roller. If the black die is higher, then the character will suffer a detrimental event. The event, which the GM is free to decide upon, should be all the better or worse depending on the difference between the two dice. The event will occur in a number of months equal to the sum of the dice. Once rolled, the dice won't have any further effect on the creature, although they can be passed onto another creature. Finally, it is important that the creature rolls the dice willingly, or the result will have no effect. If the result is a tie, then the

character's good and bad luck is evenly balanced and the dice have no effect.

Heartfang: This spear has Base Range 10 and causes DAM: TOU. If it hits its target, it buries into its flesh. On its next turn, the spear extracts itself from the wound, automatically causing DAM 3 as its barbed tip tears through muscle and sinew! It then returns to its wielder's hands. On its turn, a creature can prevent the spear from extracting itself from the victim by making a TOU+Strength vs. DIF 3 roll (this must be accomplished each round, to prevent the spear from leaving). If the spear brings a creature's Health to 0 or less, it finds the victim's heart and hideously extracts it.

The Black Sword: This sword is a sentient, malevolent demon. It is free-willed and capable of independent action as a creature with a score of 6 in each attribute. It may grant its wielder +3 to attack, defense and damage (on top of the base damage of TOU+1 and any skills that apply). It may fly itself through the air (not the wielder) at Move 24. Whenever the sword causes Health damage, it drinks the same amount of Spirit from the unfortunate victim and transfers half of it to the wielder's Health. The wielder can thus gain up to twice his normal Health in this way. Gained Health is lost first in combat, and after the fight it dissipates at the rate of one point per hour. When the sword drains all of a creature's Health or Spirit, the victim dies in agony and any remaining Spirit is sucked dry and transferred as above. The sword's appetite for souls is prodigious, so until it is sated it may roll WIL vs. WIL to compel its wielder to strike the nearest friend or foe. Sometimes, it is unclear who wields who.

MONSTERS



AIR MAIDEN (29 XP)

AGI 4	Move 19
TOU 2	Health 12
AWA 2	Initiative 12
WIL 1	Spirit 10

Skill: Resistance (non-magical attacks) 3

Swirling Winds: With a successful attack, no damage is inflicted. Instead, the Maiden will cause the victim to become Impaired (Move 50%, -2 to rolls) while she is in melee range.

AMBER CRYSMAL (47 XP)

AGI 0	Move 9
TOU 4	Health 19
AWA 4	Initiative 19
WIL 4	Spirit 19

Innate Spells (all @ level 1): Mind Blast, Neural Transfer, Power Word: Stun, Rapture, Telekinesis

Hard: ARM 4; any non-magical weapon that hits this creature has a 1 in 6 chance of breaking.

APE, MOUNTAIN (18 XP)

AGI 3	Move 15
TOU 2	Health 12
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Athletics 3

Falling Rocks: Thrown boulders have a DAM score equal to the number of Apes that threw the boulder (more Apes = bigger boulder).

Mountain Apes live in caves, much like prehistoric humans. They have their own language. They look like baboons but are about the size of gorillas. They generally ambush parties from high up, hurling boulders down to crush their victims.

BAT, GIANT NIGHTWING (21 XP)

AGI 2	Move fly 24
TOU 2	Health 12
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Stealth 2 (in dimly lit or shadowy areas), Nightvision 2, Senses 2

Screech: Once per encounter, a group of Nightwing Bats can emit a piercing screech. All hearing creatures within 10 yards must make a TOU+Endurance vs DIF 2 roll or be Impaired (Move 50%, -2 to rolls); victims can attempt a 2d Health check each round to shake off the effect

BEETLE, GIANT (16 XP)

AGI 2	Move 12
TOU 3	Health 15
AWA 0	Initiative 9
WIL 0	Spirit 9

Poison Bite: If the target takes damage, it must make a TOU vs. POT 4 roll or become Slightly Impaired; if it fails against a second bite, the target becomes Impaired; if it fails against a third bite, it is Severely Impaired; if it fails against a fourth bite, it is Paralyzed. The victim can attempt a Health check every minute to shake off the effect.

Carapace: ARM 1

BEHIR (55 XP)

AGI 3	Move climb 15
TOU 7	Health 37
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Grappling 1, Nightvision 2, Senses 1

Immunity: Electricity

Lightning Breath: once every 3 rounds, can exhale a bolt of lightning 6m long (AOE 2); targets roll AGI+Athletics vs. DIF 3 or suffer a DAM 13 roll.

Swallow: If a human-sized or smaller opponent is grappled (using the tail), the behir can attack it with its bite starting on the next round. If it succeeds, the victim takes damage and is swallowed whole. Swallowed creatures are Severely Impaired and suffer a DAM 4 roll each round. But if the behir takes damage from outside, it must roll TOU vs. the damage or regurgitate the swallowed creature. Only one creature can be swallowed at a time.

BRAIN-EATER (54 XP)

AGI 1	Move 10
TOU 2	Health 12
AWA 3	Initiative 15
WIL 4	Spirit 19

Skills: Grappling 2 (tentacles), Unarmed Strike 1, Resistance (spells/powers) 2, Arcane Lore 3, Nightvision 2

Innate Spells (@ level 1): Abib's Levitation, Dreamwalk, Mind Blast, Rapture, Soul Gaze

Eat Brain: If the Brain-Eater makes a successful Unarmed Strike on a creature it has grappled in its tentacles, the attack causes DAM 11

Breastplate: ARM 1

BULLYWUG (9 XP)

AGI 1	Move 9 (swim 15)
TOU 1	Health 10
AWA 1	Initiative 10
WIL 0	Spirit 9

Skills: Stealth 2 (in swamps only), Charge 2 (leap)

These intelligent bipedal frogs typically fight with spears.

CHAOS KNIGHT (76 XP)

AGI 3	Move 15
TOU 5	Health 24
AWA 3	Initiative 15
WIL 3	Spirit 15

Skills: Multistrike 1, Resistance (spells/powers) 1, Second Wind 2, Nightvision 3

Innate Spells (@ level 1): Acidic Spittle, Arcane Armor, Fireball, Foul Air, Major Illusion, Mind Reading, Murphy's Curse, Soul Gaze, Vanishing, Witch Sight, Wizard's Hand

Chaos Sword: a twisting weapon of changing shades of crimson, that seems alive in its grip like a loathsome tongue. It grants +1 to attack, defense and damage, but in the hands of someone not sworn to Chaos, it will attack a random creature within range, friend or foe.

Baroque Armor: ARM 3

Polymorph: Able to assume human form.

The Chaos Knight is a grotesque, toad-like bipedal creature from the Plane of Chaos. It is partially clad in baroque breastplate, shinplates, bracers and gauntlets. If slain on this plane, it is sent back to the Plane of Chaos.

COBRA, KING (15 XP)

AGI 2	Move 9
TOU 0	Health 3
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Senses 2, Intimidation 1

Poison Bite: If a target is bitten, it must make a TOU vs. POT 2 roll or suffer venom's effect TOU rounds after exposure: The victim suffers Health damage equal to the POT roll, and is Severely Impaired (Move 0, -3 to all rolls). Make a 2d Health check each following day to shake off the condition.

**CRABSPRING** (33 XP)

AGI 2	Move 15
TOU 3	Health 15
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Grappling 2, Stealth 2 (in rocky terrain), Aquatic 1, Charge 3 (leap), Senses 2

Shell: ARM 3

CROCODILE (23 XP)

AGI 0	Move 6
TOU 3	Health 15
AWA 0	Initiative 9
WIL 1	Spirit 10

Skills: Grappling 2, Stealth 2, Unarmed Strike 2, Aquatic 2, Senses 2

Hide: ARM 1

CROCODILE, GIANT (47 XP)

AGI 0	Move 12
TOU 6	Health 30
AWA 0	Initiative 9
WIL 1	Spirit 10

Skills: Grappling 3, Multistrike 1, Stealth 2, Unarmed Strike 3, Aquatic 2, Senses 2

Thick Hide: ARM 2

DARK RIDER (74 XP)

AGI 4	Move 19
TOU 5	Health 24
AWA 3	Initiative 15
WIL 4	Spirit 19

Black Spear: Half the damage caused by its sword is absorbed by the Dark Rider in the form of temporary Health.

Innate Spells (@ level 2): Blood Freeze, Masque of Terror, Minor Necromancy, Troll Call, Vampire's Kiss

Immunity: Immune to non-magical attacks.

It is swathed in a long cloak and carries a long spear. Its face is invisible, lost in the shadow of the hood that covers its head. It often rides a **Hell Horse**.

**DEATH KNIGHT** (90 XP)

AGI 2	Move 12
TOU 5	Health 24
AWA 4	Initiative 19
WIL 4	Spirit 19

Skills: Multistrike 2, Weapon Mastery (long sword) 2, Resistance (spells/powers) 2, Unlife 3, Arcane Lore 3, Nightvision 2

Spells (@ level 2): Bazrak's Command, Bless/Curse Weapon, Dispelling, Fireball, Forcetraps, Smite, Thunder Blast

Armor & Shield: ARM 3, +1 defense

DEEP ONE (17 XP)

AGI 1	Move 10 (swim 10)
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Arcane Lore 1, Nightvision 2, Senses 1

Innate Spell: Phantom Sight 1

Flaw: Sunlight Sensitivity 1

Spear: Range 5, TOU

Net: If it hits, the target is Severely Impaired (Move 0, -3 to rolls); can try to escape each round with 2d Health check.

Slippery: A Deep One gains +2 to defend against or escape from Grappling attacks.

Sticky Shield: +1 to defense rolls. If a weapon misses the Deep One, its wielder must make a TOU+Strength vs. DIF 2 roll or the weapon becomes stuck to the Deep One's shield. It can be pulled free as an action by making a TOU+Strength vs. DIF 2 roll.

Amphibious: Although Deep Ones breathe by means of gills, they can survive indefinitely on land.

DEEP ONE PRIEST (37 XP)

AGI 2	Move 12 (swim 12)
TOU 3	Health 15
AWA 3	Initiative 15
WIL 2	Spirit 12

Skills: Grappling 1 (pincer staff), Arcane Lore 2, Nightvision 2, Senses 1

Innate Spell: Phantom Sight 1

Spells (all @ level 1): Bazrak's Flying Fist, Forcetrapp, Holy Armor, Minor Sorcery, Water Mirror, Wind of Healing, Witch Sight

Flaw: Sunlight Sensitivity 1

Slippery: A Deep One gains +2 to defend against or escape from Grappling attacks

Amphibious: Although Deep Ones breathe by means of gills, they can survive indefinitely on land.



DEMON, BALOR (116 XP)

AGI 3	Move 15 (fly 30)
TOU 9	Health 54
AWA 4	Initiative 19
WIL 6	Spirit 30

Skills: Weapon Mastery (sword and whip) 2, Resistance (cold, electricity, spells, non-magical attacks) 1, Nightvision 2

Immunities: Immune to fire and poison

Death Throes: When it dies, the Balor explodes dealing DAM 14 to all within a 10-yard radius who fail an AGI vs. DIF 4 roll

Fire Aura: All creatures within melee range of the Balor take DAM 0 from heat each round

Teleport: As an action, can automatically teleport itself to a spot it can see up to 40 yards away.



DEMON, GUARDIAN (53 XP)

AGI 2	Move 12 (fly 24)
TOU 5	Health 24
AWA 2	Initiative 12
WIL 2	Spirit 12

Skill: Multistrike 2, Weapon Mastery 2 (whip), Resistance (non-magical attacks) 1

Innate Spell: Bazrak's Fury 2

Iron Scales: ARM 3

Breath: usable 3 times per day, a cone of fire 10 yards long, 3 yards wide at its base (AOE 2) which causes DAM 5 to those caught in its path who fail an AGI+Athletics vs. DIF 3 roll.

Tongues: Able to converse in any language.

DEMON LORD (153 XP)

AGI 3	Move 15 (fly 30)
TOU 11	Health 75
AWA 4	Initiative 19
WIL 5	Spirit 24

Skills: Unarmed Strike or Weapon Mastery 3, Resistance (spells/powers) 1, Senses 1

Innate Spells (@ level 2): Death Swarm, Dispelling, Ethereal Phasing, Gaseous Form, Minor Demon Summoning, Plague Rats, Scourge of Flame, Spiritwalk, Witch Sight

Thick Hide: ARM 3

Immunity: Immune to non-magical attacks

Foul: The Demon produces a foul stench, swarm of flies or something similar. A creature in melee combat with it must roll TOU vs. POT 4 or become Impaired (Move 50%, -2 to rolls) until it moves out of melee range.

Telepathy: The Demon Lord can communicate telepathically with any creature within 40 yards that has a language.

DEMON, ICE (63 XP)

AGI 2	Move 12 (fly 24)
TOU 7	Health 37
AWA 3	Initiative 15
WIL 4	Spirit 19

Skills: Weapon Mastery 2, Resistance (non-magical attacks) 1

Ice Sword: Anyone taking damage from the sword must roll TOU vs. DIF 4 or become Impaired (Move 50%, -2 to rolls). The victim can attempt a 2d Health check every hour to shake off the effect.

Coat of Ice: ARM 3

A horned giant the size of two men, with giant bat wings dripping with icicles, armor like sheets of ice and a huge sword of white metal that seems to be steaming with frost.

DEMON, IMP or QUASIT (33 XP)

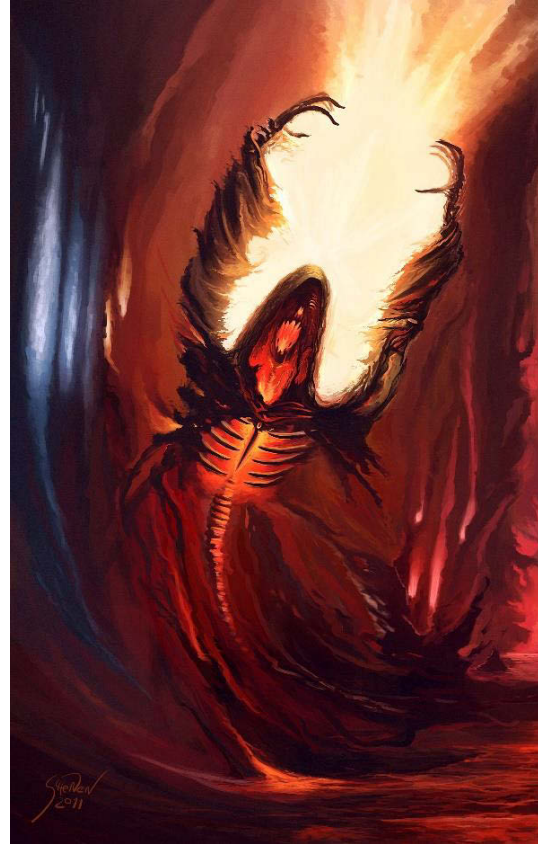
AGI 3	Move 12
TOU 0	Health 9
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Arcane Lore 2, Nightvision 2

Innate Spells (@ level 1): Beast Form, Hand of Decay, Masque of Terror, Vanishing, Witch Sight

Immunity: Immune to fire, poison and disease

Familiar: Imps like to bond with other creatures, acting as servants while goading their masters towards their own ends. If they are within one mile of each other, the Imp and its master can communicate telepathically, and the master senses what the Imp senses. If they are within 10 yards of each other, the Imp can share its Spirit points with its master.

**DEMON, MINOR** (Variable XP)

AGI 1d6	Move variable*
TOU 1d6+1	Health variable
AWA 1d6	Initiative variable
WIL 1d6	Spirit variable

Innate Spells (@ level 1): select one per DIF level up to the Demon's AWA

Roll 1d6. A roll of 6 indicates that the creature can fly at twice its ground move.

DEMON, TIGER (32 XP)

AGI 3	Move 15
TOU 5	Health 24
AWA 1	Initiative 10
WIL 2	Spirit 12

Skill: Weapon Mastery (Scythe) 1

Immunity: Immune to all weapons except the scythes of demonic origin they wield themselves.

DINOSAUR, DIPLODOCUS (86 XP)

AGI 1 Move 12
 TOU 11 Health 75
 AWA 0 Initiative 9
 WIL 2 Spirit 12

Skills: Multistrike 2, Charge 3, Mighty Blow 3, Senses 1

DINOSAUR, PTERODACTYL (11 XP)

AGI 2 Move fly 24
 TOU 2 Health 12
 AWA 0 Initiative 9
 WIL 1 Spirit 10

Skills: Grappling 1, Senses 2

DINOSAUR, TRICERATOPS (39 XP)

AGI 1 Move 15
 TOU 6 Health 30
 AWA 0 Initiative 9
 WIL 2 Spirit 12

Skills: Unarmed Strike 1, Charge 2, Senses 2, Intimidation 1

Thick Hide: ARM 3

DINOSAUR, TYRANOSAURUS REX (51 XP)

AGI 1 Move 15
 TOU 8 Health 45
 AWA 0 Initiative 9
 WIL 2 Spirit 12

Skills: Stealth 1, Unarmed Strike 2, Senses 2, Intimidation (Fear) 1

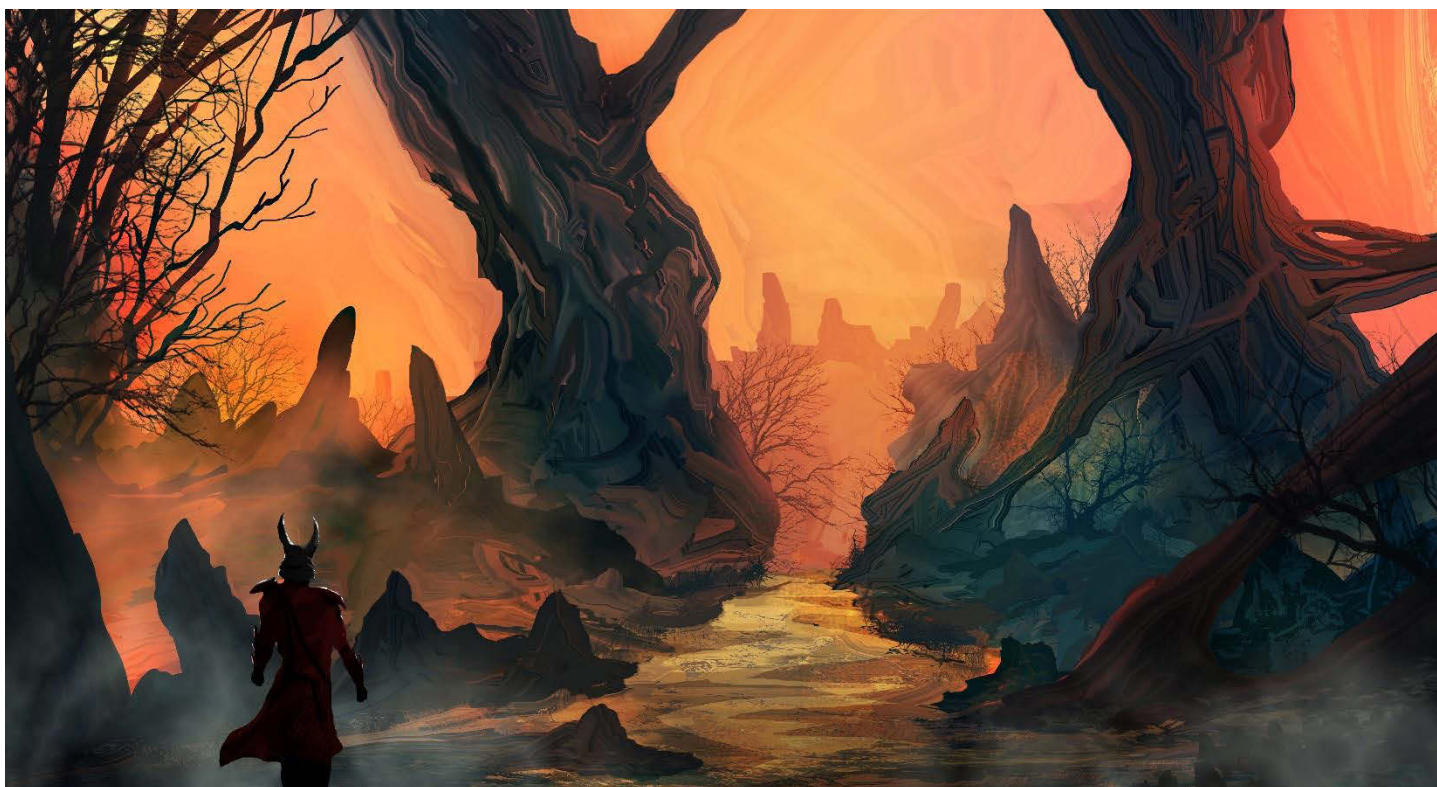
Thick Hide: ARM 2

DOPPELGANGER (40 XP)

AGI 2 Move 12
 TOU 2 Health 12
 AWA 2 Initiative 12
 WIL 3 Spirit 15

Skills: Assassination 2, Nightvision 1, Impersonation 3, Trickery 2

Innate Spells: Impostor 2, Mind Reading 2





DRAGON, ANCIENT (140 XP)

AGI 2	Move 15 (fly 45)
TOU 12	Health 87
AWA 3	Initiative 15
WIL 6	Spirit 30

Skills: Multistrike 2, Unarmed Strike 3, Nightvision 2, Senses 2, Intimidation (Fear) 1

Scales: ARM 4

Immunity: Dragons are immune to their native element, i.e. fire-breathing red dragons are immune to fire, gas-breathing green dragons are immune to poison, etc.

Breath: once every 3 rounds, the dragon can exhale a deadly breath, the nature of which depends on the type of dragon; fire, frost, lightning, acid or poison gas are typical. Each creature in the area (AOE 6) must roll AGI+Athletics vs. DIF 4 or suffer a DAM 18 roll.

Polymorph: At the GM's option, some dragons are able to assume humanoid form

DRAGON, ADULT (95 XP)

AGI 2	Move 15 (fly 45)
TOU 9	Health 54
AWA 2	Initiative 12
WIL 5	Spirit 24

Skills: Multistrike 2, Unarmed Strike 2, Senses 2, Nightvision 2, Intimidation (Fear) 1

Scales: ARM 3

Immunity: Dragons are immune to their native element, i.e. fire-breathing red dragons are immune to fire, gas-breathing green dragons are immune to poison, etc.

Breath: once every 3 rounds, the dragon can exhale a deadly breath, the nature of which depends on the type of dragon; fire, frost, lightning, acid or poison gas are typical. Each creature in the area (AOE 4) must roll AGI+Athletics vs. DIF 4 or suffer a DAM 13 roll.

Polymorph: At the GM's option, some dragons are able to assume humanoid form

DRAGON, YOUNG (65 XP)

AGI 2	Move 15 (fly 45)
TOU 7	Health 37
AWA 1	Initiative 10
WIL 4	Spirit 19

Skills: Multistrike 2, Unarmed Strike 1, Nightvision 2, Senses 2

Scales: ARM 2

Immunity: Dragons are immune to their native element, i.e. fire-breathing red dragons are immune to fire, gas-breathing green dragons are immune to poison, etc.

Breath: once every 3 rounds, the dragon can exhale a deadly breath, the nature of which depends on the type of dragon; fire, frost, lightning, acid or poison gas are typical. Each creature in the area (AOE 2) must roll AGI+Athletics vs. DIF 3 or suffer a DAM 11 roll.

DRAGON, WYRMLING (27 XP)

AGI 2	Move 12 (fly 24)
TOU 4	Health 19
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Nightvision 1, Senses 1

Scales: ARM 1

Immunity: Dragons are immune to their native element, i.e. fire-breathing red dragons are immune to fire, gas-breathing green dragons are immune to poison, etc.

Breath: once every 3 rounds, the dragon can exhale a deadly breath, the nature of which depends on the type of dragon; fire, frost, lightning, acid or poison gas are typical. Each creature in the area (AOE 1) must roll AGI+Athletics vs. DIF 2 or suffer a DAM 5 roll.

**DRAGON TURTLE** (67 XP)

AGI 3	Move 9 (swim 15)
TOU 9	Health 54
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Multistrike 2, Unarmed Strike 1, Resistance (heat/fire) 1, Nightvision 2

Steam Breath: once every 3 rounds, the dragon can exhale a scalding steam breath, which works equally underwater and above water. Each creature in the area (AOE 4) must roll TOU vs. DIF 3 or suffer a DAM 10 roll.

DRIDER (37 XP)

AGI 3	Move 15 (climb 15)
TOU 4	Health 19
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Multistrike 2, Nightvision 2, Focus 2

Innate Spells (@ level 1): Dancing Lights, Witch Gloom, Faerie Fire

Flaw: Sunlight Sensitivity 2

Poisoned Arrows: Longbow Range 50, DAM 3

These creatures are the product of implanting the Spider Queen's egg into a humanoid creature. Within three months of implanting the egg, the victim's lower body will transform into that of a giant spider and it will grow fangs.

DUST DEVIL (26 XP)

AGI 3	Move fly 15
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Resistance (non-magical attacks) 3, Nightvision 1

Innate Spell: Sleep Song 1

Blind: Anyone taking damage from the Dust Devil must make a TOU vs. DIF 1 roll or become Impaired due to blindness (Move 50%, -2 to rolls). As an action, the blinded victim can attempt to shake off the effect with a 2d Health check.

**DWARF (12 XP)**

AGI 1	Move 9
TOU 2	Health 12
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Weapon Mastery (axe or hammer) 1, Armored Combat 2, Resistance (poison/disease) 1, Nightvision 1

Armor: Chainmail (ARM 2), Shield (+1 defense)

These stats refer to a typical dwarven warrior.

DWARF, GRAY (29 XP)

AGI 1	Move 9
TOU 2	Health 12
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Weapon Mastery (war pick) 1, Armored Combat 2, Arcane Lore 2, Resistance (poison/disease, spells/powers) 2, Nightvision 2, Survival (underground) 1, Focus 2

Innate Spells (@ level 1): Growth/Reduction, Vanishing

Flaws: Greed (gold) 2, Sunlight Sensitivity 2

Armor: Scale mail (ARM 2) and shield (+1 defense)

These savage warriors are the sworn enemies of the **dark elves**. Their innate constitution makes them resistant to the spider venom and spells of the dark elves. Favored weapons are war picks with handles made of bone poured with molten iron for added strength, or pikes bearing the Gray Dwarf banner: the Iron Skull. Patrols and war parties will usually be accompanied by Hell Hounds. The stats above refer to a typical warrior.

EAGLE, GIANT (14 XP)

AGI 2	Move fly 37
TOU 3	Health 15
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Senses 2

ELEMENTAL (FIRE, WATER, AIR, EARTH) (21 XP)

AGI 3	Move 15 (30 in element)
TOU 4	Health 19
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Endurance 2, Resistance (non-magical attacks) 2, Nightvision 1

Flaw: Vulnerability 3 (opposite element; fire opposed to water, air opposed to earth)

Elemental Immunity: Elementals are immune to their own element.

ELEMENTAL, GRAVE (23 XP)

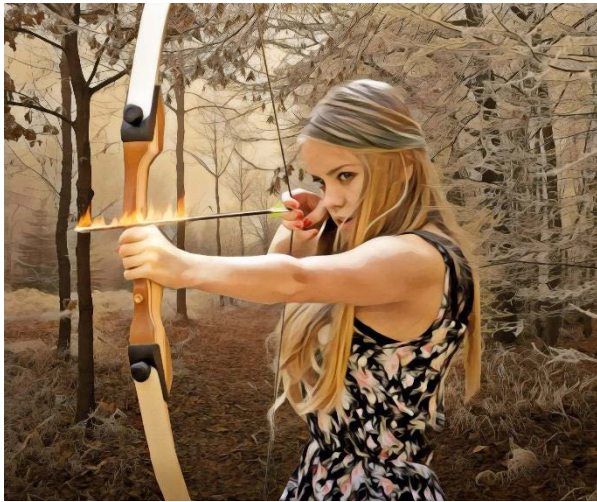
AGI 3	Move 15 (30 in graveyards)
TOU 4	Health 19
AWA 0	Initiative 9
WIL 0	Spirit 9

Skill: Endurance 2, Resistance (non-magical attacks) 2, Nightvision 1

Flaw: Vulnerability 3 (living matter; suffers +3 damage from unarmed attacks)

Bury: On a massive damage roll, the victim is buried alive and will die unless rescued within a number of minutes equal to its TOU.

This is a rare variant of the Earth Elemental.



ELF (12 XP)

AGI 2 Move 12
 TOU 1 Health 10
 AWA 1 Initiative 10
 WIL 1 Spirit 10

Skills: Stealth 1, Weapon Mastery (sword or bow) 1, Armored Combat 1, Nightvision 1, Senses 1, Focus 1

Armor: Leather (ARM 1)

These stats above refer to a typical elven warrior

ELF, DARK (25 XP)

AGI 2 Move 12
 TOU 1 Health 10
 AWA 1 Initiative 10
 WIL 1 Spirit 10

Skills: Stealth 1, Weapon Mastery (sword or crossbow) 1, Armored Combat 1, Nightvision 2, Senses 1, Focus 1

Innate Spells (@ level 1): Dancing Lights, Faerie Fire, Witch Gloom

Flaw: Sunlight Sensitivity 2

Armor: Chain Shirt (ARM 1)

Dark Elf Poison: Anyone taking damage from a dark elf crossbow bolt must roll TOU+Resistance (poison) vs. POT 2 or become Impaired (Move 50%, -2 to rolls). The victim can attempt a 2d Health check each subsequent hour to shake off the effect.

The stats above refer to a typical dark elf warrior.

FLYTRAP, GIANT (19 XP)

AGI 0 Move 0
 TOU 2 Health 12
 AWA 0 Initiative 9
 WIL 0 Spirit 9

Skills: Assassination 2, Grappling 2, Stealth 2, Endurance 2

Immunity: Immune to mind-affecting effects

Acid: Once grappled, a victim automatically suffers DAM 0 each round as it is slowly digested by the plant's enzymes.



GARGOYLE (23 XP)

AGI 2 Move 9 (fly 24)
 TOU 3 Health 15
 AWA 0 Initiative 9
 WIL 1 Spirit 10

Skills: Stealth 2 (in rocky terrain), Charge 2, Resistance (non-magical attacks) 1, Nightvision 1

Immunities: Petrification, poison/disease

Stonelike Skin: ARM 2

Statue: Gargoyles can remain motionless for years, making them indistinguishable from normal statues.

These perversions of nature can fly, yet they are made of living stone.

GAZER (89 XP)

AGI 3	Move float 15
TOU 5	Health 24
AWA 5	Initiative 24
WIL 6	Spirit 30

Innate Spells (@ level 1; can cast up to three per round): Forcetrapp, Petrification, Power Word: Death, Power Word: Stun, Rapture, Sleep Song, Telekinesis, Thunder Strike

Antimagic Cone: A Gazer's central eye continually produces a 50-yard antimagic cone extending straight ahead from the creature's front. All magical and supernatural powers and effects within the cone are suppressed; even the Gazer's own eye rays. Once each round, during its turn, the Gazer decides which way it will face, and whether the antimagic cone is active or not (the Gazer deactivates the cone by shutting its central eye). Note that a Gazer can bite only creatures to its front.

GHAST (19 XP)

AGI 2	Move 12
TOU 2	Health 12
AWA 1	Initiative 10
WIL 0	Spirit 9

Skills: Unlife 1, Nightvision 1, Senses 1

Undead: ARM 1

Paralysis: A successful attack causes victim to be Paralyzed on a failed TOU roll vs. the damage roll. The victim can attempt to shake off the paralysis as an action with a 2d Health check.

Stench: A creature entering within melee range of a Ghast must roll TOU vs. DIF 2 or become Slightly Impaired (-1 to rolls) as long as they remain within melee range.

GHOST BLADE (29 XP)

AGI 2	Move 12
TOU 3	Health 1
AWA 2	Initiative 12
WIL 1	Spirit 10

Skills: Weapon Mastery 3, Unlife 1

Ghost Warrior: Only the weapon can be damaged. The ghostly wielder is just an image, so it cannot be harmed in any way. An attacker must specifically state that he is targeting the weapon.

Object: The weapon has ARM 10, however it is shattered if it suffers a single point of damage.

There are intelligent weapons of such great power that when their wielders die, their souls become burned into the weapon. The weapon releases these undying souls as ghostly figures to wield the weapon again and continue the fight.

GHOUL (11 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Unlife 1, Nightvision 1, Senses 1

Undead: ARM 1

Paralysis: A successful attack causes victim to be Paralyzed on a failed TOU roll vs. the damage roll. The victim can attempt to shake off the paralysis as an action with a 2d Health check.

GHOUL LORD (50 XP)

AGI 4	Move 19
TOU 4	Health 19
AWA 2	Initiative 12
WIL 4	Spirit 19

Skills: Unlife 2, Nightvision 1, Senses 1

Undead: ARM 2

Paralysis: A successful attack causes victim to be Paralyzed on a failed TOU roll vs. the damage roll. The victim can attempt to shake off the paralysis as an action with a 2d Health check.

Rot: Bite causes a rotting disease. On a failed TOU roll vs. the damage roll, victim loses one point of TOU immediately and each week thereafter, finally turning into an ordinary ghoul controlled by the Lord. A *Cure* spell reverses the effect.

GIANT, FIRE (56 XP)

AGI 1	Move 12
TOU 8	Health 45
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Multistrike 1, Weapon Mastery (greatsword, boulder) 3, Senses 1, Focus 1, Intimidation 1

Plate Armor: ARM 3

Boulder: Base Range 20, DAM 8 (TOU)

Immunity: fire/heat

GIANT, FROST (44 XP)

AGI 1 Move 15
 TOU 7 Health 37
 AWA 0 Initiative 9
 WIL 1 Spirit 10

Skills: Multistrike 1, Weapon Mastery (greataxe, boulder) 2, Senses 1, Focus 1, Intimidation 1

Patchwork Armor: ARM 2

Boulder: Base Range 20, DAM 7 (TOU)

Immunity: Cold/frost

GIANT, HILL (32 XP)

AGI 1 Move 15
 TOU 6 Health 30
 AWA 0 Initiative 9
 WIL 0 Spirit 9

Skills: Multistrike 1, Weapon Mastery (club, boulder) 2, Senses 1, Intimidation 1

Furs: ARM 1

Boulder: Base Range 20, DAM 6 (TOU)

GIANT, STONE (48 XP)

AGI 2 Move 15
 TOU 7 Health 37
 AWA 1 Initiative 10
 WIL 0 Spirit 9

Skills: Athletics 2, Multistrike 1, Stealth 2 (in rocky terrain), Weapon Mastery (greatclub, boulder) 1, Nightvision 1, Senses 1, Focus 1, Intimidation 1

Stonelike Skin: ARM 2

Boulder: Base Range 20, DAM 7 (TOU)

GIANT, STORM (129 XP)

AGI 2 Move 20 (swim 20)
 TOU 9 Health 54
 AWA 6 Initiative 30
 WIL 6 Spirit 30

Skills: Multistrike 1, Weapon Mastery (greatsword, boulder) 3, Aquatic 3, Resistance (cold/frost) 1, Arcane Lore 3, Intimidation 1

Innate Spells (@ level 1): Abib's Levitation, Fish Breathing, Heaven's Wrath, Thunder Strike

Scale Armor: ARM 1

Boulder: Base Range 20, DAM 9 (TOU)

Immunity: electricity/lightning

GNOLL (10 XP)

AGI 1 Move 10
 TOU 1 Health 10
 AWA 0 Initiative 9
 WIL 0 Spirit 9

Skills: Multistrike 1, Armored Combat 1, Nightvision 1

Armor: Hide (ARM 1) and shield (+1 to defense)

Ranged Attacks: Fights with spear (Range 5, TOU) and longbow (Range 50, DAM 1)

GNOLL, PACK LORD (22 XP)

AGI 2 Move 12
 TOU 3 Health 15
 AWA 1 Initiative 10
 WIL 1 Spirit 10

Skills: Multistrike 1, Armored Combat 1, Nightvision 1, Focus 1, Oratory 2 (Frenzy)

Armor: Hide (ARM 1) and shield (+1 to defense)

Ranged Attacks: Fights with spear (Range 5, TOU) and longbow (Range 50, DAM 1)

**GNOME** (12 XP)

AGI 1 Move 9
 TOU 1 Health 10
 AWA 2 Initiative 12
 WIL 1 Spirit 10

Skills: Arcane Lore 1, Background (alchemy) 1, Fixing 1, Languages (small beasts) 1, Nightvision 1

Spell: Minor Illusion 1

GNOME, DEEP (26 XP)

AGI 1	Move 9
TOU 1	Health 10
AWA 2	Initiative 12
WIL 0	Spirit 9

Skills: Stealth 2 (in rocky terrain), Armored Combat 1, Appraisal 1, Arcane Lore 1, Nightvision 2, Focus 1

Innate Spells (@ level 1): Elemental Summoning (Earth), Flash, Treasure/Trinket

Flaw: Greed (gemstones) 1

Chain Shirt: ARM 1

Poisoned Dart: Range 10, DAM 0; anyone taking damage must make a TOU+Resistance (poison) vs. DIF 2 roll or become Impaired (Move 50%, -2 to rolls). The victim can attempt a 2d Health check each subsequent minute to shake off the effect.

The Deep Gnomes live in underworld caves containing fireplaces, fine pottery implements, a banquet hall and kitchens (for they excel in the culinary arts, though their food is strange to surface-dwellers). More practical-minded than artistic, they love making things and are avid and skilled stone-cutters. Wood is unknown to them, and they will be truly amazed at seeing some. In fact, they may even be willing to give up one of their precious gems in exchange for a wooden implement.

GOBLIN (8 XP)

AGI 2	Move 12
TOU 0	Health 6
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Assassination 1, Riding 1 (wolf), Stealth 1, Nightvision 1, Animal Handling (wolf or rat) 1

Shortbow: Though they can fight hand-to-hand if needed (usually with short, curved swords), they prefer to stand back and fire their short bows (Range 25, DAM 0).

These small and silent killers of the night have malevolent yellow eyes and long, pointy noses and ears. No doubt aware of their size disadvantage, goblins tend to strike by surprise and melt back into the shadows, patiently wearing down their foes. If captured, goblins will reveal their cowardly natures, doing or saying whatever they can to save their skins.

GOBLYN (39 XP)

AGI 3	Move 15
TOU 4	Health 19
AWA 1	Initiative 10
WIL 4	Spirit 19

Skills: Grappling 2, Stealth 2, Nightvision 2, Intimidation (Fear) 2

This horrific creature was once human, now warped by evil magic into serving its master's every whim. It is known to feast on live victims by taking hold of them with its claws and literally tearing them apart.

GOLEM, CLAY (33 XP)

AGI 1	Move 9
TOU 5	Health 24
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Unarmed Strike 2, Resistance (spells/powers) 1, Unlife 1, Nightvision 1, Battle Rage 1

Construct: ARM 1

Immunities: non-magical attacks, acid, poison, paralysis, mind-affecting and form-altering effects

Acid Absorption: Acid damage heals it instead

Gouge: When it hits, opponent must roll TOU vs. DIF 3, or the damage comes off their maximum Health. Such damage will not heal unless removed with a *Cure* spell or similar magic.

GOLEM, FLESH (20 XP)

AGI 1	Move 10
TOU 4	Health 19
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Unarmed Strike 1, Nightvision 1, Resistance (spells/powers) 1, Battle Rage 1

Flaw: Vulnerability (Fire) 2

Immunities: non-magical attacks, lightning, poison, paralysis, mind-affecting and form-altering effects

Lightning Absorption: Lightning damage heals it instead

GOLEM, GLASS (45 XP)

AGI 1	Move 10
TOU 6	Health 30
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Weapon Mastery 2, Resistance (spells/powers) 1, Second Wind 3 (in direct sunlight only), Unlife 1, Nightvision 2

Construct: ARM 1

Immunities: non-magical attacks (except blunt weapons), poison, paralysis, mind-affecting and form-altering effects

Blinding Radiance: Once every 3 rounds, can cause all opponents in melee range to roll TOU vs. DIF 3 to avoid being Impaired (Move 50%, -2 to rolls). As an action, a victim can attempt a 2d Health check to shake off the effect.

GOLEM, IRON (55 XP)

AGI 1	Move 10
TOU 7	Health 37
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Weapon Mastery 3, Resistance (spells/powers) 1, Unlife 3, Nightvision 2

Construct: ARM 3

Immunities: non-magical attacks, fire, poison, paralysis, mind-affecting and form-altering effects

Fire Absorption: Fire damage heals it instead

Poison Breath: Once every 5 rounds, can exhale poisonous gas up to 5 yards away. Each creature in the area (AOE 2) must roll TOU vs. DIF 3 or suffer a DAM 9 roll.

GOLEM, STONE (41 XP)

AGI 1	Move 10
TOU 6	Health 30
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Weapon Mastery 2, Resistance (spells/powers) 1, Unlife 2, Nightvision 2

Construct: ARM 2

Immunities: non-magical attacks, poison, paralysis, mind-affecting and form-altering effects

Slow: once every 3 rounds, can cause all opponents in melee range to roll WIL vs. DIF 3 to avoid being Impaired (Move 50%, -2 to rolls). Victim can make a 2d Spirit check each round to shake off the effect.

**GRIFFON** (23 XP)

AGI 2	Move 12 (fly 37)
TOU 4	Health 19
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Grappling 1, Multistrike 1, Charge 1, Nightvision 1, Senses 3

HAG (56 XP)

AGI 1	Move 10
TOU 4	Health 19
AWA 2	Initiative 12
WIL 2	Spirit 12

Skills: Unarmed Strike 1, Resistance (non-magical attacks except silver weapons) 1, Arcane Lore 2, Nightvision 1, Trickery 2

Innate Spells (all @ level 1): Animal Speech, Contact Other Plane, Cure, Dancing Lights, Diminishment, Gideon's Displaced Senses, Minor Illusion, Phantasm, Pestilence, Sleep Song, Thunder Strike, Turn to Beast, Vanishing, Water Mirror, Witch Sight

Mimicry: A Hag can copy any voice she has heard. Roll AWA vs. WIL 2 to detect as fake.

Illusory Appearance: A Hag can assume the form of another humanoid creature of similar size. The illusion covers anything carried or worn. Taking an action to make an AWA vs. DIF 4 roll is required to see through it.

Hags sometimes form covens of three, which enables them to cast their spells in ceremony.

HALFLING (12 XP)

AGI 2	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Athletics 1, Stealth 1, Resistance (poison/disease) 1, Focus 1, Luck 1, Trickery 1

HANGMAN'S TREE (39 XP)

AGI 1	Move 0
TOU 6	Health 30
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Grappling 2, Multistrike 2, Stealth 2

Flaw: Vulnerability (fire) 3

Tough Bark: ARM 3

Tentacles: A grappled opponent is yanked upwards and "hung" by a tentacle, automatically taking DAM 0 each round in addition to being Severely Impaired (Move 0, -3 to rolls). If a tentacle is specifically targeted, it can take 4 points of damage before being severed (and it benefits from the ARM). Severed tentacles regrow in one hour.

HELL HORSE (36 XP)

AGI 2	Move 24 (fly 37)
TOU 5	Health 24
AWA 1	Initiative 10
WIL 2	Spirit 12

Innate Spell: Ethereal Phasing 1 (includes the rider)

Immunity: Immune to fire/heat

Grant Resistance: The Hell Horse grants the Resistance (fire/heat) skill at level 2 to its rider

Once a pegasus, captured by a demonic cult, clipped of its wings and turned to evil.

HELL HOUND (23 XP)

AGI 2	Move 19
TOU 3	Health 15
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Team Tactics 1, Charge 1, Nightvision 1, Senses 2

Immunity: Immune to fire/heat

Fire Breath: once every 3 rounds, can exhale fire up to 6m away (AOE 2); targets roll AGI+Athletics vs. DIF 2 or suffer a DAM 4 roll.

Hell Hounds roam in packs, preying upon the weak. They are relatively cunning, and fearsome in appearance with their gaunt bodies, red eyes and snapping jaws inside which a brazier seems to burn.

HIPPOGRIFF (10 XP)

AGI 1	Move 15 (fly 24)
TOU 2	Health 12
AWA 0	Initiative 9
WIL 1	Spirit 10

Skills: Multistrike 1, Unarmed Strike 1, Senses 2



HOBGOBLIN (12 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Sworn Enemy (elves) 1, Team Tactics 1, Armored Combat 2, Nightvision 1, Specialty 1 (Riding, Heavy Weapon or Animal Handling)

Armor: Chainmail (ARM 2) + shield (+1 to defense)

Weapons: Fights with sword (TOU) and longbow (Range 50, DAM 1)

HOBGOBLIN WARLORD (34 XP)

AGI 2	Move 10
TOU 3	Health 15
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Multistrike 2, Riding 1, Sworn Enemy (elves) 1, Team Tactics 1, Weapon Mastery (sword, javelin) 1, Armored Combat 3, Heavy Weapon 1, Nightvision 1, Animal Handling 1, Command 2

Armor: Plate mail (ARM 3) + shield (+1 to defense)

Weapons: Fights with sword (TOU) and javelin (Range 10, TOU-1)

HOOK HORROR (20 XP)

AGI 1	Move 10 (climb 10)
TOU 4	Health 19
AWA 1	Initiative 10
WIL 0	Spirit 9

Skills: Assassination 1, Multistrike 1, Unarmed Strike 1, Nightvision 1, Senses 1

Exoskeleton: ARM 2

Monstrous and cunning, it resembles a 9-foot tall cross between a beetle and a vulture, with great barbed hooks for claws.



HUMAN, ASSASSIN (31 XP)

AGI 3	Move 15
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Assassination 2, Athletics 2, Stealth 2, Mighty Blow 1, Background (Poisons) 1, Trickery 2

Weapons: Shortsword (TOU-1) and light crossbow (Range 45, DAM 2) coated with POT 3 venom.

HUMAN, BANDIT (6 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skill: Intimidation 1, Activity-Related Skill 1 (e.g. Sailing, Riding, Arcane Lore, Stealth)

Weapons: Small and/or ranged weapons such as club, scimitar, dagger, sling or crossbow

These stats cover roadside bandits, outlaws, common thugs, pirates, cultists and the like.

HUMAN, BERSERKER (11 XP)

AGI 1	Move 10
TOU 2	Health 12
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Weapon Mastery (battle axe) 1, Armored Combat 1, Battle Rage 1

Hide Armor: ARM 1

Battle Axe: TOU



HUMAN, COMMONER (5 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skill: Background (any) 1

Weapon: Small or improvised weapon such as club, dagger or pitchfork (TOU-1)



HUMAN, COMMON FIGHTER (5 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Armored Combat 1

Light Armor: ARM 1

Shield: +1 defense

Weapons: Typically sword or spear (TOU)

These stats cover common guards, militiamen and the like.

HUMAN, NEANDERTHAL (6 XP)

AGI 1	Move 10
TOU 2	Health 12
AWA 0	Initiative 9
WIL 1	Spirit 10

Skills: Survival 1

Weapons: Primitive weapons such as spear, stone axe, club or stone hammer (TOU)



HUMAN, TRAINED FIGHTER (8 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Weapon Mastery 1, Armored Combat 2

Medium Armor: ARM 2

Shield: +1 defense

Weapons: Medium and/or ranged weapons such as long sword, spear, bow or crossbow

These stats cover elite guards, professional soldiers, mercenaries, veterans and the like.



HUMAN, TRIBESMAN (6 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Team Tactics 1, Survival 1

Spear: Range 5, TOU

HYBRID HORROR (6-40 XP)

AGI 1d3+1	Move 12-19
TOU 1d6-1	Health 9-24
AWA 1d6-3	Initiative 9-15
WIL 1d6-3	Spirit 9-15

Skills: Charge 1, Battle Rage 1, Intimidation (Fear) 1 (2 against former acquaintances)

These part-human, part-beast monstrosities are the results of a sorcerer's insane experiments. The creatures' faces are twisted with hate, but there is a faint sign of human recognition before they die.

HYENA, GIANT (HYAENODON) (12 XP)

AGI 2	Move 19
TOU 3	Health 15
AWA 1	Initiative 10
WIL 0	Spirit 9

Skills: Charge 1, Senses 1

ICE TOAD (24 XP)

AGI 1	Move 10
TOU 3	Health 15
AWA 1	Initiative 10
WIL 0	Spirit 9

Skills: Grappling 1 (tongue), Unarmed Strike 1 (bite), Charge 2 (leap), Nightvision 1

Swallow: If a human-sized or smaller opponent is grappled by the tongue, the toad can attack it with its bite starting on the next round. If it succeeds, the victim takes damage and is swallowed whole. Swallowed creatures are Severely Impaired and suffer a DAM 2 roll each round. But if the toad takes damage from outside, it must roll TOU vs. the damage or regurgitate the swallowed creature. Only one creature can be swallowed at a time.

Frost Aura: Once every 3 rounds, the toad can radiate an intense cold which causes all creatures in melee combat with it to roll TOU+Resistance (cold/frost) vs. DIF 2 or suffer a DAM 0 roll and become Impaired (Move 50%, -2 to rolls). Victims can use actions to attempt shaking off the effect with a 2d Health check.

Icy Skin: ARM 1

KOBOLD (5 XP)

AGI 2	Move 12
TOU 0	Health 6
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Locks & Traps 2, Nightvision 1

Flaw: Sunlight Sensitivity 2

Weapons: Fight with sharp, rusty daggers (TOU) and slings (Range 10, DAM 0).

Winged Kobold (Variant, 10 XP): Fly 12; instead of dagger: whip (Range 3, TOU vs. TOU or target is either knocked prone (Impaired) or disarmed; instead of sling: drops rocks (DAM 1)

These egg-laying reptilian humanoids live underground and like to gather trinkets. They are expert trap-makers and tunnelers.

**LICH (154 XP)**

AGI 3	Move 12
TOU 3	Health 15
AWA 8	Initiative 45
WIL 6	Spirit 30

Skills: Unarmed Strike 1, Resistance (cold/frost, electricity) 3, Unlife 3, Arcane Lore 3, Nightvision 2, Focus 3, Intimidation 1

Spells (all @ level 1): Acidic Spittle, Anti-Magic Ward, Arcane Shield, Bazrak's Bolts, Dispelling, Dreamwalk, Fireball, Gideon's Fragmented Perceptions, Major Necromancy, Minor Necromancy, Pestilence, Power Word: Death, Power Word: Stun, Rapture, Snow Balls, Thunder Clap, Vanishing, Water Mirror, Witch Sight, Wizard's Hand

Undead: ARM 3

Immunity: non-magical attacks.

Phylactery: The Lich's soul is contained in a phylactery. Unless the phylactery is destroyed, a

slain lich reforms a new body near the phylactery after 2d6 days have passed.

Paralysis: A successful attack causes victim to be Paralyzed on a failed TOU roll vs. the damage roll. The victim can attempt to shake off the paralysis as an action with a 2d Health check.

Magic Items: Liches always have one or more magic items at their disposal, at the GM's discretion.

LIZARD, GIANT (6 XP)

AGI 1	Move 10 (climb 10)
TOU 2	Health 12
AWA 0	Initiative 9
WIL 0	Spirit 9

Skill: Nightvision 1

Scales: ARM 1

LIZARD MAN (12 XP)

AGI 1	Move 10 (swim 10)
TOU 2	Health 12
AWA 1	Initiative 10
WIL 0	Spirit 9

Skills: Stealth 1, Weapon Mastery (javelin, club) 1, Senses 1, Survival 1

Scales: ARM 1

Shield: +1 defense

Javelin: Range 10, TOU-1

LIZARD SHAMAN (26 XP)

AGI 1	Move 10 (swim 10)
TOU 2	Health 12
AWA 3	Initiative 15
WIL 2	Spirit 12

Skills: Stealth 1, Unarmed Strike 1, Arcane Lore 2, Senses 1, Survival 1

Spells (@ level 1): Beast Form (crocodile), Dragon's Breath, Eyes of the Dragon, Plant Animation, Skill of the Snake

Scales: ARM 1

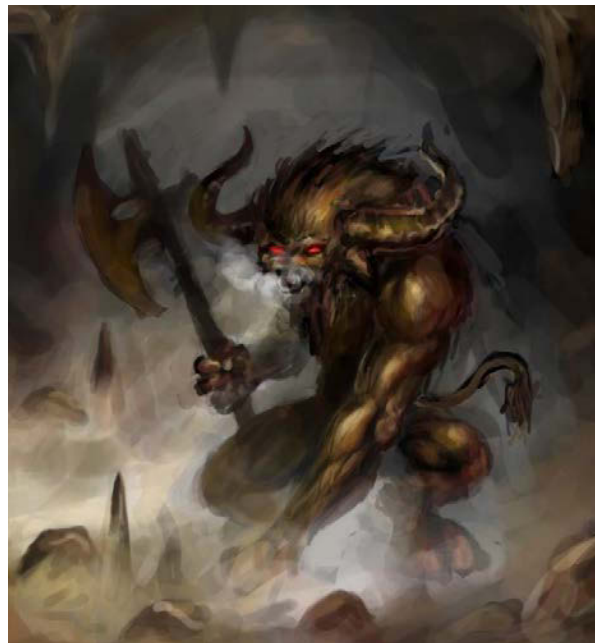
LIZARD KING/QUEEN (32 XP)

AGI 2	Move 12 (swim 12)
TOU 3	Health 15
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Stealth 1, Weapon Mastery (trident) 1, Mighty Blow 3, Nightvision 1, Senses 1, Survival 1, Focus 1

Scales: ARM 1

Demon's Gift: The Lizard King wields a trident that grants it temporary Health equal to half the damage it causes.



MINOTAUR (40 XP)

AGI 1	Move 15
TOU 5	Health 24
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Unarmed Strike 2, Weapon Mastery 2, Charge 2, Nightvision 1, Senses 2, Battle Rage 2, Intimidation 2

Thick Hide: ARM 1

MUMMY (27 XP)

AGI 0	Move 9
TOU 4	Health 19
AWA 0	Initiative 9
WIL 1	Spirit 10

Skills: Unarmed Strike 2, Resistance (poison/disease, non-magical attacks) 1, Unlife 2, Nightvision 1, Focus 2, Intimidation 1 (gaze)

Flaw: Vulnerability (Fire) 2

Undead: ARM 2

Mummy Rot: Anyone struck by the Mummy must roll TOU vs. DIF 2 or be cursed with Mummy Rot: victim loses one point off their maximum Health each day until they die or receive a *Cure* spell (which reverses the effect).

MUMMY LORD (89 XP)

AGI 1	Move 9
TOU 5	Health 24
AWA 5	Initiative 24
WIL 5	Spirit 24

Skills: Unarmed Strike 2, Resistance (poison/disease, spells/powers, non-magical attacks) 2, Unlife 3, Background (history, theology) 1, Nightvision 1, Focus 2, Intimidation 1 (gaze)

Spells (all @ level 1): Bazrak's Bark, Bazrak's Bolts, Bazrak's Flying Fist, Contact Other Plane, Death Swarm, Dispelling, Forcetraps, Hand of Decay, Holy Armor, Minor Necromancy, Minor Sorcery, Pestilence, Swarm Plague

Flaw: Vulnerability (Fire) 2

Undead: ARM 3

Rejuvenation: If a Mummy Lord is destroyed but its heart is intact, it regains a new body at full Health and Spirit one day later

Feast: If a Mummy Lord consumes a specific kind of victim (to be specified, e.g. an ancient enemy, or someone who awoke it), it regains a semblance of life. After three such victims are consumed, the Mummy Lord appears fully human again

Mummy Rot: Anyone struck by the Mummy Lord must roll TOU vs. DIF 3 or be cursed with Mummy Rot: victim loses one point off their maximum Health each day until they die or receive a *Cure* spell (which reverses the effect).

MUMMY, ICE OR SAND (37 XP)

AGI 0	Move 9
TOU 3	Health 15
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Assassination 2, Stealth 3, Unarmed Strike 2, Resistance (poison/disease, non-magical attacks) 2, Unlife 2, Nightvision 1, Focus 2, Intimidation 1 (gaze)

Flaw: Vulnerability 2 (heat/fire for Ice Mummy, cold/frost for Sand Mummy)

Undead: ARM 2

Burrow: Can burrow through snow or sand and attack foes by surprise (Stealth, Assassination)

Touch of Pain: Anyone struck by the Mummy must roll TOU vs. DIF 2 or be Slightly Impaired (-1 to rolls) due to frostbite (Ice Mummy) or burning (Sand Mummy). The victim can try shaking off the effect starting the next day and every following day by making a 2d Health check.

**OGRE** (21 XP)

AGI 1	Move 15
TOU 5	Health 24
AWA 0	Initiative 9
WIL 1	Spirit 10

Skills: Weapon Mastery 1 (Greatclub), Nightvision 1, Intimidation 1

Hide Armor: ARM 1

OOZE (36 XP)

AGI 0	Move 6 (climb 6)
TOU 3	Health 15
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Stealth 2, Unarmed Strike 2, Resistance (acid, cold, heat, electricity) 2, Nightvision 1

Immunities: poison, mind-affecting effects

Amorphous: Oozes can pass through spaces as small as 1 inch wide

Spider Climb: Can move along walls and ceilings.

Split: If an Ooze is subjected to a slashing or electrical damage it splits into two oozes, each with half the Health of the original (rounded down) and TOU 2 instead of 3. It can be split again, which divides its Health and lowers TOU by one each time.

Acid: Oozes are made of acid and can eat through 2 inches of non-magical wood or metal in one round. If it hits a target wearing armor, the armor absorbs part of the damage normally but then the ARM score is reduced by 1. If it is hit by a non-magical weapon, the weapon suffers a cumulative -1 to damage (and is destroyed once it reaches -4). If the attacker is engaged in melee combat with the Ooze, it suffers DAM 0 from an acid splash.



ORC (11 XP)

AGI 1	Move 10
TOU 2	Health 12
AWA 0	Initiative 9
WIL 1	Spirit 10

Skills: Stealth 1, Weapon Mastery 1 (battle axe, scimitar or spear), Armored Combat 1, Nightvision 1, Senses 1, Intimidation 1

Hide Armor: ARM 1

These stats refer to a typical orcish warrior



ORC CHIEF (26 XP)

AGI 2	Move 12
TOU 3	Health 15
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Multistrike 1, Stealth 1, Weapon Mastery (battle axe) 2, Armored Combat 2, Nightvision 1, Senses 1, Intimidation 1, Battle Rage 1, Oratory 1 (battle cry)

Partial Plate Armor: ARM 2

OWL, GIANT (14 XP)

AGI 2	Move fly 24
TOU 2	Health 12
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Senses 2, Nightvision 2

These guardians of the woodland realms live in highly organized societies. They have their own hooting language.

PEGASUS (17 XP)

AGI 2	Move 24 (fly 37)
TOU 4	Health 19
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Senses 1

Flaw: Code of Honor 1 (undying bond with rider)

PURPLE WORM (82 XP)

AGI 0	Move 19 (Burrow: Earth 12, Rock 6)
TOU 10	Health 64
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Multistrike 1, Unarmed Strike 3, Nightvision 1

Swallow: If an attack is successful against one target, the target takes damage normally and also must make an AGI+Athletics vs. DIF 3 roll or be swallowed whole. Swallowed creatures are Severely Impaired (Move 0, -3 to rolls) and suffer a DAM 4 roll each round. But if the worm takes damage from outside, it must roll TOU vs. the damage or regurgitate the swallowed creature(s). Multiple creatures can be swallowed.

Tail Stinger: If an attack is successful against a second target (using Multistrike), the second target takes damage normally and also must roll TOU+Resistance (poison/disease) vs. POT 3 or suffer the venom's effect TOU rounds after exposure: the victim suffers Health damage equal to the POT roll, and is Severely Impaired (Move 0, -3 to rolls). It can attempt a 2d Health check every following day to shake off the condition.

Rubbery Skin: ARM 3

Tunneling: The Purple Worm can burrow through rock at Move 6, leaving a 3-yard diameter tunnel in its wake.

RAKSHASA (83 XP)

AGI 3	Move 15
TOU 3	Health 15
AWA 4	Initiative 19
WIL 4	Spirit 19

Skills: Arcane Lore 3, Nightvision 1, Art (Storytelling) 2, Trickery 1

Innate Spells (all @ level 1): Bazrak's Command, Dreamwalk, Gideon's Improved Aeronauticality, Major Illusion, Mind Reading, Minor Illusion, Rapture, Soul Gaze, Vanishing, Witch Sight, Wizard's Hand

Flaw: Vulnerability 2 (magic weapons)

Malleable Form: ARM 1

Polymorph: Can assume any humanoid form (in its natural form it resembles a tiger-headed human)

Immunities: Immune to non-magical attacks and all spells/powers of DIF 6 or below (unless it wants to be affected).

Dreadful Visions: Anyone taking damage from the Rakshasa begins to experience horrible images and dreams. The victim no longer gets Health or Spirit recovery rolls after taking short or long rests. The curse must be magically removed.

Evil Reborn: If slain on the Material Plane, the Rakshasa's essence returns to its home plane, where it reforms a new body. This process can take several months or years.

RAT, GIANT (7 XP)

AGI 2	Move 12
TOU 0	Health 6
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Nightvision 1, Senses 2

**SCREECHER** (12 XP)

AGI 1	Move 12 (climb 12)
TOU 0	Health 6
AWA 0	Initiative 9
WIL 1	Spirit 10

Skills: Athletics 2, Stealth 1, Team Tactics 1, Nightvision 1, Senses 2, Intimidation (Fear) 1

Screechers are forest-dwelling carnivorous white apes that operate in groups of at least a dozen. There is a bloodthirsty malice in their red eyes. They are patient, following their victims at a safe distance, screeching incessantly at night to keep them awake, then finally making their move with savage abandon when their prey are at their most tired, unnerved and vulnerable.

SHADOW (25 XP)

AGI 2	Move 15
TOU 1	Health 10
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Stealth 2 (in dim light or darkness), Resistance (acid, cold, fire, electricity, non-magical attacks) 3, Unlife 1, Nightvision 1

Flaw: Sunlight Sensitivity 3

Undead: ARM 1

Amorphous: Shadows can pass through spaces as small as a 1/2 inch wide (under a door, for instance).

Vitality Drain: The Shadow's touch causes normal damage and the victim must make a TOU roll vs. the damage roll or lose one point of TOU. Victims brought below 0 TOU will be slain, rising again as Shadows 1d6 hours later. Otherwise, TOU returns to normal after a night's rest.



SKELETON (4 XP)

AGI 2	Move 12
TOU 1	Health 10
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Unlife 1, Nightvision 1, Intimidation 1

Flaw: Vulnerability (bludgeoning) 3

Undead: ARM 1

Gildorian Skeleton (Variant, 12 XP): once smashed, it reconstitutes itself in one minute. It will rebuild itself twice before it is permanently destroyed, so it must be killed 3 times!

SPIDER, CRYSTAL (28 XP)

AGI 2	Move 12
TOU 2	Health 12
AWA 0	Initiative 9
WIL 1	Spirit 10

Skill: Resistance (slashing weapons) 2

Crystal Body: ARM 3

Crystal Web: This creature spins its glass web in entryways or passages where unwary passers-by are likely to travel. If a group of potential victims is present, the first in line must roll AWA+Senses vs. DIF 2 to avoid suffering a DAM 3 roll.

Ray of Light: The spider can direct a light attack at one target within 30 yards. The victim must roll TOU vs. DIF 2 or suffer a DAM 2 roll and become partially blinded (Impaired; Move 50%, -2 to rolls). The victim can attempt a 2d Health check as an action each round to shake off the blinding effect.

Shatter: Slashing weapons have a 2 in 6 chance of breaking when they hit the creature.

SPIDER, GIANT (26 XP)

AGI 2	Move 15 (climb 15)
TOU 2	Health 12
AWA 0	Initiative 9
WIL 1	Spirit 10

Skills: Stealth 1, Nightvision 1, Senses 2, Intimidation 1

Poison Bite: If a victim takes damage from the spider, it must roll TOU+Resistance (poison) vs. POT 2 or become Paralyzed: no actions, -3 to defense rolls, +3 to damage received from melee attacks; the victim can attempt a 2d Health check every following minute to shake off the effect.

Web: Can shoot a sticky strand at one creature (Base Range 6); if it hits, the victim is Severely Impaired (Move 0, -3 to rolls). The victim can either be freed by someone else (taking one round) or it must use an action and make a TOU+Strength vs. DIF 2 roll.

SPIDER, PHASE (28 XP)

AGI 2	Move 15 (climb 15)
TOU 2	Health 12
AWA 1	Initiative 10
WIL 3	Spirit 15

Skill: Stealth 1, Nightvision 1

Innate Spell: Ethereal Phasing 1 (starts in the Ethereal Plane)

Poison Bite: If a victim takes damage from the spider, it must roll TOU+Resistance (poison) vs. POT 2 or become Paralyzed: no actions, -3 to defense rolls, +3 to damage received from melee attacks; the victim can attempt a 2d Health check every following minute to shake off the effect.

This creature is native to the Ethereal Plane but can make brief forays into the Material Plane. Its web, made of ethereal material, alerts the creature which then ambushes its victims. Only Witch Sight or similar magic will reveal the web's existence.

SWARM (29 XP)

AGI 2	Move (see below)
TOU 3	Health 15
AWA 0	Initiative 9
WIL 4	Spirit 19

Skills: Resistance (AOE 1 attacks) 2, Senses 2

Move: Depends on the type of creature it is composed of; Crawling Insects 9, Snakes 10, Rats 12, Fish 12 (swim), Flying Insects 15 (fly), Bats 15 (fly), Birds 19 (fly)

Biting or Stinging: A swarm does not make normal attacks. Instead, it automatically inflicts DAM 0 each round to anyone it is in contact with, ignoring armor unless it completely covers the body. A swarm normally covers a 10-yard diameter space or so (AOE 4).

Small Spaces: Can move through any space large enough to fit the type of creature it is composed of.

TROGLODYTE (13 XP)

AGI 1	Move 10
TOU 2	Health 12
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Stealth 2, Unarmed Strike 1, Nightvision 1

Flaw: Sunlight Sensitivity 2

Stench: Anyone in close combat with a Troglodyte must roll TOU+Resistance (poison) vs. DIF 2 or become Impaired (Move 50%, -2 to rolls). The victim can attempt to shake off the effect as an action by making a 2d Health check. Once the effect is shaken off (or if the resistance roll succeeds), the victim is immune to the effect for one hour.

Troglodyte communities fester deep underground. They are bestial, savage and without a trace of decency, dignity or mercy.

TROLL (31 XP)

AGI 1	Move 10
TOU 5	Health 24
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Unarmed Strike 1, Nightvision 1, Senses 2

Rubbery Skin: ARM 1

Regeneration: Recovers 2 Health per round, even when under 0. Can only be killed if brought to 0 Health by fire or acid, or if fire or acid are applied to it when it is at 0 Health.

Severed Limbs: If it takes damage, there is a 3 in 6 chance that a body part is severed, becoming a monster with 0 in each attribute and Health equal to the damage suffered.

Trolls never fight with weapons, preferring instead to maul their victims with their dirty claws and sharp teeth. There is an aquatic variety with the same stats, but which can only regenerate in salt water.

VAMPIRE (45 XP)

AGI 4	Move 19
TOU 4	Health 19
AWA 4	Initiative 19
WIL 4	Spirit 19

Skills: Unarmed Strike 1, Second Wind 1, Unlife 3, Intimidation 1

Innate Spells (@ level 1): Bazrak's Command, Beast Form (bat), Beast Form (wolf), Gaseous Form, Plague Rats, Rapture, Spider Climbing, Vampire's Kiss

Flaw: Sunlight Sensitivity 3

Undead: ARM 3

Sire: Victims killed with Vampire's Kiss will eventually rise again as vampires under the Vampire's control

Regeneration: The Vampire recovers one point of Health every round, even if Health is under zero. Damage from sunlight or holy water does not regenerate (see below).

Allergies: Direct exposure to sunlight or holy water causes the Vampire to become Impaired (Move 50%, -2 to rolls) and lose of 4 Health per round.

Unholy: If a holy symbol is displayed, the Vampire must make a WIL vs. WIL roll in order to attack the one holding it.

Forbiddance: A Vampire may not enter a private dwelling unless invited.

Stake to the Heart: A vampire hit with a called shot to the heart (-3 to the attack roll) must make a TOU roll vs. the damage roll. If successful, it takes damage normally. If it fails, it disintegrates to dust.

WEREBEAR (35 XP)

AGI 2	Move 15
TOU 4	Health 19
AWA 1	Initiative 10
WIL 2	Spirit 12

Skill: Senses 1, Battle Rage 1

Innate Spell: Beast Form (bear or bear/human hybrid) 1

Infection: Anyone bitten by the beast must make a TOU vs. DIF 2 roll or be afflicted with Lycanthropy, becoming a Wereboar at the next full moon.

Immunity: Non-magical attacks except silver weapons.

Lycanthropy: The werebeast normally appears in its original humanoid form, though it can cast Beast Form if it wishes. When the full moon rises, the curse cannot be resisted and it will automatically transform, remaining in beast form for the full duration of the spell.

The above stats apply to humanoid, hybrid or beast form and assume it is armed with a melee weapon in humanoid or hybrid form.

WEREBOAR (32 XP)

AGI 2	Move 15
TOU 3	Health 15
AWA 1	Initiative 10
WIL 1	Spirit 10

Skill: Charge 2, Second Wind 1, Battle Rage 1

Innate Spell: Beast Form (boar or boar/human hybrid) 1

Infection: Anyone bitten by the beast must make a TOU vs. DIF 2 roll or be afflicted with Lycanthropy, becoming a Wereboar at the next full moon.

Immunity: Non-magical attacks except silver weapons.

Lycanthropy: The werebeast normally appears in its original humanoid form, though it can cast Beast Form if it wishes. When the full moon rises, the curse cannot be resisted and it will automatically transform, remaining in beast form for the full duration of the spell.

The above stats apply to humanoid, hybrid or beast form and assume it is armed with a melee weapon in humanoid or hybrid form.

**WERERAT** (25 XP)

AGI 2	Move 15
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skill: Stealth 1, Senses 1, Battle Rage 1

Innate Spell: Beast Form (giant rat or rat/human hybrid) 1

Infection: Anyone bitten by the beast must make a TOU vs. DIF 2 roll or be afflicted with Lycanthropy, becoming a Wererat at the next full moon.

Immunity: Non-magical attacks except silver weapons.

Lycanthropy: The werebeast normally appears in its original humanoid form, though it can cast Beast Form if it wishes. When the full moon rises, the curse cannot be resisted and it will automatically transform, remaining in beast form for the full duration of the spell.

The above stats apply to humanoid, hybrid or beast form and assume it is armed with a melee weapon in humanoid or hybrid form.

WERETIGER (31 XP)

AGI 2	Move 15
TOU 3	Health 15
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Stealth 1, Weapon Mastery (longbow) 1, Charge 1, Battle Rage 1

Innate Spell: Beast Form (tiger or tiger/human hybrid) 1

Infection: Anyone bitten by the beast must make a TOU vs. DIF 2 roll or be afflicted with Lycanthropy, becoming a Weretiger at the next full moon.

Immunity: Non-magical attacks except silver weapons.

Lycanthropy: The werebeast normally appears in its original humanoid form, though it can cast Beast Form if it wishes. When the full moon rises, the curse cannot be resisted and it will automatically transform, remaining in beast form for the full duration of the spell.

The above stats apply to humanoid, hybrid or beast form and assume it is armed with a melee weapon in humanoid or hybrid form.



WEREWOLF (27 XP)

AGI 2	Move 15
TOU 2	Health 12
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Senses 1, Battle Rage 1, Intimidation (Fear) 1

Innate Spell: Beast Form (wolf or wolf/human hybrid) 1

Infection: Anyone bitten by the beast must make a TOU vs. DIF 2 roll or be afflicted with Lycanthropy, becoming a Werewolf at the next full moon.

Immunity: Non-magical attacks except silver weapons.

Lycanthropy: The werebeast normally appears in its original humanoid form, though it can cast Beast Form if it wishes. When the full moon rises, the curse cannot be resisted and it will automatically transform, remaining in beast form for the full duration of the spell.

The above stats apply to humanoid, hybrid or beast form and assume it is armed with a melee weapon in humanoid or hybrid form.

WIGHT (21 XP)

AGI 2	Move 12
TOU 3	Health 15
AWA 1	Initiative 10
WIL 2	Spirit 12

Skill: Resistance (non-magical attacks except silver weapons) 1, Unlife 1, Nightvision 1

Flaw: Sunlight Sensitivity 2

Undead: ARM 1

Vitality Drain: The Wight's melee attack causes normal damage and the victim must make a TOU roll vs. the damage roll or lose one point of TOU. A victim brought below TOU 0 is slain. If the victim's body is not destroyed it will rise again as a Zombie under the Wight's control 24 hours later. Otherwise, TOU returns to normal after a night's rest.

Longbow: Base Range 50, DAM 1

WOLF (7 XP)

AGI 1	Move 15
TOU 1	Health 10
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Team Tactics 1, Charge 1, Senses 2

WOLF, DIRE OR WORG (16 XP)

AGI 2	Move 19
TOU 3	Health 15
AWA 1	Initiative 10
WIL 0	Spirit 9

Skills: Team Tactics 1, Charge 1, Nightvision 1, Senses 2

This cunning and malevolent breed of wolf is commonly used as a pet or steed by giants, orcs and goblins.

WOLF, WINTER (25 XP)

AGI 1	Move 19
TOU 4	Health 19
AWA 1	Initiative 10
WIL 0	Spirit 9

Skills: Stealth 2 (snowy terrain), Team Tactics 1, Unarmed Strike 1, Charge 1, Senses 2

Immunity: Cold/frost

Cold Breath: once every 3 rounds, can exhale a cone of frost up to 5 yards away. Each creature in the area (AOE 2) must make an AGI+Athletics vs. DIF 2 roll or suffer a DAM 4 roll.

YETI (49 XP)

AGI 1	Move 15 (climb 15)
TOU 6	Health 30
AWA 1	Initiative 10
WIL 1	Spirit 10

Skill: Multistrike 1, Stealth 2 (in snowy terrain), Unarmed Strike 2, Nightvision 1, Senses 2, Intimidation (Fear) 1

Flaw: Vulnerability (Fire) 1

Thick Hide: ARM 1

Immunity: Cold/Frost

Chilling Gaze: targets one creature within 10 yards; must roll TOU+Resistance (cold/frost) vs. DIF 3 or suffer a DAM 3 roll due to cold and be Paralyzed: cannot act, -3 to defense rolls, +3 to damage received from melee attacks, can attempt a 2d Health check each round to shake it off.

Cold Breath: once every 3 rounds, can exhale a cone of frost up to 10 yards away. Each creature in the area (AOE 4) must roll TOU+Resistance (cold/frost) vs. DIF 3 or suffer a DAM 6 roll.

It is said that none has glanced a yeti and lived to tell the tale, though huge footprints are sometimes seen in the snow.

ZOMBIE (9 XP)

AGI 0	Move 9
TOU 2	Health 12
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Grappling 1, Unarmed Strike 1, Second Wind 1, Unlife 1, Nightvision 1, Intimidation 1

Undead: ARM 1

Hard to Kill: The Zombie uses its Second Wind skill the first time its Health drops to zero or less.



ZOMBIE LORD (50 XP)

AGI 2	Move 12
TOU 3	Health 15
AWA 3	Initiative 15
WIL 3	Spirit 15

Skills: Grappling 1, Unarmed Strike 1, Second Wind 2, Unlife 2, Arcane Lore 1, Nightvision 1, Intimidation (Fear) 1

Spells (all @ level 2): Minor Necromancy, Speak with the Dead

Undead: ARM 2

Vitality Drain: The Zombie Lord's touch causes normal damage and the victim must make a TOU roll vs. the damage roll or lose one point of TOU. A victim brought below TOU 0 is slain. If the victim's body is not destroyed it will rise again as a Zombie under the Lord's control 24 hours later. Otherwise, TOU returns to normal after a night's rest.

Stench: Anyone in close combat with a Zombie Lord must roll TOU+Resistance (poison) vs. DIF 3 or become Impaired (Move 50%, -2 to rolls). The victim can attempt to shake off the effect as an action by making a 2d Health check. Once the effect is shaken off (or if the resistance roll succeeds), the victim is immune to the effect for one hour.



HORROR



ARCHETYPES

OCCUPATIONS	Highest	Lowest	Typical Skills & Flaws
Antiquarian	AWA	TOU	Appraisal, Background (Antiquarian), Languages, Observation, Research, Bargaining
Artist	WIL	TOU	Background, Observation, Psychology, Art, Reputation
Athlete	AGI	AWA	Athletics, Grappling, Marksmanship, Unarmed Strike, Aquatic, Strength, Endurance, Second Wind, Reputation
Author	AWA	TOU	Background, Arcane Lore, Languages, Psychology, Research, Trivia, Art (Literature), Reputation
Clergy Member	WIL	AGI	Background (Theology), Psychology, Research, Focus, Followers, Oratory, Persuasion
Criminal	TOU	AWA	Grappling, Sleight-of-Hand, Stealth, Unarmed Strike, Weapon Mastery, Appraisal, Background (Chemistry), Criminology, Locks & Traps, Observation, Surveillance, Underworld, Bargaining, Impersonation, Intimidation, Street Smarts, Trickery; Flaw: Greed
Dilettante	WIL	TOU	Driving, Riding, Weapon Mastery, Appraisal, Trivia, Art, Persuasion, Politics, Reputation
Drifter	TOU	WIL	Athletics, Stealth, Observation, Survival, Trickery, Street Smarts; Flaw: Outcast
Engineer	AWA	WIL	Driving, Background (Engineering), Background (Physics), Fixing, Research
Entertainer	WIL	TOU	Psychology, Art, Impersonation, Oratory, Reputation, Trickery
Farmer	TOU	WIL	Driving, Background (Farming), Fixing, Observation, Survival
Hacker	AWA	TOU	Computers, Fixing, Research, Politics (social networks)
Journalist	AWA	AGI	Art (Photography, Writing), Background (History), Research, Impersonation, Persuasion, Politics, Street Smarts
Lawyer	WIL	TOU	Background (Law), Psychology, Research, Bargaining, Oratory, Persuasion
Librarian	AWA	TOU	Arcane Lore, Background, Languages, Research

OCCUPATIONS	Highest	Lowest	Typical Skills & Flaws
Medical Doctor	AWA	TOU	Background (Biology, Chemistry), Medicine, Psychology, Surgery
Military Officer	TOU	AWA	Team Tactics, Weapon Mastery, Background (Military), Surveillance, Survival, Command
Missionary	WIL	AGI	Background (Theology), Fixing, Medicine, Psychology, Art, Focus, Oratory, Persuasion
Musician	WIL	TOU	Psychology, Art (Instrument), Oratory, Reputation; Flaw: Addiction
Parapsychologist	AWA	AGI	Arcane Lore, Background (Anthropology), Psychology, Research, Sixth Sense, Art (Photography), Focus
Pilot	AGI	TOU	Piloting, Fixing, Surveillance, Survival (Air/Skies),
Police Detective	AWA	TOU	Weapon Mastery, Criminology, Observation, Psychology, Impersonation, Persuasion, Street Smarts, Surveillance
Police Officer	TOU	WIL	Driving, Grappling, Unarmed Strike, Weapon Mastery, Criminology, Medicine, Observation, Psychology, Intimidation, Street Smarts
Private Investigator	AWA	TOU	Weapon Mastery, Computers, Criminology, Locks & Traps, Observation, Persuasion, Psychology, Research, Art (Photography), Impersonation, Politics, Street Smarts, Surveillance, Trickery
Professor	AWA	WIL	Background, Languages, Research; Flaw: Absent-Mindedness
Soldier	TOU	AWA	Assassination, Athletics, Cover, Driving or Piloting or Sailing, Grappling, Marksmanship, Stealth, Team Tactics, Unarmed Strike, Weapon Mastery, Aquatic, Armored Combat, Endurance, Second Wind, Fixing, Heavy Weapon, Medicine, Surveillance, Survival; Flaw: Flashbacks
Tribe Member	AGI	WIL	Athletics, Stealth, Weapon Mastery, Aquatic, Arcane Lore, Background (Herbalism), Senses, Survival, Focus
Zealot	WIL	AWA	Stealth, Background (History), Locks & Traps, Focus, Oratory, Persuasion, Psychology

MONSTROUS	Highest	Lowest	Typical Skills & Flaws
Angel	WIL	AWA	Skills: Cover, Sworn Enemy (demons), Mighty Blow, Strength, Focus; Spells: Eldritch Flight, Essence Transfer; Flaw: Code of Honor (patron god)
Demon	TOU	AWA	Skills: Sworn Enemy (angels), Endurance, Resistance (any), Intimidation; Spell: Magic Sense/Shroud; Flaws: Sunlight Sensitivity, Vulnerability (cold iron)
Patchwork	TOU	AWA	Skills: Strength, Unlife, Battle Rage; Flaws: Flashbacks, Outcast, Vulnerability (electricity)
Vampire	Any	Any	Skills: Unarmed Strike, Endurance, Second Wind, Strength, Unlife, Persuasion; Flaws: Addiction (fresh blood), Sunlight Sensitivity, Phobia (garlic, entering uninvited)
Werewolf	TOU	AWA	Skills: Unarmed Strike, Nightvision, Senses, Intimidation; Spell: Beast Form (wolf); Flaw: Phobia (wolf's bane)

SANITY

Repeated exposure to the horrific, and the gradual discovery of things we were not meant to know, causes people to mentally deteriorate over time. The following is an optional rule for horror-themed games where losing your grip on sanity is a factor.

When you experience something shocking or horrifying, you must make a 2d check against your maximum Spirit. If you witness something truly unspeakable, make a 3d check.

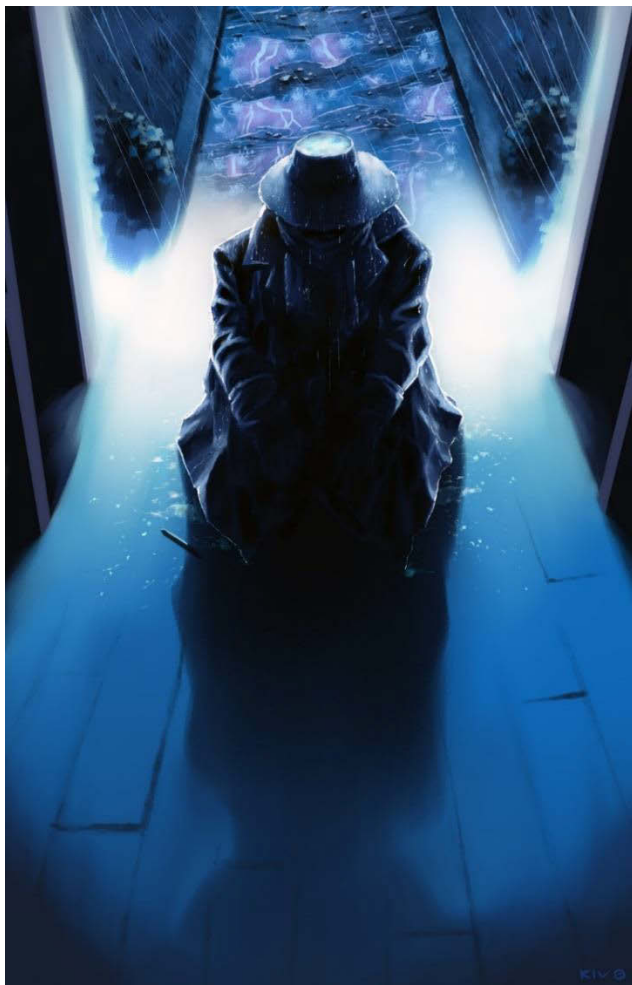
If the check succeeds, you maintain your senses and are able to process the situation. If the check fails, you lose one point of WIL; your maximum Spirit is also reduced accordingly. In addition, you temporarily “snap” and must act accordingly. Perhaps you squeeze that gun trigger, or make a run for the window! The GM has a say and can suggest or veto a course of action. If your WIL falls below zero, you completely succumb to madness and leave the game as a player character. Otherwise, you can regain WIL by spending XP between sessions, using the normal rules.

CORRUPTION

The lure of power is strong, but it can warp those who seek it. The following rule can be used in any campaign (in any genre) where the characters can fall prey to forces of darkness.

A character who suffers the effects of Corruption **immediately gains 1 XP, and one level in a flaw.** The GM decides when and how Corruption is triggered in the particular game being played. For example, Corruption might occur when a character:

- Performs an evil act.
- Spends an XP to gain +/- 3 to a roll (i.e. calls upon dark forces for aid).
- Acquires a corrupt item.
- Uses a Power in anger.
- Uses a Power (anytime).



EQUIPMENT

The weapons, vehicles and other equipment available in a horror game largely depend on the types of characters being played and the time period in which the game is set. See the equipment lists starting on page 39.

SPELLS A-Z

Magic should be rare in Horror settings, and probably dangerous. Characters can only learn spells they specifically find in forbidden books, are taught by practitioners of the occult, etc. Spells are learned normally using XP; if appropriate within the story, the GM might allow a spell to be learned during the adventure or game session. As usual, you must have the Arcane Lore skill at the appropriate level (Arcane Lore represents knowledge of the Occult). If several versions of a spell are indicated (separated by a /), you may choose either one at the time of casting (you need not learn each one separately). The general rules concerning spell casting are found in the Powers section of the core rulebook (see page 24).

The Fantasy section gives numerous examples of spells that could be considered in a Horror game (starting on page 57). Effects should be described in a manner that conveys the tone and feel of a Horror setting, rather than a fantastic one. Below are some additional spells that might be particularly appropriate.

Aging

DIF: 7 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Permanent

This terrible curse causes a single creature to permanently age by WILx10 years. If the target ages beyond its maximum life expectancy, it withers and dies. Otherwise, it loses a point of TOU (and corresponding Health). The spell's target must roll TOU+Resistance (spells/powers) against the casting to resist the effect.

Banishing

DIF: 4 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Instant

You attempt to force an extra-dimensional entity back to its realm. The target of the spell must roll WIL+Focus against the casting to resist the effect.

Binding

DIF: 6 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** WIL days

You attempt to force an extra-dimensional entity into servitude for the duration. The target of the spell must roll WIL+Focus against the casting to resist the effect (in which case it acts as it pleases).

Commands must be expressed by some method the entity understands. If the spell is successful, the entity must obey commands you give it. If the entity resists the spell, it may follow the instructions to the letter but seek to twist the words to its advantage (and to your detriment, usually). The GM should make the difficulty roll secretly. The entity can attempt a 2d Spirit check to shake off the effect if given an order that is clearly self-destructive or against its nature.

Eldritch Flight

DIF: 3 **Casting Time:** 1 round
Range: Caster **Duration:** WIL rounds

You are able to fly at double your Move.

Grave Sense

DIF: 3 **Casting Time:** 1 round
Range: WIL miles **Duration:** WIL hours

You can see and hear through the senses of undead creatures, as if through your own eyes and ears. The creatures must have been animated by you (through *Minor Necromancy*, for example; see page 78). If there are several creatures within range, you can switch between them as a free action once per round. If a creature moves out of range, the connection is severed. The spell grants no control over the creatures, nor can you speak to or through them by means of this spell.

Grave Speak

DIF: 3 **Casting Time:** 1 minute
Range: See below **Duration:** 10 minutes

You reach beyond the grave and question the spirit of a deceased individual. You must know the name of the deceased, and possess a treasured item (which can be the corpse, or part thereof).

You can ask the deceased up to WIL questions until the spell ends. The deceased typically knows only what it knew in life (including languages) and is generally unable to comprehend new information or events that happened after it died. Answers are generally brief, cryptic or repetitive, and can be misleading if you are hostile or recognized as an enemy.

If the casting fails, the spell attracts the attention of a demon or other malevolent entity instead. The entity may impersonate the spirit of the deceased and seek to provide inaccurate or dangerous information leading to the caster's death.

Magic Sense/Shroud

DIF: 2 **Casting Time:** 1 round
Range: See below **Duration:** See below

With *Magic Sense*, you sense any supernatural creature, object or effect within a range of WILx100 yards, whether you can actually see it or not. The duration is Instant.

The spell can be reversed to conceal you and anything magical on your person from *Magic Sense*. This version of the spell has a duration of WIL minutes. When *Magic Shroud* is in effect, the *Magic Sense* casting roll must overcome the *Magic Shroud* casting roll in order to detect you or anything magical on your person.

Major Consecration

DIF: 4 **Casting Time:** 1 minute
Range: Touch **Duration:** WIL hours

You create an area of holy ground in a WILx10 yard stationary radius around you. Any supernatural evil creature entering the area must roll WIL+Focus against the casting or be Impaired (Move 50%, -2 to rolls) as long as they remain within it.

Minor Consecration

DIF: 2 **Casting Time:** 1 minute
Range: Touch **Duration:** WIL minutes

You create an area of holy ground in a WILx3 yard stationary radius around you. Any supernatural evil creature entering the area must roll WIL+Focus against the casting or be Slightly Impaired (-1 to rolls) as long as they remain within it.

Nightmare

DIF: 7 **Casting Time:** 1 hour
Range: WILx10 miles **Duration:** See below

This spell requires you to know a target's true name, and possess something that belongs to the target. The next time it falls asleep, the target is afflicted with horrific nightmares containing scenes implanted by you. The target must roll WIL+Focus against the casting. Failure will cause it to:

Not make a recovery roll from resting.

Lose one point of WIL and corresponding Spirit, per the Sanity rules on page 125.

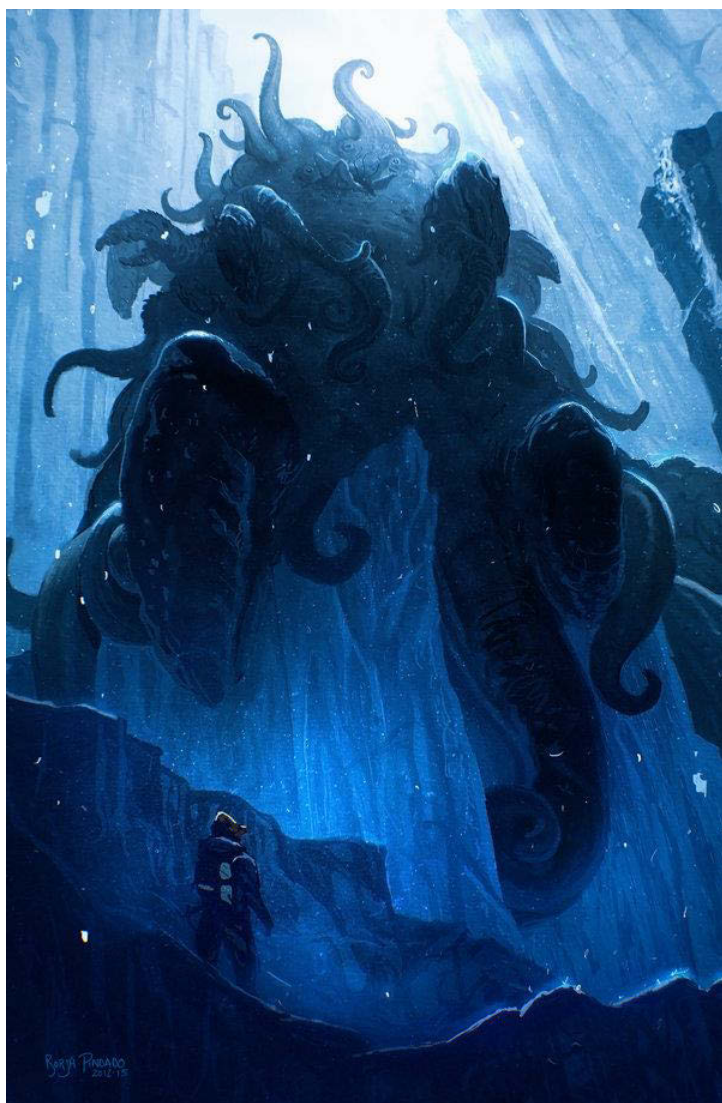
Become Slightly Impaired (-1 to rolls). The victim can try to shake off this condition with a 2d Spirit check once per following day.

Spirit Shield

DIF: 3 **Casting Time:** See below
Range: WILx3 yards **Duration:** See below

This spell creates a barrier in a WILx3 yard stationary radius around you. Any ghosts, poltergeists, ethereal creatures or other incorporeal beings must roll WIL+Focus against the casting in order to penetrate the barrier. The *Spirit Shield* does not prevent such beings from taking actions against you from outside the barrier. For example, while they might not be able to enter the area themselves, they could still hurl objects inside it. The spell is ineffective against material creatures.

You can choose to cast the spell in one of two versions: either with a Casting Time of 1 minute and a Duration of WIL minutes, or a Casting Time of 1 round and a Duration of WIL rounds.



Summoning

DIF: 6 **Casting Time:** 10 minutes
Range: WILx10 yards **Duration:** See below

To summon an otherworldly entity, one must meet certain unique requirements. Many demons require a blood sacrifice (performed in a specific way, of course), while a Great Old One might require the ritual to be performed at a certain time of the year. Please consult your occult tome of reference, and perform the instructions exactly as specified.

Once these conditions are met, this spell summons the entity before you, at any point within range. If the entity is not bound or restrained in some way (through *Binding* or *Magic Circle Enchantment*, for instance), it will probably ignore any entreaties and simply act according to its nature.

If proper precautions are taken, you may request a service and try to strike a bargain with the entity by rolling WIL+Bargaining vs. WIL+Focus. The GM may apply modifiers to the roll depending on the cleverness of the request and the nature of the entity. The GM should make the roll secretly and consult the table below:

WIL ROLL	ENTITY'S RESPONSE
Critical Success	The entity agrees to the bargain, follows the instructions and gives the caster a phrase or object allowing the caster to summon it again automatically
Success	The entity agrees to the bargain and follows the instructions. It then returns to its realm
Draw	The entity agrees to the bargain and follows instructions to the letter, but seeks to twist their meaning to its advantage (malevolent beings will try to punish the summoner in the process). It then returns to its realm
Failure	The entity refuses the bargain. If unconstrained, it is unleashed upon the world, leaving the caster physically unharmed (but maybe not his friends)
Critical Failure	The entity pretends to agree to the bargain, but doesn't follow through with it. Instead, it tries to exact revenge, torment and/or kill the caster

A *Binding* spell can supersede the above result for a time. If that is the case, the result indicates how the entity behaves after the *Binding* has elapsed.

MONSTERS



The Fantasy expansion has numerous examples of creatures that could be considered in a Horror game (starting on page 97). When transposing Fantasy creatures to a Horror setting, they should be given the Intimidation (Fear) skill, as people in our world are mentally ill-equipped to deal with the supernatural. Below are some additional creatures that might be particularly appropriate.

BLACK TREE (74 XP)

AGI 1	Move 10
TOU 8	Health 45
AWA 2	Initiative 12
WIL 3	Spirit 15

Skills: Unarmed Strike 3, Resistance (piercing weapons) 1, Intimidation (Fear) 1

Flaw: Vulnerability (fire) 3

Tough Bark: ARM 3

Entangling Roots: A creature that starts its turn within 6 yards of the Black Tree must make a 2d Health or 2d Move check to avoid being Severely Impaired (Move 0, -3 to rolls) until its next turn.

Bloodsucking Branches: Anyone suffering a critical failure or massive damage is impaled by a branch and Severely Impaired (Move 0, -3 to rolls; 2d Health check every round to shake off)

Sticky Sap: Anything touching the tree is stuck fast, requiring a TOU+Strength vs. DIF 4 to pull free. Pulling free can be attempted immediately; if it fails, it can be attempted again later as an action.

BLOB (64 XP)

AGI 0	Move 9
TOU 6	Health 30
AWA 0	Initiative 9
WIL 4	Spirit 19

Skills: Grappling 3, Unarmed Strike 3, Second Wind 2, Senses 3, Intimidation (Fear) 1

Immunities: Poison and disease, mind-affecting effects

Absorption: When a victim is killed, it is absorbed by the Blob, adding one point to its TOU, and corresponding Health.



BYAKHEE

AGI 2	Move 9 (fly 24)
TOU 3	Health 15
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Grappling 1, Intimidation (Fear) 1

Innate Spells: Sometimes; GM's discretion

Tough Hide: ARM 2

Blood Drain: While foe is grappled/restrained, Byakhee automatically drains blood from its victim, reducing TOU by one point each round until it dies. Lost TOU recovers at the rate of one point per day.

Cosmic Steed: Can fly through space and carry a rider

There flapped rhythmically a horde of tame, trained, hybrid winged things...not altogether crows, nor moles, nor buzzards, nor ants, nor decomposed human beings, but something I cannot and must not recall. —H.P. Lovecraft, The Festival

CRAWLING HAND (19 XP)

AGI 3	Move 9
TOU 2	Health 12
AWA 1	Initiative 10
WIL 3	Spirit 15

Skills: Athletics 1, Grappling 1 (throttle), Stealth 1

DEMON, PAZUZU (64 XP)

AGI 2	Move 12 (fly 24)
TOU 6	Health 30
AWA 3	Initiative 15
WIL 2	Spirit 12

Skills: Stealth 2, Unarmed Strike 3, Endurance 2, Resistance (non-magical attacks except cold iron) 2, Intimidation (Fear) 2, Persuasion 2, Trickery 2

Immunities: poison and disease, mind-affecting effects

Illusory Appearance: Pazuzu can assume human form

DEMON, SEDUCER (48 XP)

AGI 1	Move 10
TOU 2	Health 12
AWA 4	Initiative 19
WIL 4	Spirit 19

Skills: Weapon Mastery (any) 1, Endurance 2, Resistance (poison/disease, non-magical attacks

except cold iron) 2, Intimidation (Fear) 1 (in its natural form), Persuasion 3, Street Smarts 1

Dark Gifts: The Seducer can grant wishes –for a price. If a Seducer’s gift is accepted, the target also gains between 1 and 5 points of flaws, depending on the size of the gift. Here are some examples of Dark Gifts:

DARK GIFT	EXAMPLES
Ability	Target gains XP, but must take equivalent points in flaw penalties
Wealth	Target signs a lucrative contract, or inherits a tidy sum (2 flaw points)
Love	Object of the target’s affections falls in love with the target (2 flaw points)
Revenge	Someone named by the target suffers a misfortune (2 flaw points)
Power	The target ascends to a leadership position (3-5 flaw points)

Accepting a Dark Gift puts the recipient on a slippery slope, of course. Dark Gifts tend to create unintended consequences and further complications requiring more Dark Gifts to “make right”. Once the target accumulates a number of flaw points equal to his WIL, his soul is utterly corrupted and he is surely doomed. How this manifests itself is up to the GM.

DEMON, SPINED (39 XP)

AGI 2	Move 12
TOU 3	Health 15
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Athletics 2, Stealth 1, Unarmed Strike 2, Endurance 2, Resistance (poison/disease, non-magical attacks except cold iron) 2, Senses 1, Intimidation (Fear) 2

Volley of Spines: The demon unleashes a volley of sharp spines as an action. Targets up to 20 yards from the demon (AOE 4) must roll AGI+Athletics vs. DIF 4 or suffer a DAM 1 roll

DIMENSIONAL SHAMBLER

AGI 1	Move 10
TOU 4	Health 19
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Grappling 1, Intimidation (Fear) 1

Thick Hide: ARM 3

Trans-Dimensional Travel: As a one-round action, the Shambler can shimmer and fade out of the

current dimension into another, taking any held item or grappled creature with it. This costs the Shambler 4 Spirit points, plus the TOU of any other creature transported (e.g. if the grappled creature has TOU 2, the cost is 6 Spirit). Objects and victims lost are never found again.

Shuffling towards him in the darkness was the gigantic, blasphemous form of a thing not wholly ape and not wholly insect. Its hide hung loosely upon its frame, and its rugose, dead-eyed rudiment of a head swayed drunkenly from side to side. Its forepaws were extended, with talons spread wide, and its whole body was taut with murderous malignity despite its utter lack of facial description. —H.P. Lovecraft and Hazel Heald, *The Horror in the Museum*

ELDER THING

AGI 1	Move 12 (fly 15)
TOU 7	Health 37
AWA 3	Initiative 15
WIL 1	Spirit 10

Skills: Grappling 1, Multistrike 3, Intimidation (Fear) 1

Innate Spells: Sometimes; GM’s discretion

Thick Hide: ARM 7

Technology: use advanced technology

They represented some ridged barrel-shaped object with thin horizontal arms radiating spoke-like from a central ring and with vertical knobs or bulbs projecting from the head and base of the barrel. Each of these knobs was the hub of a system of five long, flat, triangularly tapering arms arranged around it like the arms of a starfish.

H.P. Lovecraft, *Dreams in the Witch House*

FOUL SCARECROW (28 XP)

AGI 2	Move 12
TOU 3	Health 15
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Multistrike 2, Stealth 2, Weapon Mastery (scythe) 2, Mighty Blow 2, Unlife 2, Senses 1, Intimidation (Fear) 1

Flaw: Vulnerability (Fire) 2

Construct: ARM 2

GHOST (49 XP)

AGI 5	Move 24
TOU 1	Health 10
AWA 2	Initiative 12
WIL 4	Spirit 19

Skills: Stealth 3, Unlife 2, Senses 3, Intimidation (Fear) 3

Undead: ARM 2

Immaterial: A Ghost is invisible. When in ethereal form, it can only be harmed by magical attacks or ultraviolet light; it can materialize at will, in any form it had in life; as a child, for instance, or as it appeared at the moment of its death.

UV Sensitivity: A Ghost can be harmed by weapons that use UV technology. Exposure to sunlight causes it to suffer a DAM 0 roll each round.

Bane: Every Ghost is vulnerable to a bane, something associated with its life or death. Whatever it is, the Ghost must make a WIL vs. DIF 6 roll in order to attack anyone holding its bane. But if the Ghost makes the roll, it flies into a rage and gains the Battle Rage skill at level 2

Move Objects: A Ghost can manipulate things in the material world even when in ethereal form; if it hurls an object at a foe, use the Ghost’s AGI to attack and its TOU for damage

Resolution: A Ghost is a restless spirit that cannot find peace because of something unresolved from its past life. Should whatever keeps a Ghost active be resolved, the Ghost fades away from the physical world.

KILLER CLOWN (32 XP)

AGI 3	Move 15
TOU 3	Health 15
AWA 1	Initiative 10
WIL 2	Spirit 12

Skills: Athletics 2, Unarmed Strike 2, Observation 1, Intimidation (Fear) 2, Persuasion 2, Trickery 2

MI-GO, THE FUNGI FROM YUGGOTH

AGI 1	Move 10 (fly 19)
TOU 1	Health 10
AWA 2	Initiative 12
WIL 2	Spirit 12

Skills: Grappling 1 (seize and fly), Unarmed Strike 1, Resistance (bullets, piercing weapons) 3, Intimidation (Fear) 1

Innate Spells: Sometimes; GM’s discretion

Hypnosis: By introducing ultrahigh and ultralow frequency tones into its buzzing, the Mi-Go can put humans listening to it into a trance state. Those within 12 yards of a buzzing Mi-Go must succeed in a WIL vs. WIL roll or become incapable of action. Mi-Go can speak telepathically to humans, which costs 1 Spirit per 5 rounds. The human can resist the communication with a WIL vs. WIL roll.

Void Light: Creates a sink from which photons will not emerge. The Mi-Go must spend 1 Spirit for every cubic yard of blackness desired. No light can escape the affected area, making a useful visual protection for these fragile aliens. The darkness may be like a sheet or a spherical volume.

Interstellar Travel: Mi-Go are able to fly through interstellar space, however the Earth's atmosphere makes their maneuverability clumsy at best.

Alien Chemistry: Ordinary photographic plates will not take an image of these beings.

They were pinkish things about five feet long; with crustaceous bodies bearing vast pairs of dorsal fins or membranous wings and several sets of articulate limbs, and with a sort of convoluted ellipsoid, covered with multitudes of very short antenna, where a head would ordinarily be...Sometimes they walked on all their legs and sometimes on the hindmost pair only.

H.P. Lovecraft, The Whisperer in Darkness

POSSESSED PUPPET OR DOLL (24 XP)

AGI 3	Move 12
TOU 2	Health 12
AWA 2	Initiative 12
WIL 2	Spirit 12

Skills: Stealth 1, Unlife 2, Focus 2, Intimidation (Fear) 1, Trickery 1

Construct: ARM 2

STAR SPAWN OF CTHULHU

AGI 1	Move 24 (swim 24)
TOU 9	Health 54
AWA 7	Initiative 37
WIL 7	Spirit 37

Skills: Grappling 2, Multistrike 3, Unarmed Strike 2, Intimidation (Fear) 1

Innate Spells: Yes; GM's choice

Hide and Blubber: ARM 10

Regeneration: Recovers 3 Health each round as long as it is alive

They all lay in stone houses in their great city of R'lyeh, preserved by the spells of mighty Cthulhu for a glorious resurrection when the stars and the earth might once more be ready...

H.P. Lovecraft, The Call of Cthulhu

XENOMORPH (39 XP)

AGI 3	Move 19
TOU 3	Health 15
AWA 2	Initiative 12
WIL 3	Spirit 15

Skills: Athletics 1, Grappling 1, Stealth 1, Nightvision 1, Senses 1, Intimidation (Fear) 1

Paralyzing Tail: A successful attack causes the victim to be Paralyzed if they fail a TOU+Resistance (poison) roll vs. the damage roll. The victim can attempt to shake off the paralysis as an action with a 2d Health check.

Acid Blood: If damaged by a piercing or slashing attack, an acid splash causes DAM 0 to all those in melee combat with the alien. Armor can absorb the damage, but its effectiveness will be reduced thereafter (ARM reduced by 1)



CHARACTERS

CULTIST (5 XP)

AGI 1 Move 10
 TOU 1 Health 10
 AWA 1 Initiative 10
 WIL 1 Spirit 10

Skills: Arcane Lore 1
Flaw: Code of Honor (cult teachings) 1
Spells: Sometimes; GM's discretion
Equipment: Ceremonial robes, dagger (TOU-1)

CULT LEADER (38 XP)

AGI 1 Move 10
 TOU 1 Health 10
 AWA 2 Initiative 12
 WIL 3 Spirit 15

Skills: Weapon Mastery (dagger) 2, Arcane Lore 2, Command 2, Followers 2, Oratory 2, Persuasion 2
Spells: Any three at level 2
Equipment: Ceremonial robes and dagger (TOU-1)

MAD SCIENTIST (27 XP)

AGI 1 Move 10
 TOU 1 Health 10
 AWA 4 Initiative 19
 WIL 3 Spirit 15

Skills: Arcane Lore 2, Background (weird science) 2
Spells: Any one at level 2; suggestions: Magic Item Enchantment (page 76), Minor Necromancy (page 78), Major Necromancy (page 77), Raise Flesh Golem (page 82)
Equipment: Scientific equipment, creations, one weapon



POLICE, PATROLMAN (10 XP)

AGI 1 Move 10
 TOU 1 Health 10
 AWA 1 Initiative 10
 WIL 1 Spirit 10

Skills: Driving 1, Weapon Mastery (baton, pistol) 1, Armored Combat 1, Intimidation 1, Street Smarts 1
Equipment: Kevlar Vest, Automatic Pistol, Baton

POLICE, LIEUTENANT (18 XP)

AGI 1 Move 10
 TOU 1 Health 10
 AWA 2 Initiative 12
 WIL 2 Spirit 12

Skills: Driving 1, Weapon Mastery (pistol) 1, Armored Combat 1, Criminology 1, Observation 1, Research 1, Surveillance 1, Command 1, Intimidation 1, Street Smarts 1
Equipment: Kevlar Vest, Automatic Pistol

POLICE, SWAT (15 XP)

AGI 2 Move 12
 TOU 2 Health 12
 AWA 1 Initiative 10
 WIL 1 Spirit 10

Skills: Athletics 1, Driving 1, Marksmanship 1, Team Tactics 1, Armored Combat 1, Locks & Traps 1, Intimidation 1
Equipment: Kevlar Vest, Automatic Pistol, Baton, Submachine Gun

SERIAL KILLER (42 XP)

AGI 2 Move 12
 TOU 5 Health 24
 AWA 1 Initiative 10
 WIL 3 Spirit 15

Skills: Assassination 1, Driving 1, Multistrike 2, Stealth 2, Weapon Mastery (trademark weapon) 1, Endurance 2, Mighty Blow 1, Second Wind 2, Observation 1, Battle Rage 1
Flaw: Outcast 1
Equipment: Trademark Weapon

SCIENCE FICTION



There are far too many flavors of Science Fiction to cover in one chapter. Below are a few common tropes. Use them "off the shelf", or take them as a starting point and rename/modify them to suit your needs!

ARCHETYPES

ALIEN RACES	Highest	Lowest	Typical Skills & Flaws
Aquatic	AWA	TOU	Sworn Enemy, Aquatic, Survival (Oceans); Flaws: Addiction (immersion in water)
Bestial	AGI	AWA	Stealth, Unarmed Strike, Strength, Nightvision, Senses, Intimidation; Flaws: Clumsiness, Outcast
Construct	TOU	AGI	Resistance (radiation), Unlife, Computers, Fixing, Memory, Nightvision, Observation, Senses, Trivia, Focus; Flaws: Addiction (power source), Code of Honor (programming), Outcast, Vulnerability (electricity)
Human	Any	Any	Any
Insectoid	TOU	WIL	Grappling, Unarmed Strike; Flaws: Outcast
Many-Limbed	AGI	TOU	Athletics, Grappling, Multistrike, Unarmed Strike, Weapon Mastery; Flaws: Frailty
Parasite/Host	TOU	AGI	Battle Rage, Focus; Flaws: Clumsiness, Handicap, Outcast
Plant-Like	AWA	WIL	Endurance, Second Wind, Senses; Flaws: Addiction (sunlight), Vulnerability (fire/heat)
Reptilian	AGI	WIL	Assassination, Athletics, Stealth, Unarmed Strike, Senses; Flaws: Vulnerability (cold)
Telepath	WIL	TOU	Arcane Lore, Senses, Sixth Sense; Psionic Powers (any); Flaws: Weakness

WEAPONS

See general rules concerning weapons on page 39. Below are some additional notes concerning futuristic weapons:

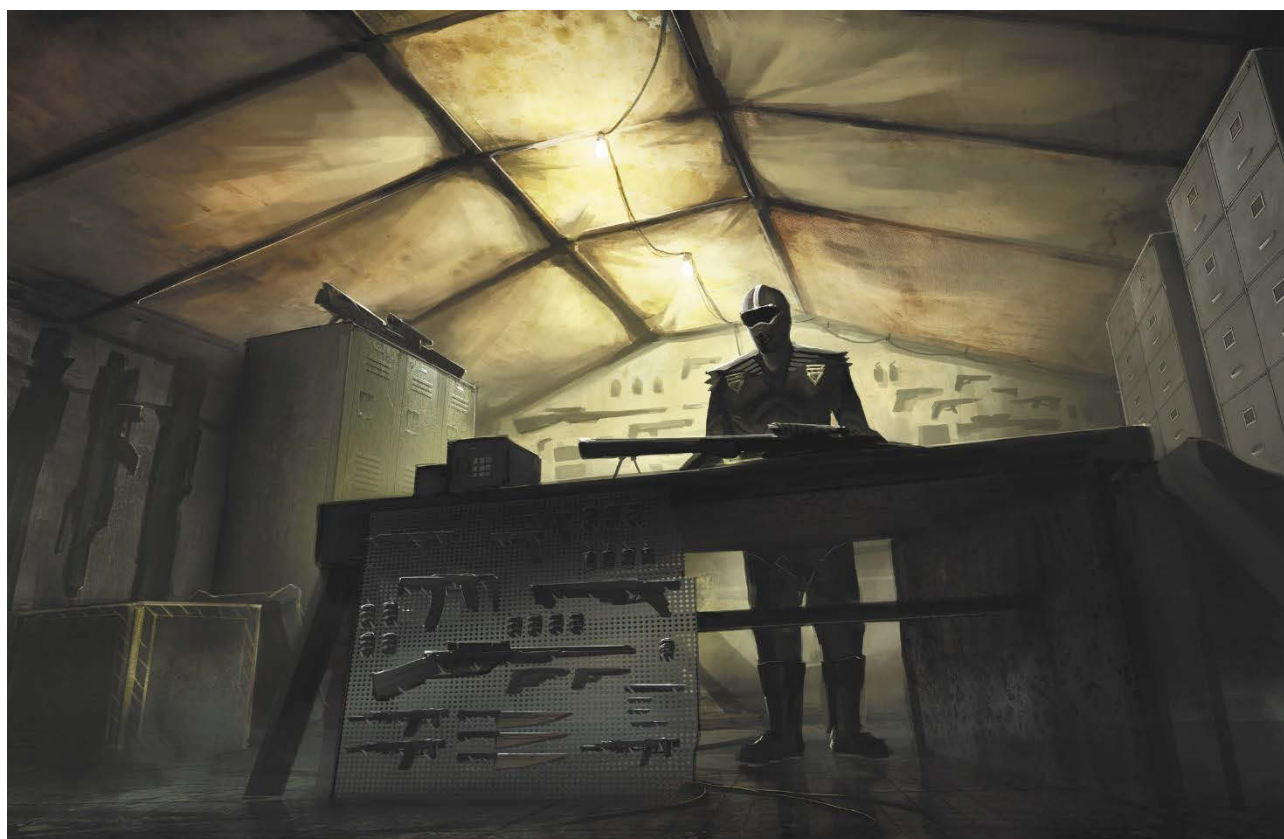
Linked Weapons: Heavy weapons are sometimes linked and operated together. For instance, a gun

turret could have four blaster cannons linked together. In this case, the cannons fire at the same time, so the firer makes just one attack roll. The defender(s) would then make separate defense rolls against each cannon, and suffer individual damage rolls for every cannon that hits.

MELEE WEAPONS	Ammo	Rel	Range	DAM	AOE	Lbs.	Notes/Enhancements
Stun Baton	-	-	-	TOU*	1	2	* Target rolls TOU vs. DIF 3 or is Severely Impaired; can try to shake off with a 2d Health check
Sword, Laser	-	-	-	TOU+3	1	5	Ignores armor; cannot be parried by other weapons; allows Missile Deflection skill on blaster fire
Sword, Molecular	-	-	-	TOU+2	1	8	
Vibro-Axe	-	-	-	TOU+2	1	8	On a critical fail: hits wrong target

RANGED WEAPONS	Ammo	Rel	Range	DAM	AOE	Lbs.	Notes/Enhancements
Flak Gun	6	1	24	6	6	15	Fires exploding shrapnel balls
Flamer, Heavy	30	1	9	14	4	30	Ignores partial body armor
Flamer, Light	10	1	5	7	4	5	Ignores partial body armor
Grenade, EMP	-	-	10	5*	4	0.25	* Only affects electronics (robots, power armor, vehicle computers...); ignores ARM
Grenade, Fragmentation	-	-	10	5	6	0.25	
Grenade, Smoke	-	-	10	*	6	0.25	* Obscures area for 1d6 rounds, all within the area are Impaired
Grenade, Stun	-	-	10	*	2	0.25	* Target rolls TOU vs. DIF 3 or is Severely Impaired; can try to shake off with a 2d Health check
Grenade, Thermal	-	-	10	11	2	0.25	Ignores partial body armor
Grenade Launcher	20	1	48	*	*	8	* Same effect as Grenade type
Machine Gun, Blaster	10	1	48	7	2	12	
Machine Gun, Colonial	500/50	1	70	5	1 / 2	35	Targeting grants Marksmanship 1
Machine Gun, Laser	80	1	100	8	2	20	
Missile Launcher, Portable	1	1	100	15	2	8	Guided missiles: +1 to attack
Pistol, Blaster	100	1	24	3	1	1	
Pistol, Disintegrator	5	1	6	11	1	5	Massive damage: loss of limb
Pistol, Gyrojet	10	1	24	5	1	3	
Pistol, Laser	50	1	30	1	1	2	
Pistol, Plasma	8	1	24	7	1	7	Ignores partial body armor
Rifle, Blaster	100	1	48	5	1	5	
Rifle, Disintegrator	5	1	10	11	1	12	Massive damage: loss of limb
Rifle, Gyrojet	30	1	48	12	6	10	Minimum Range: 40
Rifle, Laser	100/10	1	60	4	1 / 2 *	8	* Single Shot / Burst
Rifle, Plasma	12	1	48	11	1	12	Ignores partial body armor
Submachine Gun, Blaster	100/10	1	24	3	1 / 2 *	1	* Single Shot / Burst
Submachine Gun, Laser	100/10	1	30	1	1 / 2 *	4	* Single Shot / Burst
Stun Gun	12	1	10	*	1	1	* Target rolls TOU vs. DIF 3 or is Severely Impaired; can try to shake off with a 2d Health check

MOUNTED WEAPONS	Ammo	Rel	Range	DAM	AOE	Lbs.	Notes/Enhancements
Autocannon, Light	10	1	100	7	4	-	
Autocannon, Medium	10	1	100	8	4	-	
Autocannon, Heavy	10	1	150	12	4	-	
Bomb, Small	-	-	Drop	27	6	250	Conditions can impose penalty to the attack roll e.g. lack of visibility or very high altitude
Bomb, Medium	-	-	Drop	38	20	500	
Bomb, Large	-	-	Drop	49	40	1K	
Bomb, Block Buster	-	-	Drop	49	60	4K	
Bomb, City Buster	-	-	Drop	49	100	8K	
Cannon, Small	50	1	100	11	4	-	Can only fire once per round
Cannon, Medium	40	1	150	16	4	-	Can only fire once per round
Cannon, Heavy	30	1	200	22	6	-	Can only fire once per round
Cannon, Super Heavy	20	1	300	27	6	-	Can only fire once per round
Flamethrower, Heavy	30	1	9	14	4	-	Ignores partial body armor
Grenade Launcher	20	1	48	5	6	-	
Laser Cannon, Light	100	1	300	5	1	-	Can only fire once per round; multiple cannons can be linked
Laser Cannon, Medium	100	1	300	11	1	-	
Laser Cannon, Heavy	100	1	300	16	1	-	
Laser Cannon, Super Heavy	100	1	300	27	1	-	
Laser Cannon, Massive	100	1	300	38	1	-	
Laser Cannon, Mega	1	1	300	49	1	-	
Minigun	100	1	48	7	2	-	
Missile, Light	1	1	400	15	2	-	
Missile, Heavy	1	1	400	22	4	-	
Plasma Cannon	20	1	100	12	2	-	Ignores partial body armor
Pulse Laser Cannon	10	1	150	6	6	-	
Torpedo, Light	1	1	600	46	6	-	Half range in water
Torpedo, Heavy	1	1	600	59	6	-	Half range in water



ARMOR

See general rules concerning armor on page 41. Below are some additional notes concerning futuristic armor:

Notes/Enhancements: Some armor grants the wearer skills. If the wearer already has the listed skill, it may be raised by the listed amount but only to a maximum of level 3.

Power Armor: The weight of power armor does not encumber its wearer as long as it is functioning properly. In addition to the enhancements listed, all Power Armors grant Senses 1, Nightvision 3, Resistance (poison/disease, heat, cold) 3 and come equipped with HUD, communication equipment, oxygen tanks and energy for up to 72 hours (6 hours to recharge).

ARMOR	ARM	Lbs.	Notes/Enhancements
Body Armor	4	4	Can be worn under clothing
Combat Armor	6	12	Includes jumpsuit, helmet, boots and gloves
Energy Skin	8*	5	*Only protects against laser attacks
Glide Suit	1	8	Allows wearer to glide at horizontal Move 100 (descend Move 10)
Personal Force Field	4*	4	* If worn alone as a belt; if worn with other armor, adds 3 to ARM
Polymer Shield	-	6	+2 to defense rolls
Smart Suit	2	12	Grants Resistance (heat, cold) 2 and Stealth 1
Spacesuit	1	20	HUD, radio (75 mi range), oxygen (8 hours), thrusters to maneuver in zero-gravity (Move 12); grants Resistance (cold, radiation) 3
Spacesuit, Combat	4	26	Same as above but heavier and with ARM 4

POWER ARMOR	ARM	Lbs.	Notes/Enhancements
Assault Suit	14	200	Grants Strength 2
Command Suit	12	200	Grants Senses 2, Command 1, Move 15
Fire Support Suit	16	300	Grants Weapon Mastery 1 (mounted Medium Auto-Cannon), Senses 2, Strength 2
Speed Suit	8	100	Triples Move; Jump 2xMove horizontally or 1xMove vertically
Scout Armor	8	100	Grants Senses 2, Stealth 2
Zero-G Armor	8	100	Magnetic pads, Propulsion thrusters (Move 12 in zero-gravity)



VEHICLES

See general rules concerning vehicles on page 41. Below are some additional notes concerning futuristic vehicles:

Move: This refers to speed in typical combat situations in a planet's atmosphere, rather than the theoretical maximum. In space, use the same values but increase the scale by 100. "/HS" indicates hyperspace capability.

Health: When "+X" Health is indicated this means the vehicle is equipped with **energy shields** that provide additional Health of "X", which is depleted before the vehicle suffers physical damage (shields do not benefit from ARM damage reduction). If all

power is diverted to shields (meaning no weapons are fired and engines are powered down), shields recharge 10% of their maximum value per round.

Notes/Enhancements: Mech walkers have mechanical arms that can be used to lift things or strike opponents using the TOU score indicated. When using the arms in combat, use the mech's AGI for attack and defense rolls, and the mech's TOU for damage. When using the arms, the operator can apply his Driving skill to either attack, defense or damage in any given round. Other mounted weapons use the operator's AWA and Heavy Weapon skill, as normal.

LAND VEHICLES	Crew/Pass	AGI	Move	ARM	Health	Notes/Enhancements
A.P.C.	16	2	10/30	17	15+60	Medium Autocannon, 2x Miniguns
Car, Hover	4	3	60/130	3	9	
Cargo Truck	2	2	30/70	5	18	
Exploration Vehicle	18	1	6/10	6	22	Amphibious
Limousine, Armored	10	3	60/120	10	11	
Motorcycle, Hover	1	4	30/90	0	5	
Tank, Hover	4	1	10/30	29	15+60	Super Heavy Cannon, 2x Miniguns
Tank, Main Battle	4	1	10/20	30	19+80	Heavy Cannon, 2x Miniguns

MECH WALKERS	Crew/Pass	AGI	Move	ARM	Health	Notes/Enhancements
Anti-Infantry	1	3	48	5	15+60	Robotic arms (TOU 8); quad-linked Light Laser Cannons, quad-linked Small Cannon, Heavy Flamethrower, 2x Miniguns
Assault	1	2	36	14	19+80	Robotic arms (TOU 10); dual-linked Heavy Autocannons, missile launcher with 12 Light Missiles and 8 Heavy Missiles
Brawler	1	2	36	16	19+80	Robotic arms (TOU 10) with chain-blades (DAM=TOU+3), jump jets grant Charge 2 with arm attack; missile launcher with 8 Heavy Missiles
Heavy	1	1	24	20	22 +100	Robotic arms (TOU 12); dual-linked Heavy Cannons, dual-linked Medium Laser Cannons, missile launcher with 16 Heavy Missiles
Scout	1	3	72	11	15+60	Robotic arms (TOU 8); dual-linked Heavy Laser Cannons, missile launcher with 8 Heavy Missiles
Stealth Walker	1	3	48	5	15+60	Robotic arms (TOU 8); dual-linked Heavy Laser Cannons, missile launcher with 8 Heavy Missiles; Stealth system grants Stealth 2

STARSHIPS	Crew/Pass	AGI	Move	ARM	Health	Notes/Enhancements
Battleship	1000	1	50/500/ HS	23	39 +200	4x dual-linked Light Laser Cannons, bomb bay with 2 City Busters, 4 Block Busters and 12 Large Bombs, 4x Missile Launchers with 16 Heavy Missiles, 2x torpedo tubes with 20 Heavy Torpedoes
Bomber	5	4	90/1200	14	19	2x dual-linked Medium Laser Cannons, bomb bay with 20 Large Bombs, 8 Medium Bombs and 12 Small Bombs, missile launcher with 12 Light Missiles
Cutter	50	3	100/1200 /HS	8	27 +120	2x dual-linked Medium Laser Cannons, 1x Super Heavy Laser Cannon, 2x torpedo tubes with 8 Heavy Torpedoes
Dropship	4/40	4	90/1200	14	19+80	1x dual-linked Medium Autocannons
Fighter	1	5	140/1800	7	15+60	1x quad-linked Medium Laser Cannons
Freighter, Light	5	4	110/1400 /HS	6	19+80	1x dual-linked Heavy Laser Cannons
Freighter, System	300	2	60/700	10	32	2x dual-linked Heavy Autocannons
Passenger Liner	3200/2800	0	40/300/ HS	13	36	6 shuttles for planetary excursions
Pirate Ship	50	3	100/1200	8	27 +120	2x dual-linked Light Laser Cannons, 2x dual-linked Medium Laser Cannons, 2x torpedo tubes with 8 Light Torpedoes+8 Heavy Torpedoes
Research Ship	50/200	3	80/1000/ HS	8	27	2 shuttles and 1 exploration vehicle
Shuttle	1/50	5	100/1400	5	15	
Space Station	20,000	0	10/100	20	35 +320	6 Fighters for defense
Strike Carrier	3700	0	20/100/ HS	13	36	4x quad-linked Light Laser Cannons, 2x torpedo tubes with 20 Heavy Torpedoes; carries 3 Dropships, 12 Fighters, 3 Bombers and 500 marines
Troop Ship	1250/900	1	50/300/ HS	11	36	2x Heavy Autocannons, 2x missile launchers with 16 Heavy Missiles; 3 Dropships

CYBERNETICS

Cybernetic implants grant their recipients additional skills or increase existing skills. For instance, a retractable blade implant in the arms might grant you Unarmed Strike 2, meaning you acquire the skill at level 2 or increase it to level 3 if you already have it at level 1 or 2. Remember, no skill may be raised beyond level 3.

Because of the strain that cybernetic implants place on the mind and body, you cannot gain more skill levels from cybernetics than the sum total of your TOU and WIL. So if you have TOU 2 and WIL 3, you can gain at most 5 levels of skills from cybernetics.

PSIONIC POWERS A-Z

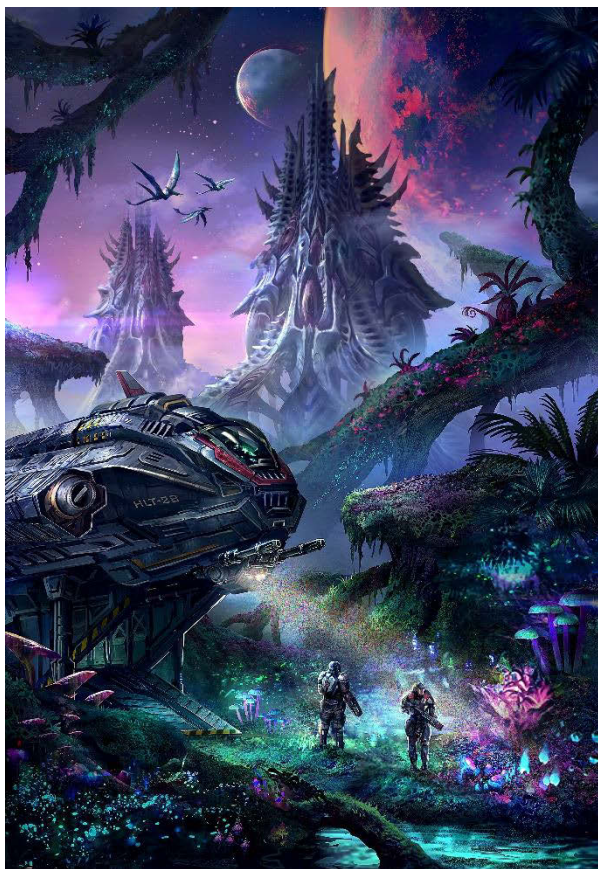
The powers are presented below in alphabetical order. If several versions of a power are indicated (separated by a /), you may choose to cast either one at the time of casting (you need not learn each one separately). The general rules concerning Powers are found on page 24.

Anger/Peace

DIF: 3 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL rounds

With *Anger*, you create feelings of open hostility in one creature. The target must roll WIL+Focus against the casting, or it immediately starts fighting the nearest creature. The target attacks known enemies first, but turns on friends if none are present. *Peace* removes feelings of hostility, but does not make the target friendly. The target must roll WIL+Focus against the casting, or immediately cease all hostile actions for the duration. If attacked, the target defend itself and is allowed another roll to free itself of the power's effect. Likewise, if you or your allies perform an action the target finds reprehensible, such as attacking its allies, the target is entitled to make another roll to break free of the power's effect.



Battle Meditation

DIF: 4 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** 1 Spirit/round

You focus deeply on your surroundings and enhance the tactical intuition to your allies. For every round you remain in concentration and expend 1 Spirit, all allies in range receive +1 to their attack, defense, driving and piloting rolls. You must actively concentrate to maintain the effect; if you take damage during this time, you must roll WIL+Focus against the damage roll to maintain concentration, or the *Battle Meditation* ends.

Breath Control

DIF: 0 **Casting Time:** 1 round

Range: Caster **Duration:** 1 Spirit/5 min

You can hold your breath for long periods of time, expending 1 Spirit for every 5 minutes.

Charismatic Force

DIF: 3 **Casting Time:** 1 round

Range: Caster **Duration:** WIL minutes

You radiate exceptional confidence and charm. You gain the Persuasion and Oratory skills at a level equal to your Arcane Lore skill. If you already have these skills, they are raised by the Arcane Lore skill to a maximum level of 3.

Confusion

DIF: 2 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL rounds

You can overload weaker minds with this power. You pick a single target within range, who rolls WIL+Focus against the casting. If it fails, the victim becomes Slightly Impaired (-1 to rolls) for the duration. If the casting roll is equal to twice the resistance roll or more, the victim is Impaired instead (Move 50%, -2 to rolls).

Control Animal

DIF: 1 **Casting Time:** 1 round

Range: Caster **Duration:** WIL minutes

You gain the Animal Handling skill with any animal, at a level equal to your Arcane Lore skill. If you already have Animal Handling, it is raised by the Arcane Lore skill to a maximum level of 3.

Crush

DIF: 3 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

You can physically crush objects and creatures with the power of your mind. The target must roll TOU+Resistance (spells/powers) against the casting to resist the effect. Otherwise it suffers a damage roll, using your WIL. Objects must instead make an ARM roll at -3 to resist the effect.

Cure

DIF: 3 **Casting Time:** 1 minute

Range: Touch **Duration:** Instant

You remove all poison and cure all disease from one creature. Note: Health damage already incurred from the disease or poison is not healed by means of this power.

Darksight

DIF: 1 **Casting Time:** 1 round

Range: Caster **Duration:** WIL minutes

You alter your vision to see normally without light, negating all penalties for bad lighting, even conditions of darkness created by psionics or technology. You must be capable of sight in order for the power to function—it does not allow the blind to see.

Decipher

DIF: 1 **Casting Time:** 1 minute

Range: Touch **Duration:** Instant

Whether exploring the ancient texts of a long-dead civilization or stealing coded papers from enemy spies, the ability to understand texts in an alien language can reveal valuable information. You gain an immediate basic understanding of the contents, though you do not know specifics. For instance, you might learn that the text is a coded message regarding a secret space station, but you do not glean its location, function, size, or whatever—only that it exists.

Deflection

DIF: 2 **Casting Time:** 1 round

Range: Caster **Duration:** WIL rounds

You increase your reflexes and situational awareness in combat. You temporarily gain the Missile Deflection skill at a level equal to your Arcane Lore skill. If you already have Missile

Deflection, it is raised by the Arcane Lore skill to a maximum level of 3.

Demoralize

DIF: 6 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL rounds

You utterly demoralize your enemies, causing them to stand in awe, become dejected or freeze in fear. All adversaries within range must roll WIL+Focus against the casting or lose the will to fight.

Empathy

DIF: 1 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL rounds

Empathy is the ability to read surface emotions. With a successful casting, you learn the emotional state of one target within range. So long as the power is on, you gain or increase the Persuasion skill at level 1 when dealing with the target, as you understand the target's current state of mind (though you don't necessarily know the reasons why the target is feeling that way).

Fly

DIF: 4 **Casting Time:** 1 round

Range: Caster **Duration:** WIL minutes

You gain the ability to fly at three times your normal Move.



Foresight

DIF: 3 **Casting Time:** 1 minute

Range: Caster **Duration:** WIL minutes

You glimpse scenes from the vicinity in the future. Visions of the future are not static; any change may alter their potential outcome, however, the DIF increases by 2 each time you try to revisit the scene of a previous vision.

Forget

DIF: 1 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

You cause one creature to forget everything that has occurred in the last WILx10 minutes. The target must roll WIL+Focus against the casting to resist the effect.

Healing Energy

DIF: 2 **Casting Time:** 1 round

Range: Touch **Duration:** Instant

You can transfer any number of Spirit points into your own or another creature's Health.

Ignite

DIF: 1 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

You cause an object to instantly heat to its combustion point. If clothing catches fire, the wearer suffers DAM 0. If cast on a combustible object, the fire spreads as normal.

Increased Senses

DIF: 2 **Casting Time:** 1 round

Range: Caster **Duration:** WIL minutes

Your senses sharpen considerably. You gain the Senses skill at a level equal to your Arcane Lore skill. If you already have Senses, it is raised by the Arcane Lore skill to a maximum level of 3.

Ionize

DIF: 5 **Casting Time:** 1 round

Range: WILx3 yards **Duration:** Instant

You deliver a ray of ion damage to a robot, suit of power armor, vehicle computer or other electronic device. If the device has a Health score, the power inflicts a damage roll to it, using your WIL and ignoring ARM. Otherwise, the device is simply knocked out until it can be restarted.

Lightning

DIF: 3 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Instant

With this sinister ability, you direct arcs of lightning at up to three targets in front of you. Targets must roll AGI+Athletics against the casting or suffer damage rolls, using your WIL.

Machine Mind

DIF: 4 **Casting Time:** 1 round

Range: Caster **Duration:** WIL minutes

You become as one with your vehicle. You gain the Driving or Piloting skill with any vehicle under your control, at a level equal to your Arcane Lore skill. If you already have Driving or Piloting, it is raised by the Arcane Lore skill to a maximum level of 3.

Mind Cage

DIF: 7 **Casting Time:** 1 round

Range: Touch **Duration:** WIL days

Upon casting this power, you immediately try to touch a creature with an unarmed attack roll. If you do, the target's mind is utterly cut off from sources of psionic energy and the target is unable to use any powers for WIL days.

Mind Probe

DIF: 3 **Casting Time:** 1 minute

Range: Touch **Duration:** Instant

You penetrate and pry into another creature's mind. The target must roll WIL+Focus against the casting or suffer Spirit damage equal to the amount failed by, and you retrieve one sought-after image or piece of information from the target's mind. If reduced to 0 Spirit or less, the victim "snaps" and teeters at the brink of madness (see page 22). If the target has the Arcane Lore skill and successfully resists the casting, the target actually turns the tables on the caster, who becomes the victim and suffers Spirit damage equal to the amount failed by. This power has no effect on robots and other mindless creatures.

Mind Reading

DIF: 2 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL rounds

You read the mind of another creature and understand their current surface thoughts for the duration. Such an intrusion goes unnoticed as you are only receiving broadcast signals.

Mind Riding

DIF: 4 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL rounds

You place your mind inside another creature's body. If the target is unwilling or oblivious, it must roll WIL+Focus against the casting to resist the effect. You gain no control over the target, but have access to its senses and can see, hear, smell, taste, and feel everything the target does. If the target is injured in any way, you must make another casting roll or lose contact. If the target dies, the spell is broken and you become Slightly Impaired (-1 to rolls) for one day.

Mind Swap

DIF: 8 **Casting Time:** 1 round

Range: Touch **Duration:** Permanent

Legends tell of psions able to achieve immortality by transferring their minds to other bodies. If unwilling, the intended target must roll WIL+Focus against the casting to resist the effect. Otherwise, you successfully transplant your mind into the target's body, and cause the target's mind to inhabit your former body. Each individual retains their AWA, WIL and associated skills and flaws, but gain their new body's AGI, TOU and associated skills and flaws.



Mind Trick

DIF: 2 **Casting Time:** 1 round

Range: WILx3 yards **Duration:** Instant

You can make an otherwise unpalatable suggestion seem perfectly reasonable to the weak-minded individual. Such a suggestion cannot involve the direct danger or threat to harm the target. The target must roll WIL+Focus against the casting to resist the effect.

Object Reading

DIF: 3 **Casting Time:** See below

Range: Touch **Duration:** Instant

You see into the past of a specific, inanimate object, discovering who held it, where it has been, etc. Holding it for one round grants you a quick image. Holding it for one minute shows more detail as you see previous owners and scenes related to the object, starting with the most recent and working backward. In both cases you see only images—you cannot learn a person's name or current whereabouts through this power.

Postcognition

DIF: 4 **Casting Time:** 1 minute

Range: Caster **Duration:** WIL rounds

You view your current surroundings as they were up to WIL days ago. For all intents and purposes, you view the scene as if you were actually there in the past. So if you turn, you see the scene from a different angle.

Precognition

DIF: 4 **Casting Time:** 1 round

Range: Caster **Duration:** WIL rounds

You have a limited ability to glance into the immediate future. If the casting is successful, you may ignore your Initiative and act any time during a round, starting the round after the power is cast. You may even interrupt another creature's action. Furthermore, you gain +1 to all your rolls while the power is in effect.

Psychic Sense/Shroud

DIF: 2 **Casting Time:** 1 round

Range: WIL miles **Duration:** See below

With *Psychic Sense*, you sense any psionically endowed creature, object or effect within WIL miles, whether you can actually see it or not. The duration is Instant.

The power can be reversed to conceal you from *Psychic Sense*, and the area within WIL miles of you from *Remote Viewing*. This version of the power has a duration of WIL minutes. When *Psychic Shroud* is in effect, the *Psychic Sense* or *Remote Viewing* casting roll must overcome the *Psychic Shroud* casting roll in order to see through it.

Push

DIF: 4 **Casting Time:** 1 round
Range: WILx10 yards **Duration:** Instant

You send out a powerful wave of telekinetic power in front of you (AOE: 4). Creatures in its path must roll TOU+Resistance (spells/powers) against the casting or suffer a damage roll using your WIL and be knocked prone, becoming Impaired (Move 50%, -2 to rolls) until they use an action to get back up.

Rage

DIF: 6 **Casting Time:** 1 round
Range: Caster **Duration:** WIL minutes

You channel your anger into a fearsome and destructive rage. You gain the Battle Rage, Focus and Intimidation skills at a level equal to your Arcane Lore skill. If you already have these skills, they are raised by the Arcane Lore skill to a maximum level of 3.



Regeneration

DIF: 1 **Casting Time:** 1 round
Range: Caster **Duration:** Instant

You regenerate tissue damage and regain a number of Health points equal to a WIL roll.

Remote Viewing

DIF: 2+ **Casting Time:** 1 minute
Range: See below **Duration:** WIL rounds

You gain knowledge of present events and locations across vast distances by projecting your own inner eye away from yourself to another location. You need not have ever been to the location for this power to work. You can see the desired location as if you were standing there, for the duration. The vision is always very clear, but you only have visual knowledge of the environment and no other senses. To use this power, you must close your eyes and stretch your consciousness to the desired area. The power's DIF depends on how far away you try to project your consciousness:

- DIF 2** – Same City
- DIF 3** – Same Continent
- DIF 4** – Same Planet
- DIF 5** – Nearby Planet
- DIF 6** – Same Star System
- DIF 7** – Same Sector
- DIF 8** – Same Galaxy

Self Enhancement

DIF: 1 **Casting Time:** 1 round
Range: Caster **Duration:** WIL rounds

You add one point to any one of your attributes, and the corresponding derived stat maximum increases accordingly. An attribute can only ever be raised by one point, so repeated castings on the same attribute will not have a cumulative effect.

Speak Language

DIF: 1 **Casting Time:** 1 round
Range: Caster **Duration:** WIL minutes

This power allows you to speak, read and understand any advanced (non-animal) language.

Stun

DIF: 4 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** See below

You project a cone of energy that can stun foes within range (AOE=WIL). Targets must roll TOU+Resistance (spells/powers) or WIL+Focus against the casting (whichever is highest) or become Severely Impaired (Move 0, -3 to rolls). A stunned victim can try to shake off the effect as an action, by making a 2d Health or 2d Spirit check. Alternatively, you can target a single creature within range, in which case instead of Severely Impaired it is Paralyzed (unable to act, -3 to defense rolls, +3 to damage received from melee attacks). This power is ineffective against robots and other inorganic beings.

Surge

DIF: 3 **Casting Time:** 1 round

Range: Caster **Duration:** WIL rounds

Your Move increases by the number of XP placed in WIL, you can jump horizontally or vertically a number of yards equal to a WIL roll, and you gain the Athletics skill at a level equal to your Arcane Lore skill. If you already have Athletics, it is raised by the Arcane Lore skill to a maximum level of 3.

Telekinesis

DIF: 5 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** Concentration

You gain the ability to move creatures and objects by thought alone. Each round of concentration, you can attempt to move one creature or object. You may switch your attention freely from one target to the other but only one will be affected on any given round. Moving something or maintaining it in the air requires concentration.

Moving a creature: You can use an action to move a creature up to 10 yards in any direction within range. While under the telekinetic grip, the creature is Severely Impaired (Move 0, -3 to rolls). The target can attempt a TOU+Resistance (spells/powers) roll against the casting to resist the effect each round. Smashing the target into something causes damage equal to the amount the target's resistance roll failed by.

Moving an object: You can use an action to move an object weighing no more than WIL tons, moving it up to 10 yards in any direction within range. If the object is being worn or carried, the wearer may attempt a TOU+Strength roll against the casting each round to keep it from being pulled away. You can exert fine control on objects under the telekinetic grip, such as manipulating a simple tool, opening a door or a container, or pouring the contents from a vial. If you hurl an object at someone or use it to attack, the target should roll AGI+Athletics against the casting or suffer damage equal to the amount failed by.

Telepathic Broadcast

DIF: 2+ **Casting Time:** 1 minute

Range: See below **Duration:** 1 round

You can send a short message to someone you know, choosing from the table below based on where you think the target is. To use this power, you must close your eyes and stretch your consciousness to the desired area. The power's DIF depends on how far away you try to project your consciousness:

DIF 2 – Same City

DIF 3 – Same Continent

DIF 4 – Same Planet

DIF 5 – Nearby Planet

DIF 6 – Same Star System

DIF 7 – Same Sector

DIF 8 – Same Galaxy

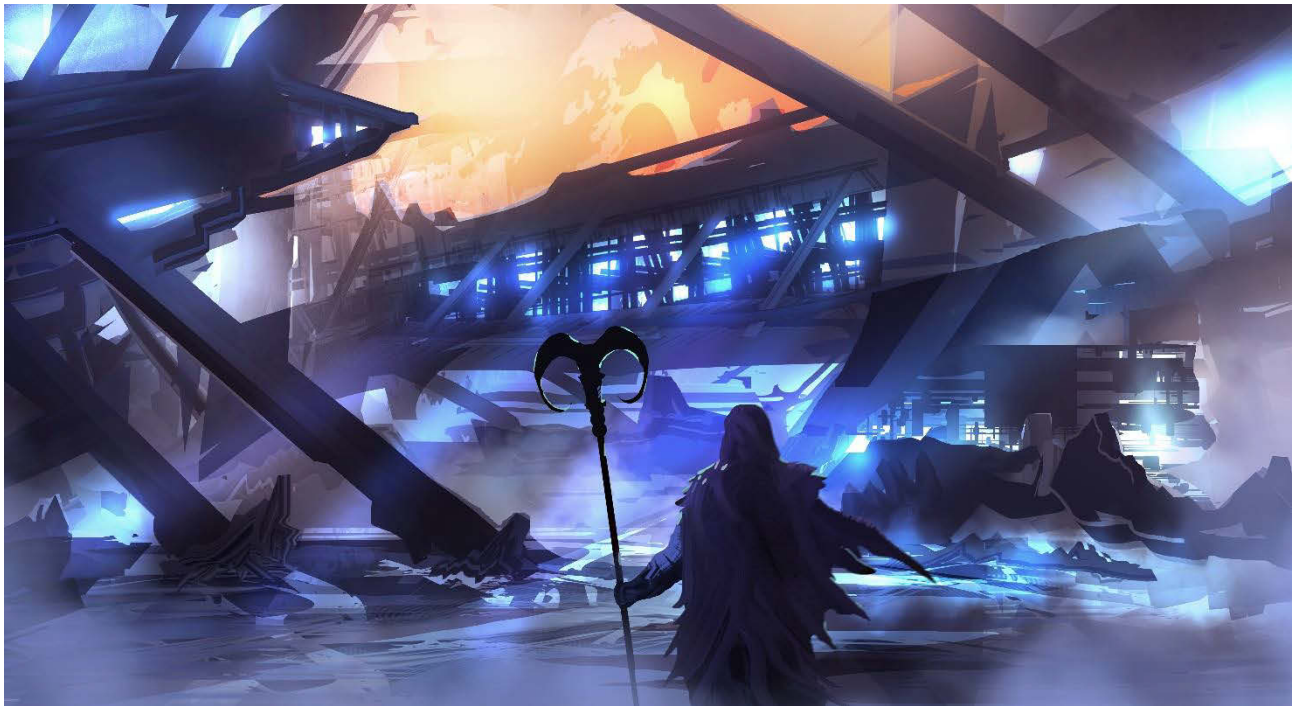
Telepathic Link

DIF: 1 **Casting Time:** 1 round

Range: WILx10 yards **Duration:** WIL minutes

You transmit your thoughts to someone you are aware of within range. Once contact has been established, mental communication works in both directions. For as long as the power lasts, communication occurs as if the subjects were talking face-to-face. Skills such as Intimidation, Persuasion and Trickery can be used through the telepathic link.

CHARACTERS



ASSASSIN (23 XP)

AGI 3 Move 15
TOU 1 Health 10
AWA 1 Initiative 10
WIL 2 Spirit 12

Skills: Assassination 2, Athletics 1, Marksmanship 1, Stealth 1, Weapon Mastery (sword) 1, Armored Combat 1, Background (Drugs/Poisons) 1, Locks & Traps 2, Observation 1, Intimidation 1

Flaws: Code of Honor (always finishes the job) 2

Equipment: Body Armor (ARM 4), Molecular Sword (TOU+2), Laser Rifle

ASSASSIN, MASTER (48 XP)

AGI 3 Move 15
TOU 2 Health 12
AWA 2 Initiative 12
WIL 2 Spirit 12

Skills: Assassination 2, Athletics 2, Marksmanship 1, Stealth 3, Weapon Mastery (sword) 3*, Weapon Mastery (rifle) 2, Armored Combat 1, Background (Drugs/Poisons) 1, Locks & Traps 2, Observation 1, Senses 1, Impersonation 2*, Intimidation 2

Flaws: Code of Honor (always finishes the job) 2

Equipment: Body Armor (ARM 4), Laser Sword (TOU+3), Laser Rifle

Cyberware (*): Face Changer (Impersonation 2), Enhanced Reflexes (WM: Sword 2). Skills marked with * include cyberware.

BOUNTY HUNTER (21 XP)

AGI 2 Move 12
TOU 2 Health 12
AWA 1 Initiative 10
WIL 1 Spirit 10

Skills: Weapon Mastery (knife, baton) 1, Weapon Mastery (rifle) 1, Armored Combat 1, Endurance 1, Senses 1, Surveillance 2, Intimidation 1, Observation 2, Street Smarts 1, Trickery 1

Flaws: Greed 1, Outcast 1

Equipment: Body Armor (ARM 4), Blaster Rifle, Molecular Knife (TOU+1), 3x Stun Grenades, Stun Baton, handcuffs

CYBORG (38 XP)

AGI 2 Move 12
TOU 4 Health 19
AWA 1 Initiative 10
WIL 2 Spirit 12

Skills: Weapon Mastery (sword) 2, Weapon Mastery (rifle) 1, Armored Combat 1, Endurance 3, Resistance (radiation) 1, Unlife 2, Nightvision 2, Observation 2, Focus 2, Intimidation 1

Flaws: Code of Honor (complete the mission) 2, Vulnerability (electricity) 2

Construct: ARM 2

Equipment: Combat Armor (ARM 6), Molecular Sword (TOU+2), 4x Frag Grenades, Laser Rifle

DIPLOMAT (28 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 2	Initiative 12
WIL 2	Spirit 12

Skills: Driving 1, Psychology 1, Research 1, Underworld 1, Bargaining 2, Intimidation 2, Oratory 1, Persuasion 2, Politics 2, Street Smarts 2

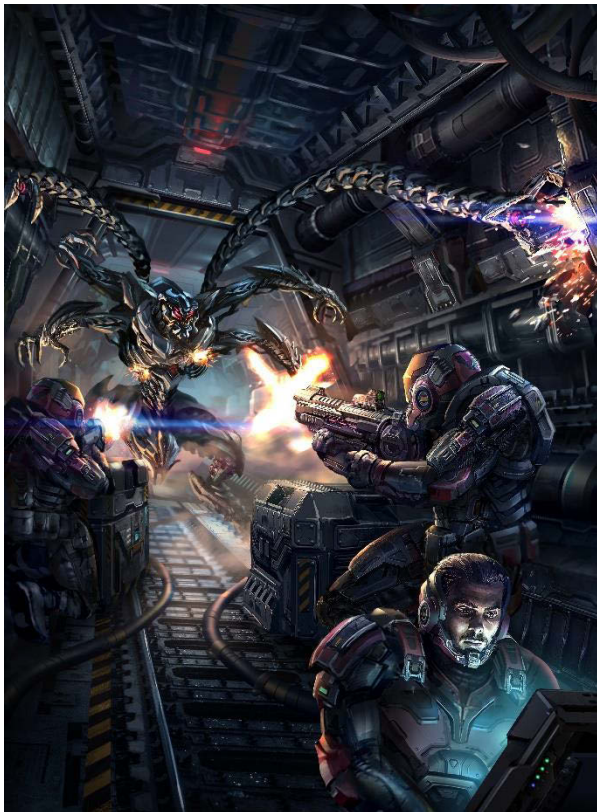
Equipment: Personal data device

EXPLORER (21 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 2	Initiative 12
WIL 2	Spirit 12

Skills: Driving 1, Piloting 1, Stealth 1, Weapon Mastery (pistol) 1, Armored Combat 1, Background (science) 1, Observation 1, Survival 2, Trivia 2

Equipment: Smart Suit (ARM 2), Laser Pistol, Machete (TOU-1), Personal Data Device, Survival Gear



HACKER (18 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 2	Initiative 12
WIL 1	Spirit 10

Skills: Driving 1, Computers 3*, Fixing 2, Research 1, Street Smarts 1

Cyberware (*): Cyberjack (Computers 2). Skills marked with * include cyberware.

LAW ENFORCEMENT (9 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Weapon Mastery (pistol, baton) 1, Armored Combat 1, Observation 1, Intimidation 1, Politics 1

Flaws: Code of Honor (perform duty) 1

Equipment: Body Armor (ARM 4), Automatic Pistol, Stun Baton, handcuffs

MARINE (10 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Driving 1, Stealth 1, Team Tactics 1, Weapon Mastery (rifle) 1, Armored Combat 1, Locks & Traps 1

Equipment: Combat Armor (ARM 6), Laser Rifle, Molecular Knife (TOU), 2x Frag Grenades

MARINE OFFICER (18 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 2	Initiative 12
WIL 2	Spirit 12

Skills: Driving 1, Stealth 1, Team Tactics 1, Weapon Mastery (pistol, sabre) 1, Armored Combat 1, Locks & Traps 1, Command 1, Intimidation 1, Oratory 1

Equipment: Combat Armor (ARM 6), Laser Pistol, Molecular Sabre (TOU+1)

MERCHANT, GALACTIC (16 XP)

AGI 1 Move 10
 TOU 1 Health 10
 AWA 2 Initiative 12
 WIL 2 Spirit 12

Skills: Piloting 1, Bargaining 2, Command 1, Persuasion 1, Politics 1, Reputation 1, Street Smarts 1

Flaws: Greed 1

Equipment: Personal data device

PIRATE (6 XP)

AGI 1 Move 10
 TOU 1 Health 10
 AWA 1 Initiative 10
 WIL 1 Spirit 10

Skills: Piloting 1, Stealth 1, Weapon Mastery (cutlass, pistol) 1, Intimidation 1

Flaws: Greed 2, Outcast 1

Equipment: Spacesuit (ARM 1), Cutlass (TOU-1), Blaster Pistol

PIRATE OFFICER (16 XP)

AGI 2 Move 12
 TOU 1 Health 10
 AWA 1 Initiative 10
 WIL 1 Spirit 10

Skills: Piloting 1, Stealth 1, Weapon Mastery (cutlass, pistol) 1, Armored Combat 1, Endurance 1, Fixing 1, Observation 1, Command 1, Intimidation 2, Trickery 1

Flaws: Greed 2, Outcast 1

Equipment: Armored Spacesuit (ARM 3), Molecular Cutlass (TOU+1), Blaster Pistol

PIRATE CAPTAIN (35 XP)

AGI 2 Move 12
 TOU 2 Health 12
 AWA 2 Initiative 12
 WIL 2 Spirit 12

Skills: Piloting 1, Stealth 1, Weapon Mastery (cutlass) 2, Weapon Mastery (pistol) 1, Armored Combat 1, Endurance 1, Second Wind 1, Observation 1, Command 2, Followers 3, Intimidation 2, Oratory 2, Trickery 1

Flaws: Greed 2, Outcast 1

Equipment: Combat Armor (ARM 6), Molecular Cutlass (TOU+1), Plasma Pistol

PSYCHIC WARRIOR (32 XP)

AGI 2 Move 12
 TOU 1 Health 10
 AWA 2 Initiative 12
 WIL 2 Spirit 12

Skills: Missile Deflection 1, Weapon Mastery (sword) 3, Armored Combat 1, Endurance 1, Mighty Blow 1, Arcane Lore 2, Focus 1, Intimidation 1

Powers: Deflection 2, Stun 2, Surge 2

Flaws: Code of Honor 2

Equipment: Energy Skin, Laser Sword (TOU+3)

PSIONICIST (27 XP)

AGI 1 Move 10
 TOU 1 Health 10
 AWA 3 Initiative 15
 WIL 2 Spirit 12

Skills: Weapon Mastery (knife, pistol) 1, Armored Combat 1, Arcane Lore 2, Focus 1

Powers: Deflection 2, Speak Language 2, Telekinesis 2

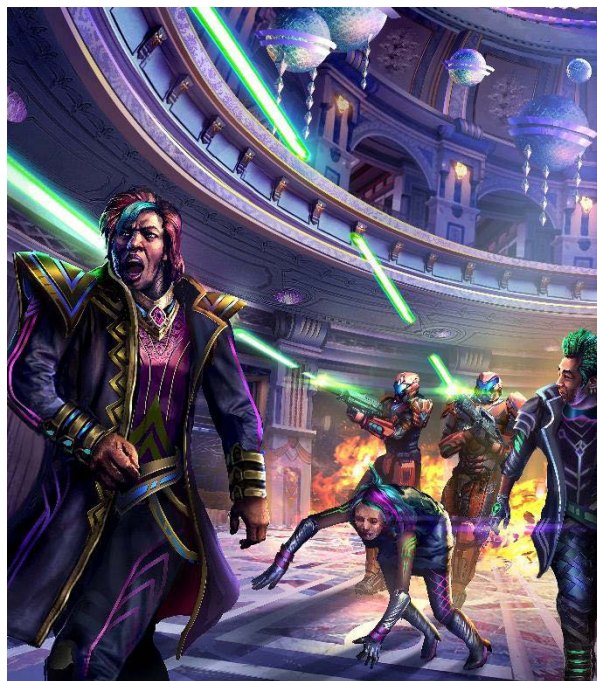
Equipment: Body Armor (ARM 4), Energy Knife (TOU+2), Laser Pistol

SCIENTIST (13 XP)

AGI 1 Move 10
 TOU 1 Health 10
 AWA 2 Initiative 12
 WIL 1 Spirit 10

Skills: Background (any two sciences) 2, Fixing 1

Equipment: Personal data device



SMUGGLER (15 XP)

AGI 2	Move 12
TOU 1	Health 10
AWA 2	Initiative 12
WIL 2	Spirit 12

Skills: Armored Combat 1, Underworld 1, Bargaining 1, Politics 1, Street Smarts 1, Trickery 1

Flaws: Greed 1

Equipment: Energy Skin, Laser Pistol

SPY (20 XP)

AGI 2	Move 12
TOU 1	Health 10
AWA 2	Initiative 12
WIL 2	Spirit 12

Skills: Athletics 1, Stealth 1, Computers 1, Fixing 1, Locks & Traps 1, Observation 1, Underworld 1, Politics 1, Street Smarts 1, Trickery 1

Equipment: Laser Pistol, Molecular Knife (TOU)

STARSHIP CAPTAIN (17 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 2	Initiative 12
WIL 2	Spirit 12

Skills: Piloting 1, Unarmed Strike 1, Weapon Mastery (pistol) 1, Survival (deep space) 1, Command 2, Intimidation 1, Oratory 1, Persuasion 1

Flaws: Code of Honor (chain of command) 1

Equipment: Personal data device

STARSHIP CREW (5 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Any one skill at level 1

Equipment: Personal data device

ALIEN CREATURES AND MUTANTS

Many creatures from the Fantasy (page 97) and Horror (page 129) expansions can be used by simply "reskinning" them as mutants or aliens.

STARSHIP ENGINEER (12 XP)

AGI 2	Move 12
TOU 1	Health 10
AWA 3	Initiative 15
WIL 1	Spirit 10

Skills: Fixing 1

Equipment: Personal data device, tool belt

STARSHIP GUNNER (9 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 2	Initiative 12
WIL 1	Spirit 10

Skills: Heavy Weapon 2

Equipment: Personal data device

STARSHIP MEDIC (9 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 2	Initiative 12
WIL 1	Spirit 10

Skills: Medicine 2

Equipment: Personal data device, Medical kit

STARSHIP PILOT/NAVIGATOR (8 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 2	Initiative 12
WIL 1	Spirit 10

Skills: Piloting 1, Survival (deep space) 1

Equipment: Personal data device

THUG (6 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 0	Initiative 9
WIL 0	Spirit 9

Skills: Grappling or Unarmed Strike 1, Weapon Mastery 1, Underworld 1, Intimidation 1, Street Smarts 1

Skills: Outcast 1

Equipment: Weapon e.g. club, knife, pistol

ROBOTS

ANDROID (25 XP)

AGI 1	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Resistance (radiation) 2, Unlife 2, Computers 2, Memory 2, Nightvision 2, Observation 1, Trivia 1, Focus 2, Persuasion 2

Flaws: Vulnerability (electricity) 2, Addiction (power source) 1, Code of Honor (programming) 3

Construct: ARM 2

Human-looking: if Android loses half its Health, its true nature is revealed (metal endoskeleton)

BATTLE BOT (35 XP)

AGI 1	Move 10
TOU 4	Health 19
AWA 1	Initiative 10
WIL 1	Spirit 10

Skills: Unarmed Strike 2, Weapon Mastery (laser machine gun, grenade launcher) 2, Resistance (radiation) 2, Unlife 3, Nightvision 2, Senses 2, Focus 2

Flaws: Vulnerability (electricity) 2, Addiction (power source) 1, Code of Honor (programming) 3

Construct: ARM 3

Weapons: Laser Machine Gun, Grenade Launcher

REPAIR BOT (19 XP)

AGI 1	Move 9
TOU 1	Health 10
AWA 1	Initiative 10
WIL 0	Spirit 9

Skills: Resistance (radiation) 2, Strength 1, Unlife 2, Fixing 3, Nightvision 2, Focus 2

Flaws: Vulnerability (electricity) 2, Addiction (power source) 1, Code of Honor (programming) 3

Construct: ARM 2

Magnetic Pads: can move up and down metal surfaces

Tools: assortment; including laser cutter

SENTRY BOT (18 XP)

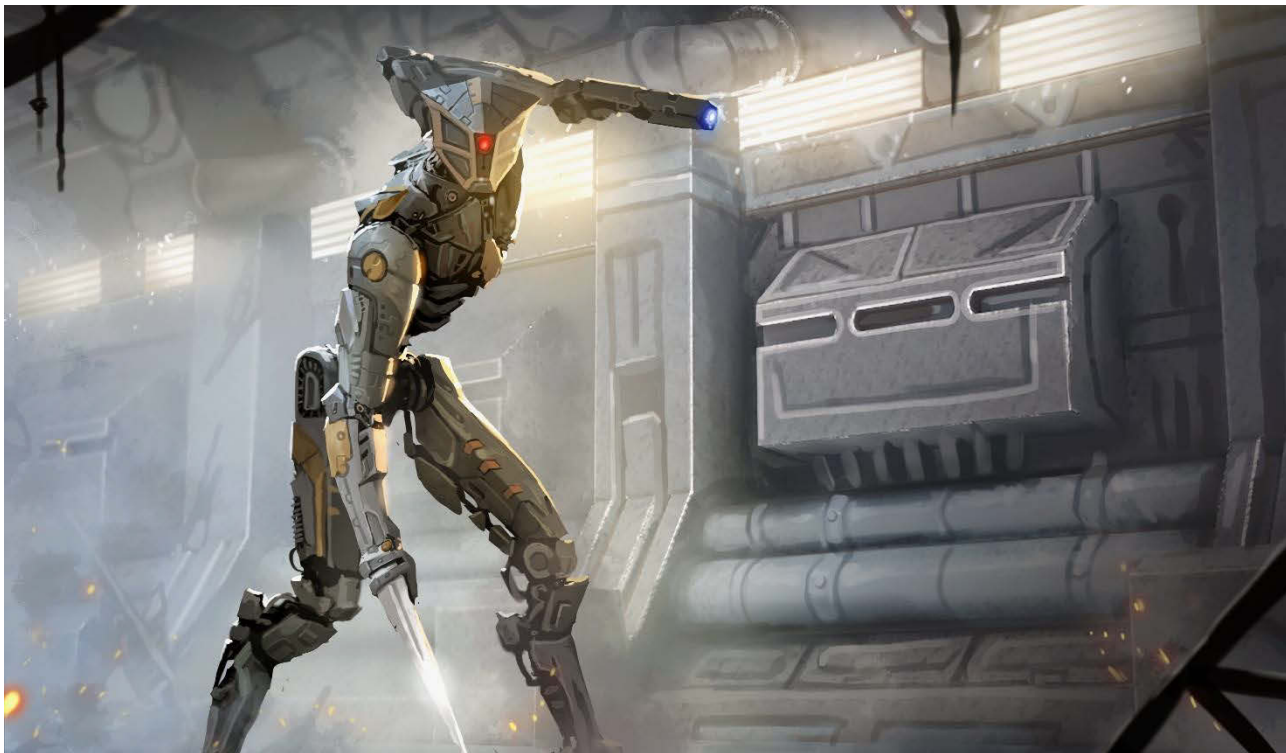
AGI 2	Move fly 12
TOU 0	Health 6
AWA 1	Initiative 10
WIL 0	Spirit 9

Skills: Weapon Mastery (SMG) 1, Resistance (radiation) 2, Unlife 3, Nightvision 2, Senses 2, Focus 2

Flaws: Vulnerability (electricity) 2, Addiction (power source) 1, Code of Honor (programming) 3

Construct: ARM 3

Weapons: 2x Laser Submachine Guns



PULP & SUPERHEROES



SUPER POWERS

Super Powers are gained and used very differently than Arcane Powers. First, you don't learn them like skills using XP but rather you automatically gain them when an attribute reaches a level of 4 or more. You gain one Super Power when an attribute reaches 4, and one additional Super Power for each level above 4.

Example: Arachnoid has AGI 6, TOU 6 and AWA 4. This means he has three Powers linked to AGI (*Defense, Leap, Attack*), three Powers linked to TOU (*Armor, Binding, Swinging*) and one Power linked to AWA (*Super Sense*).

You are free to link any Super Power with any attribute. As described here, the Super Powers are simply generic game effects. You are free to specify whatever form you wish the power to take for your character, and rename it appropriately.

For example, the *Ranged Attack* power could represent a special bow that fires explosive arrows (if linked to AGI), throwing massive objects at enemies (TOU), a high-tech energy weapon (AWA) or a blast of psychic force (WIL). All these things

look very different, but from a rules perspective they work the same way.

Attributes with Super Powers linked to them are called Power attributes, or POW. If a roll is required to use a Super Power, you make the roll using your POW, meaning whichever of the four attributes the Power is linked to (POW is not a separate attribute). Super Powers are not bought like skills, so they do not have a level attached to them; if a roll is required, you just roll your straight POW.

Unlike Arcane Powers, Super Powers have no Casting Time. Unless specified otherwise, activating a Super Power is just a one-round action. Super Powers have no DIF, meaning they can be activated automatically, as often and for as long as desired (they don't drain Spirit or any other stat). Some Super Powers require Concentration to maintain, which works the same as for Arcane Powers: you can't do anything else except defend, and your concentration can be broken if you take damage (roll WIL+Focus against the damage roll to maintain concentration).

Here’s how to read the Super Power descriptions:

Range: This is usually some multiplier of your POW, expressed in yards. You can usually target any spot within range, as long as you have line of sight to it.

Manifestations: These are specific ways the Power could manifest itself for a given hero. They are suggestions and examples only, you are free to come up with anything you choose for your character (with GM approval, of course).

Effect: This simply describes how the Power works. Some Powers require you to specify one particular type of matter or energy the power affects or uses. Choose from the following:

- **Energy:** Cold, Darkness, Electricity, Fire/Heat, Kinetic/Force/Gravity, Light, Magnetism, Mental, Radiation, Sound, Vacuum, Wind.
- **Matter:** Air, Biological (Animal/Human tissue), Poison/Disease, Earth/Stone, Metal, Plant, Water, Solid Force or Light.

If the Power targets others with some form of attack, you make a POW roll, and each target makes a roll to resist the effect using an Attribute+Skill specified in the Power’s description. If the target succeeds, it successfully resists the attack. If the target fails, it suffers the Effect specified. Draws are handled normally.

Major Effect: Some Powers have a Major Effect. This happens if the POW roll is double the target’s resistance roll or more, or if you roll a critical success against the target creature.

SUPER FLAWS

Even the mightiest heroes aren’t perfect, and the most fearsome villains aren’t invincible. Every hero and has a weakness, something the cleverest villains will eventually discover and try to exploit. In game terms, every hero must be given one Super Flaw. It isn’t linked to any specific attribute, nor does it have a modifier associated with it. No XP are gained for it; that’s just the price you pay for being a superhero!

Here are a few to choose from. Feel free to come up with something else if it’s interesting, consequential and the GM allows it.

Alien: You are not of this world. You may look incredibly strange (giant insect or space monkey, anyone?) or be completely clueless about our world. Beyond the obvious roleplaying challenges this poses, you suffer a -2 penalty on any knowledge or interaction rolls with earthlings.

Allergy: If exposed to a something uncommon, to be specified (like gold, holy ground, or a mineral from your home planet), you are robbed of all your powers and become Impaired (Move 50%, -2 to rolls).

Alter Ego: You normally go about your business as an ordinary (though highly talented) human. To become a superhero and gain access to your powers, you need to do something like put on a suit, turn green, drink blood, pop a pill, etc. Whatever the gimmick, it takes at least one round to perform, during which you can do nothing else. Furthermore, you cannot access your Powers if you are somehow prevented from using the gimmick.

Arrogance: You can’t resist lecturing your foes, announcing their doom, showing how smart you are, talking about your master plan, scolding them for their misdeeds, coming up with a clever quip, etc. On the first round of any combat, you must spend one round doing nothing other than talking while everyone else gets on with the fight (likely ignoring your words). If you are surprised, you must do this on the first round you would normally be able to act (i.e. not the round you are surprised).

Dependency: You must consume or have contact with some sort of common substance at least once every 24 hours. An aquatic creature might need to immerse itself in water, a vampire might need to drink a pint of blood, etc. Failure to do so causes you to become progressively weaker until you die. On the first day without the substance you become Slightly Impaired (-1 to rolls), on the second day you are Impaired (Move 50%, -2 to rolls) and on the third day you are Severely Impaired (Move 0, -3 to rolls). If still without the needed substance, you die at the end of the third day.

POWER LEVELS

Pulp and Superhero games range from heroes and villains who are basically normal people with exceptional skills and talents, to god-like beings

POWER LEVEL	XP Range	POW	Examples / Appropriate for...
Pulp Heroes	40-60	4-6	Crime fighters with special talents or weird science
Comic Book Superheroes	70-90	4-9	Classic “four-color” superheroes and supervillains
Cosmic Champions	100-120	4-12	Godlike beings waging battles across the Multiverse

POWERS A-Z

Absorption	Defense	Invisibility	Speed
Acceleration	Duplication	Languages	Storm
Altered Form	Earthquake	Leap	Stun
Animal Control	Energy Control	Malfunction	Super Agility
Animal Form	Energy Drain	Matter Control	Super Awareness
Armor	Explode	Mind Control	Super Sense
Attack	Fear	Mind Reading	Super Toughness
Binding	Flight	Minion	Super Will
Broadcast	Force Field	Meld with Stone	Swinging
Chameleon	Illusion	Paralysis	Telekinesis
Damage	Immortality	Possession	Telepathy
Damage Field	Immunity	Ranged Attack	Teleportation
Deadly Touch	Intangibility	Restoration	Whirlwind
Decay	Invention	Shrinking	



Absorption

Range: Hero

Possible Manifestations: Waves of energy, body of reflected matter, magic

Effect: You reduce by a POW roll any damage suffered from one type of matter or energy, to be specified. See the Matter and Energy types listed on page 152.

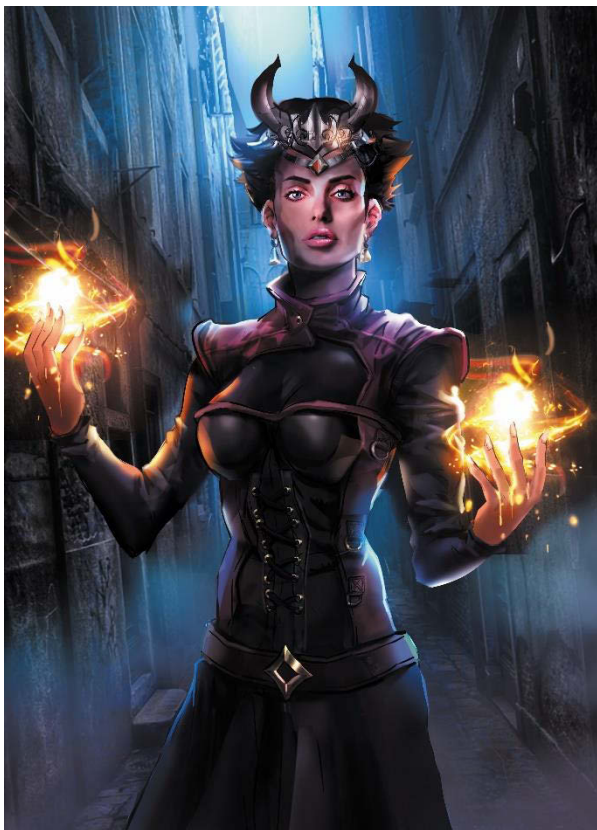
Major Effect: If the POW roll is twice the damage roll or more, you may either direct the damage back to the original attacker or transfer it to increase your own Health for POW rounds (even going beyond your normal maximum).

Acceleration

Range: Hero

Possible Manifestations: Super speed, adrenaline surge, super-analytical mind, temporal control ("bullet time")

Effect: You can take two actions per round instead of one. For actions that take longer to perform, actions that take minutes to perform are accomplished in the same number of rounds, while actions that take hours to perform are accomplished in the same number of minutes. Note that this power does not affect your Move (the Speed power does that), nor does it accelerate actions that require interacting with creatures or devices that can't match the accelerated pace.



Altered Form

Range: Hero

Possible Manifestations: Body composed of a specific matter or energy, elasticity, stretching.

Effect: Your body is composed of a particular type of energy or matter (to be specified when the power is acquired). You can stretch or contort your body into any shape, flatten yourself into ooze, or reach POW yards out with your arms. Furthermore, you take -3 to damage rolls from falling or collisions and recover 1 Health per round when in contact with the matter or energy in question.

Animal Control

Range: 1 mile

Possible Manifestations: Jungle folk, animal characteristics, high tech device, charms

Effect: You mentally detect, control and communicate with natural animals up to 1 mile away. You may control a swarm of rats, birds, insects or reptiles, or up to POW larger animals of a given type. If the animals are initially hostile towards you, they may roll WIL+Focus vs. POW to resist the effect.

Major Effect: You create a permanent link with the animals. They can now be summoned or dispelled as an action, no matter how far away.

Animal Form

Range: Hero

Possible Manifestations: Totem animal, shamanism, morphability, magic

Effect: You change into an animal form. The transformation lasts until you choose to cancel it. It is cancelled automatically if you drop to 0 Health or die. The new form can be any natural animal (including giant versions and dinosaurs) with the same or lower XP than you. Note: giant-sized versions of animals have higher TOU/Health than their normal-sized brethren, but other stats and abilities are usually the same. Your attributes, derived stats, skills and other special abilities are replaced with those of the chosen animal. When you revert back to your normal form, your derived stats such as Health and Spirit return to the levels they were at before the transformation. You are limited by the nature of the new form, so you cannot speak or use powers. Your equipment melds into the new form, rendering it unusable.

Armor

Range: Hero

Possible Manifestations: Body armor, hardened skin, a shell, powered suit.

Effect: You have a form of protection which grants you ARM equal to your POW. This power does not stack with other sources of ARM (use the highest).

Attack

Range: Hero

Possible Manifestations: Extra body parts, martial arts, brawler, weapon skill, flurry of blows

Effect: You gains +3 to attack rolls in melee combat.

Binding

Range: POWx10 yards

Possible Manifestations: Glue, ice, vines, electrical net, mud, handcuffs, spider webs, lasso

Effect: You cause one target within range to roll AGI+Athletics vs. POW or become Impaired (Move 50%, -2 to rolls). As an action, the target can attempt a 3d Health check to break free.

Major Effect: the victim is Severely Impaired instead (Move 0, -3 to rolls).

Broadcast

Range: POW miles

Possible Manifestations: Cybernetic implant, device, helmet, interfacing

Effect: You can tap into radio, television, wireless and cellular broadcasts as long as there is a connection to the network within POW miles. Normal transmissions require you to roll POW vs. DIF 3, and encrypted transmissions typically require you to roll POW vs. DIF 5.

Major Effect: In addition to listening and viewing the transmission being broadcast, you can manipulate the sounds or images being transmitted. Anyone else viewing or listening must roll AWA+Observation vs. POW in order to realize that the broadcast is being tampered with.

Chameleon

Range: Hero

Possible Manifestations: Malleable form, mimicry, illusionary appearance.

Effect: You assume the appearance (but not the stats) of another being, animal or object of

approximately the same size as you. Onlookers can roll AWA+Observation vs. POW to notice that something is off (apply a penalty to the roll if far away, or a bonus if the onlooker is familiar with the original). If copying a person, you gain the appearance and voice of the original but not the original's stats, skills or knowledge.

Damage

Range: Hero

Possible Manifestations: Claws, rock hard fists, signature weapon, martial arts, super strength.

Effect: You ignore the -3 damage roll penalty for unarmed attacks and gain +3 to damage rolls in melee combat.

Damage Field

Range: See below

Possible Manifestations: Acid, fiery aura, radiation, raw energy, cold, spikes.

Effect: You activate or dismiss a dangerous aura or field centered around you wherever you go. Choose one energy or matter type when you acquire the power. All creatures caught in the area must roll AGI+Athletics vs. POW to jump out of the way, or they suffer a damage roll. The field's AOE and DAM must add up to your POW. For instance, if your POW is 8, the field could deliver a DAM 7 roll to a single target (AOE 1), or a DAM 4 roll to 4 targets (AOE 4 i.e. 4-yard radius), etc.



Deadly Touch

Range: Touch

Possible Manifestations: Corruption, toxin, virus

Effect: To use this power, you try to touch a creature with an unarmed attack roll. If you do, the target must roll TOU+Resistance (poison) vs. POW or be infected: TOU rounds later, the victim suffers Health damage equal to the POW roll. If the victim survives, it becomes Severely Impaired (Move 0, -3 to rolls) and must attempt a 2d Health check every following day to shake off the condition.

Decay

Range: Touch

Possible Manifestations: Rust, corrosion, rot, acid

Effect: Your touch can destroy matter if you choose. Each round spent in contact with a living or dead substance can destroy POW lbs. of it. You can try to touch a creature with an unarmed attack roll. If you do, make a damage roll using your POW. Worn armor can absorb the damage once, but it is then destroyed.

Defense

Range: See below

Possible Manifestations: Swirling winds, mystic shield, fast reactions, uncanny sense

Effect: You grant either yourself or an adjacent creature +3 to defense rolls against most physical attacks. You can still take other actions, but you must designate a target (the creature you are defending) on your turn.

Duplication

Range: POWx3 yards

Possible Manifestations: Dimensional twin, homunculus, illusion, future self

Effect: You create a clone of yourself, which appears within range (it may then move out of range freely). The clone has the exact same attributes, derived stats, skills and powers as you, except for the *Duplication* power itself. However it is an imperfect copy, so it is Slightly Impaired (-1 to all its rolls). Furthermore, anyone witnessing the clone can roll AWA+Observation vs. POW in order to detect a flaw (perhaps it doesn't sweat, breathe, cast a shadow, or something similar). The clone is under your telepathic control, requiring one round to be given orders. You can dismiss the clone at any time. You can only create one clone at a time.

Earthquake

Range: POWx10 yards

Possible Manifestations: Tremor, Sonic vibration

Effect: You cause violent tremors in a POW yard radius (AOE=POW), centered on a point within range. The tremors last POW rounds. Anyone standing in the area of effect must roll AGI+Athletics vs. POW or fall prone, becoming Impaired (Move 50%, -2 to rolls until they use an action to get back up). Targets in the area must roll each round, until the earthquake stops. Walls and buildings found within the area of effect suffer a damage roll each round, using your POW.

Major Effect: The victim suffers a DAM 3 roll from falling debris and is hurt or pinned down, becoming Severely Impaired instead (Move 0, -3 to rolls). As an action, the victim can attempt to shake off the effect by making a 3d Health check.

Energy Control

Range: POWx10 yards

Possible Manifestations: Body of energy, device, magic

Effect: You summon and manipulate one type of Energy (see energy types listed on page 152). You may cause one of the following effects in any area within range measuring AOE=POW:

Control: You make the area very distracting or uncomfortable. All creatures within the area are Impaired (Move 50%, -2 to rolls) as long as they remain in the area. The effect lasts as long as you maintain concentration on it.

Damage: You cause a burst of energy that inflicts a DAM 1 roll to all creatures in the area who fail a TOU+Resistance vs. POW roll (Resistance must be against the appropriate type of energy). **Major Effect:** the target is Impaired (Move 50%, -2 to rolls); as an action, it can attempt a 2d Health check to shake off the effect.

Nullify: You protect the area from the given energy type as long as concentration is maintained. The energy is negated and cannot penetrate the area.

Energy Drain

Range: POW yards

Possible Manifestations: Device, parasitic touch, vampirism

Effect: You choose an adversary's attribute and make an opposed POW roll against it. If successful, the attribute is temporarily reduced by one point. The corresponding derived stat maximum is also

reduced accordingly. The power can be used several times on the same target/attribute, but no attribute can be brought below 0. If the target has Super Powers and its POW is reduced, it loses one of its Powers (determined at random). As an action, the affected target can attempt an Attribute vs. POW roll each round to shake off the effect.

Major Effect: the victim's attribute is reduced by two points instead of one, with a corresponding reduction in the derived stat and a loss of two powers, if applicable.

Explode

Range: POW yards

Possible Manifestations: Bomb, radioactive form, gathering energy

Effect: To use this power, you must first stand still and take no action for one round as you gather energy. On your turn the following round, you literally cause an explosion, centered on yourself, that delivers a damage roll, using your POW, to all creatures within POW yards (AOE=POW) who fail an AGI+Athletics vs. POW roll. You are unaffected by the explosion, or reform immediately afterward.

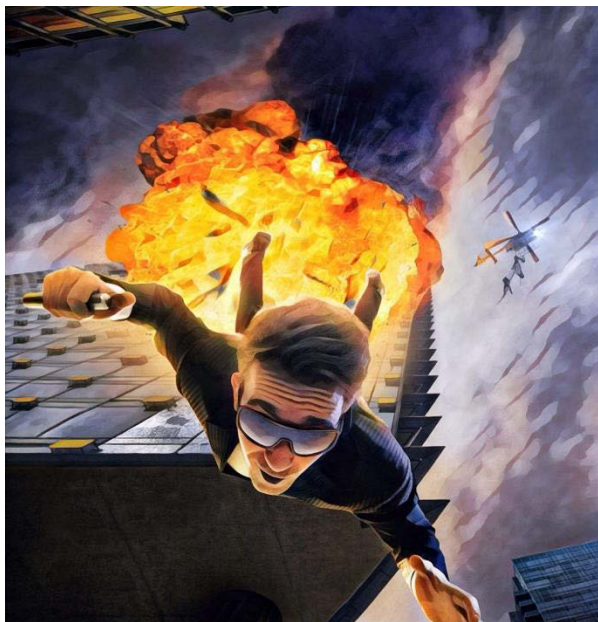
Fear

Range: POWx10 yards

Possible Manifestations: Cold stare, horrible visage, mask, dark cowl

Effect: You project such menace that all enemies within range must roll WIL+Focus vs. POW or be struck with terror, becoming Slightly Impaired (-1 to rolls) for POW minutes.

Major Effect: The target surrenders or flees (if it is an NPC).



Flight

Range: Hero

Possible Manifestations: Wings, jet pack, alien ability

Effect: You can fly at the following rate:

POW	MAXIMUM SPEED (divide by 2 to get mph)	Attack Penalty
4	2xMove	0
5	4xMove	-1
6	10xMove	-1
7	20xMove	-2
8	40xMove	-2
9	100xMove (~Mach 1)	-3
10	Supersonic	-3
11	Near Light Speed	N/A
12	Warp Speed	N/A

The Attack Penalty is suffered by foes attempting to strike you, if they are stationary. N/A means that you are flying too quickly and cannot be hit by stationary foes.

Force Field

Range: POWx3 yards

Possible Manifestations: Pure energy, force field, tangible illusion

Effect: You create an energy bubble around yourself, which extends up to POWx3 yards around you (it can cover a smaller area, if you desire). The *Force Field* does not move, however you can decide whether it prevents entry only, exit only or both. The field's ARM is equal to your POW, and its Health is equal to the POW's derived stat maximum. For example, if your POW is 8, the *Force Field* has ARM 8 (meaning that it absorbs up to 8 points of damage) and it has a Health of 45, meaning that it can withstand 45 points of damage before being destroyed. You must concentrate on the *Force Field* in order to maintain it.

Illusion

Range: POWx10 yards

Possible Manifestations: Holographic images, light manipulation, mind tricks, dream weaving

Effect: You can cause either one of the following:

An illusion of an object, creature or other visible phenomena. The illusion cannot cover a volume greater than a 10x10x10 yard cube. The image

seems completely real, including sounds, smell and temperature appropriate to the thing depicted. Sensory inputs cannot be intense enough to cause damage (e.g. heat cannot burn, sound cannot deafen, etc.). By concentrating on the illusion while within range, you can cause it to walk, move, emit sounds or even speak in a manner that appears completely natural. Physical interaction with the illusion reveals it for a fake because things pass right through it. Viewers using an action to examine the illusion can roll AWA+Observation vs. POW to see it for what it is.

A phantasm that takes root in the mind of a single creature within range if it fails an AWA+Observation vs. POW roll. The phantasm can be no larger than a POWxPOWxPOW yard cube and is perceivable only to the target. You must concentrate on the phantasm in order to maintain it. Mindless creatures like undead or constructs cannot be affected. The phantasm covers all senses including sound, smell, temperature and touch. The target may consciously attempt to disbelieve the phantasm by taking an action and making an AWA+Observation vs. POW roll. While affected by the phantasm, the target treats it as if it were real. It will rationalize seemingly illogical outcomes from interacting with the phantasm. For example, if it attempts to walk across a phantasmal bridge that spans a chasm, the inevitable fall might be blamed on being pushed or blown off by a sudden gust of wind. If the phantasm is something that could logically deal damage to the target, it may inflict DAM 0 each round to the target's Spirit (although the target believes it is suffering physical wounds). A target whose Spirit is reduced to 0 will believe it is slain and fall unconscious.

Immortality

Range: Hero

Possible Manifestations: Undead, god-like, alien life form, dimensional being

Effect: For you, death is but a temporary state. You cannot die of old age. If slain, you return at some predetermined or dramatically convenient point, having lost 10% of the XP you had before you died (these are deducted as desired by the player, if the hero is a PC). Unfortunately, there is a way you can die or be killed permanently. If you are a PC, the means by which this can happen should be discussed and agreed upon with the GM. You are well advised to keep the means a secret and to prevent it from falling in the wrong hands.

Immunity

Range: Hero

Possible Manifestations: Body adaptation, suit, transmutation

Effect: You take no damage from one type of Energy or Matter, to be specified (see types listed on page 152).

Intangibility

Range: Hero

Possible Manifestations: Density control, mist form, energy form, ghost, phasing, swarm of insects

Effect: You can assume an intangible form that cannot affect or be affected by physical and energy attacks or objects. In this form you can pass through barriers such as walls, but cannot affect the physical world while intangible. Though you are visible and may speak, you pass silently, gaining +2 to stealth rolls. All items on your person also become intangible and do not function. Any living things you carry do not become intangible, and are dropped. It takes an action to assume intangible form or revert back to tangible form.

When intangible, you are still vulnerable to at least one form of attack. For instance, if you turn to mist, you might be vulnerable to fire or wind attacks, while a ghost would be vulnerable to magical or psychic attacks.



Invention

Range: Touch

Possible Manifestations: Gadgets, scientist, super genius

Effect: This unique power must use AWA as your POW, requires the Fixing skill at level 3, and you must have access to proper parts, facilities (e.g. a lab) and resources. It allows you to assemble a device that can mimic either any Super Power, or up to POW XP worth of skills. The device uses your POW (AWA) and can be used by you or given to someone else. It takes a full day to assemble a device, and only one device can be assembled at any given time. If a new device is assembled, the previous device stops functioning or is disassembled.

Invisibility

Range: Hero

Possible Manifestations: Cell alteration, cloaking device, stealth suit

Effect: You make yourself nearly invisible, along with any items you are wearing or carrying, but not including light emitted from such items. You always leave some trace of your passing (a sound, a shimmer, a smell...), so others get an AWA+Senses vs. POW roll to detect you if given a reason to do so, or if you close within 10 yards, or if you make your presence known. The GM might apply situational modifiers to the roll, for instance if you are emitting light or standing in the rain. While invisible, you gain +2 to your attack and defense rolls if undetected, or +1 if you have been detected. If you attack someone while undetected, you then become automatically detected by that creature. If you initiate combat while undetected, your first attack is resolved before your foes can react. If they were potentially caught unprepared, they should then make a surprise check (2d Initiative) to see if they can act on the first round of combat.

Languages

Range: Hero

Possible Manifestations: Device, mind reading

Effect: You can communicate with any sentient being, even an animal. If exposed to a new language you become conversational in a few minutes and fluent in a few hours.

Leap

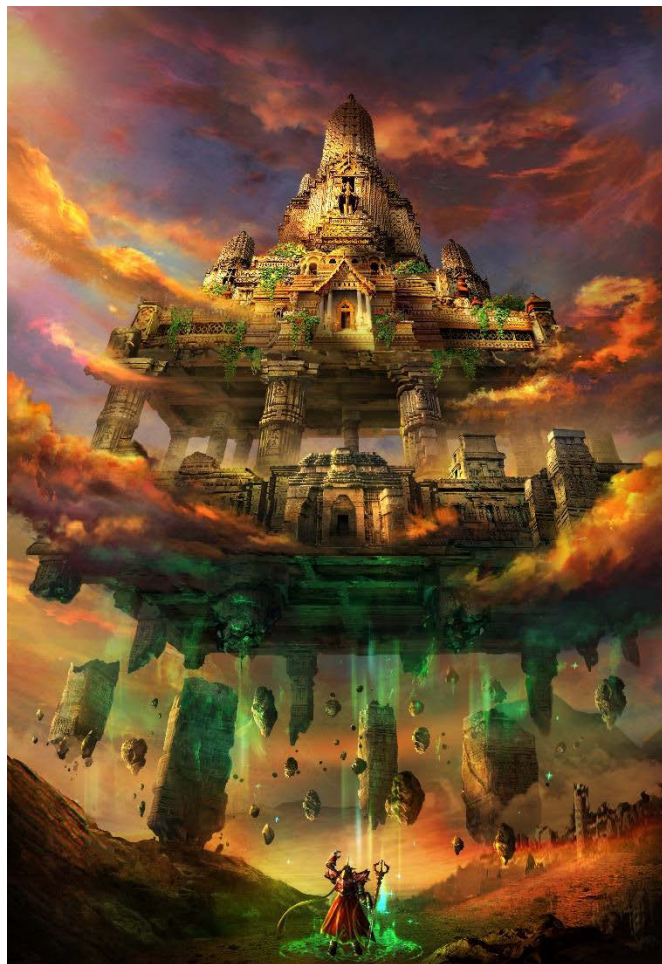
Range: Hero

Possible Manifestations: Massive strength, springs, thick legs

Effect: You can jump great distances:

POW	Vertical Distance	Horizontal Distance
4	4 yards	8 yards
5	6 yards	12 yards
6	8 yards	16 yards
7	12 yards	24 yards
8	16 yards	32 yards
9	24 yards	48 yards
10	32 yards	64 yards
11	48 yards	96 yards
12	64 yards	128 yards

You ignore falling damage for heights up to your vertical distance. You may scale any height as long as you have an opposing wall within half your horizontal distance to bounce off of. Finally, you automatically gain the Charge skill at level 3 when leaping into combat (see skill description).



Malfunction

Range: POWx3 yards

Possible Manifestations: Electromagnetic pulse, hex, bad luck

Effect: On a POW vs. DIF 5 roll, you cause a technological device within range to fail. If the device can do multiple things, then a randomly determined important subsystem, function or application will fail.

Major Effect: You can target a specific subsystem, function or application.

Matter Control

Range: POWx10 yards

Possible Manifestations: Concentration, magic, mutant powers, altered form

Effect: You summon and/or manipulate one type of Matter (see matter types listed on page 152). You may cause one of the following effects within range:

Manipulation: You manipulate up to POW tons of the matter in question, using POW as the basic attribute for any pushing, binding, lifting, attacking or similar rolls.

Shape: You shape up to POW tons of the matter however desired. Solid shapes made with existing material last until destroyed by time or force. Non-solid shapes (sand, water, metal pieces) or shapes made with summoned material last only as long as you concentrate on them. If you attempt to imprison one or more creatures with a cage or barrier (max AOE=POW), they must roll AGI+Athletics vs. POW to avoid being enclosed. The barrier's ARM is equal to your POW and its Health is equal to the corresponding derived stat (regardless of the material).

Construct: You give a vaguely human or monstrous form and semblance of life to the substance. This requires concentration. The construct has AGI 2, TOU (POW), AWA 0, WIL 0, derived stats calculated normally and the Unlife skill at level 2. In addition, it is able to fly at its normal Move of 12. It obeys your telepathic commands but may not go beyond the power's range, and dissolves once concentration ends.

Mind Control

Range: POWx10 yards

Possible Manifestations: Rings of energy, mesmerism, voodoo dolls

Effect: You turn others into puppets under your control. Targets must roll WIL+Focus vs. POW to resist the effect (the roll is made at +2 if the target is fighting you or your allies). The power lasts as long as you concentrate, providing the target remains within range. If you also have the *Telepathy* power, a telepathic link is created that allows control and communication to occur even if the subject ventures out of range. The target will do its best to obey you, but if compelled to act against its nature (e.g. perform a suicidal action, or attack a loved one), it can attempt another roll in order to break free of your grip.

You can attempt to control more than one creature within range by taking a penalty on the POW roll: a -1 penalty if attempting to control two creatures, -2 if attempting to control three creatures and -3 if attempting to control the maximum of four creatures.

Major Effect: When control ends, the subject "wakes up" with no memory of what occurred while they were controlled.

Mind Reading

Range: POWx10 yards

Possible Manifestations: Concentration, telepathy

Effect: You can read another's surface thoughts. The target automatically rolls WIL+Focus vs. POW to resist the effect, and AWA+Psychology vs. POW to be aware that someone is in their head.

Major Effect: You can also do one of the following:

Memory Detection: You can uncover a single memory or piece of knowledge. If the Major Effect was due to a critical success, you are even able to change or erase the memory or piece of knowledge.

Sense Projection: You can see, hear, taste, touch and feel through the target's senses. This requires concentration.

Minion

Range: POWx10 yards

Possible Manifestations: Servant, sidekick, gang, guards, robots

Effect: You summon one or more loyal allies under your command. They arrive within range in 1d6 rounds. Your minions must be designed in advance. They can be given any weapons, armor or vehicles allowed by the GM. They can have no more than POWx5 XP distributed among them, and may have Super Powers if they have attributes of 4 or more (per the normal rules). If a minion is killed, it is replaced somehow (hired, summoned, rebuilt, resurrected...) in 1d6 days.

Meld with Stone

Range: Hero

Possible Manifestations: Earth control, transformation into sand.

Effect: You meld into sand, earth or stone (but not metal). You can sink into a wall or under the ground, remaining just beneath the surface. While in this state:

You can move through sand at full Move, earth at 50% Move or stone at 10% Move.

Other creatures must roll AWA+Observation vs. POW in order to detect you.

If detected you can be attacked, suffering -1 to defense rolls but gaining ARM 3 while in the melded state.

While in the melded state, you can see and hear but cannot speak or make attacks.

If you ambush foes by erupting through the earth, they must make 3d Initiative checks to avoid being surprised (unable to act on the first round of combat).

Paralysis

Range: POW yards

Possible Manifestations: Poison sting, fetid breath, tendrils

Effect: You temporarily immobilize a foe within range. The target must roll Attribute vs. POW using its highest attribute, or be Paralyzed: cannot act, -3 to defense rolls, +3 to damage received from melee attacks. To shake it off, the victim can use an action to attempt a new Attribute vs. POW roll.

Possession

Range: POWx10 yards

Possible Manifestations: Ghost, soul swapping

Effect: You literally inhabit and take control of another being. The target must roll WIL+Focus vs. POW to resist the effect (the roll is made at +2 if the target is fighting you or your allies). If the target succumbs, you take control of its body for POW rounds. While possessed, the target retains all its attributes, derived stats, skills, powers and abilities; it is simply controlled by you. Meanwhile, you have left your former body behind, leaving it Paralyzed: cannot act, -3 to defense rolls, +3 to damage received from melee attacks. If either body takes damage, you must roll WIL+Focus against the damage roll, or the possession is immediately broken and both minds snap back to their original bodies.

Major Effect: You take control of the target for as long as you wish (unless the possession is broken due to taking damage, as explained above). You can then move the target's body out of range, if you desire.

Ranged Attack

Range: POWx10 yards

Possible Manifestations: Bolt, blast, force, heat ray, fire, throwing object, high tech gun, grenade

Effect: You make a ranged attack of some sort. The target(s) must roll AGI+Athletics vs. POW or suffer damage. The attack's AOE and DAM must add up to your POW. For instance if you have POW 8, your attack could deal a DAM 7 roll to a single target (AOE 1), or a DAM 4 roll to 4 targets (AOE 4), etc.



Restoration

Range: See below

Possible Manifestations: Healing touch, miracles, blessed, alien science

Effect: You can do any of the following:

Touch one creature (or yourself) and cause them to regain Health equal to a POW roll.

Cause up to POW chosen creatures within POWx3 yards to regain POW Health.

Remove any poison, disease or sickness from one creature (or yourself) with a touch, if a POW roll overcomes the effect's POT roll. This application does not heal any damage previously inflicted by the poison or disease.

The above applications can only be administered once per day to any given subject. This means a subject could receive a healing touch and a remove poison application, but not two healing touches on the same day.

Shrinking

Range: Hero

Possible Manifestations: Pill, suit, magic words, mutated metabolism

Effect: You shrink yourself and your equipment down while retaining your normal strength. At POW 4 you can roughly halve your size, and each level after that roughly halves your size again (or you can choose to shrink less than the maximum).



POW	Move	Stealth	Defense
4	50%	+1	+1
5	50%	+1	+1
6	25%	+2	+2
7	25%	+2	+2
8	10%	+3	+3
9	10%	+3	+3
10	Microscopic		
11	Atomic		
12	Sub-Atomic		

Your Move is reduced to a percentage of normal, you gain bonuses to stealth rolls and AGI defense rolls against normal-sized opponents. In Microscopic, Atomic or Sub-Atomic form, you can generally not directly affect nor be affected by the normal world. you can enter the smallest spaces, but exist in an environment with its own challenges and dangers. you maintain your normal attributes, derived stats, skills and powers in the microscopic world.

Speed

Range: Hero

Possible Manifestations: Powerful legs, blur of motion, ground vehicle

Effect: You can move like lightning, by your own power or with technological assistance:

POW	Move Multiplier*	Ability Gained	Attack Penalty
4	2x		0
5	4x		-1
6	10x		-1
7	20x		-2
8	40x		-2
9	100x (~Mach 1)	Any Surface	-3
10	Supersonic	Deflection	-3
11	Near Light Speed	Vibrate	N/A
12	Warp Speed		N/A

*Divide resulting Move by 2 to get mph

The Attack Penalty is suffered by foes attempting to strike you, if they are stationary. N/A means that you are moving too quickly and cannot be hit by stationary foes.

At higher levels, you gain special abilities:

Any Surface: You can move across any surface, even water, or up the side of a building.

Deflection: You gain or improves the Missile Deflection skill to level 3. You may use it to dodge any physical projectile, even a bullet!

Vibrate: You can cause your molecules to vibrate so quickly that you can literally pass through solid objects at 50% your normal Move. This is exhausting so you must expend 1 Health per round while doing so.

Storm

Range: 6 miles

Possible Manifestations: Thunder & lightning

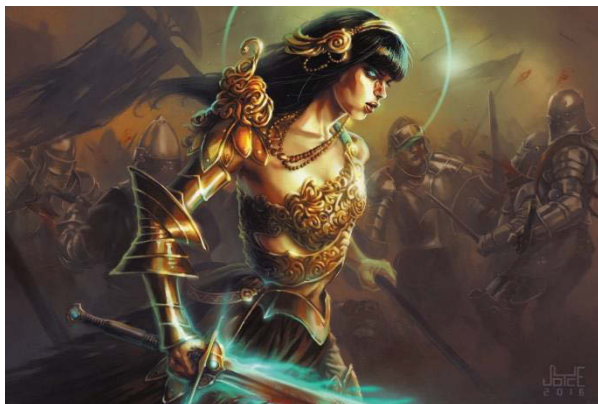
Effect: You can either summon a storm or drive one away within 1d6 rounds after using this power. Summoning a storm can only be done outdoors. It appears overhead in a stationary 6 mile radius. Fires are extinguished in 2d6 rounds. Creatures in the area are Slightly Impaired (-1 to rolls). The ground becomes very slick, requiring Move checks to avoid slipping and falling prone (Impaired: Move 50%, -2 to rolls until they use an action to get back up). You are unaffected by any harmful or distracting effects from the storm, but your allies and enemies are affected.

You must concentrate on the power to maintain it. Each round after the storm appears, you may cause one of the following effects:

Fog: An eerie calm descends on the scene, accompanied by a thick fog. All creatures under the fog are effectively Impaired (Move 50%, -2 to rolls).

Lightning: You call down a bolt of lightning to strike a creature or object you can see. The target must roll AGI+Athletics vs. POW or suffer damage roll, using your POW.

Wind Blast: You cause a strong wind to sweep through an area up to POWx10 yards away from you. The wind causes all within AOE 6 to roll TOU vs. POW roll or suffer a DAM 0 roll and fall prone, becoming Impaired (Move 50%, -2 to rolls until they use an action to get up).



Stun

Range: POWx3 yards

Possible Manifestations: Mind lash, deafening noise, electricity, toxin, dazzle, blinding light, mud

Effect: You project a cone of energy that can stun foes within range (AOE 4). Targets must roll TOU+Resistance (spells/powers) or WIL+Focus vs. POW (whichever is highest) or become Severely Impaired (Move 0, -3 to rolls). A stunned victim can try to shake off the effect as an action, by making a 2d Health or 2d Spirit check.

Major Effect: The victim is Paralyzed instead (unable to act, -3 to defense rolls, +3 to damage received from melee attacks).

Super Agility

Range: Hero

Possible Manifestations: Uncanny reflexes, ESP, danger sense

Effect: As an action, you can switch your POW with your AGI. Powers and derived stats are also switched between the two attributes.

Super Awareness

Range: Hero

Possible Manifestations: Massive brain, super senses, Zen training, ESP, premonitions

Effect: As an action, you can switch your POW with your AWA. Powers and derived stats are also switched between the two attributes.

Super Sense

Range: See below

Possible Manifestations: X-Ray vision, animal senses, mutation, infrared vision, radar, ESP

Effect: This power grants you a special sense such as X-Ray vision, super smell, super hearing or bio-electrical sensors (the sense must be chosen when you first acquire the power). You use POW for detection rolls with the appropriate sense, which can function up to POW miles away if unobstructed. The sense can also detect things through solid objects up to POWx10 yards away, though such rolls are made at a -3 penalty. Each *Super Sense* can be blocked by a relatively common material (e.g. lead for X-Ray vision) or circumstance (e.g. loud noises for super hearing).

Super Toughness

Range: Hero

Possible Manifestations: Massive size, super strength, power armor, incredible constitution

Effect: As an action, you can switch your POW with your TOU. Powers and derived stats are also switched between the two attributes.

A question that sometimes comes up in superhero games is how much a character with exceptional TOU (i.e. super-strength) can lift. Use the table below as a rough guideline, on the basis of the character's TOU, plus their Strength skill:

TOU+ Strength	Lifting Capacity	Examples
4	500 lbs.	Lamp Post
5	1,000 lbs.	Tree
6	1 ton	Statue
7	2 tons	Car
8	5 tons	Small Truck
9	10 tons	Large Truck
10	20 tons	City Bus, Bulldozer
11	50 tons	Tank
12	100 tons	
13	200 tons	Commercial Jet
14	500 tons	
15	1,000 tons	

Super Will

Range: Hero

Possible Manifestations: Concentration, divine beauty, fanaticism

Effect: As an action, you can switch your POW with your WIL. Powers and derived stats are also switched between the two attributes.

Swinging

Range: See below

Possible Manifestations: Web-lines, cable gun

Effect: You can swing through feature-rich environments such as tall buildings or forest trees at 2xMove, and move along any vertical or horizontal surface. Your lines can safely hold up to POWx100 lbs of weight.

When falling, you can make a POW vs. DIF roll to catch yourself at a mid-point of your descent. The DIF is equal to the distance to the nearest anchor point (in yards) divided by 10. You can use the same method to snag a falling victim, or an object.

If attempting to snag an item away from someone, you make a POW roll as above to latch on to the item. If you latch on to the item, the holder can then attempt a TOU+Strength vs. POW roll to hold on to it. Otherwise, you tear the item from the holder's grasp and it falls to the ground.

Major Effect: You retrieve and immediately catch the snagged victim or object with your hands.

Telekinesis

Range: POWx10 yards

Possible Manifestations: Animation, mind over matter

Effect: You gain the ability to move creatures or objects by thought alone. Each round of concentration, you can attempt to move one creature or object. You may switch your attention freely from one target to the other but only one will be affected on any given round. Moving something or maintaining it in the air requires concentration.

Moving a creature: You can use an action to move a creature up to 10 yards in any direction within range. While under the telekinetic grip, the creature is Severely Impaired (Move 0, -3 to rolls). The target can make a TOU+Resistance (spells/powers) vs. POW roll to resist the effect each round. Smashing the target into something causes damage equal to the amount the roll failed by.

Moving an object: You can use an action to move an object weighing no more than POW tons, moving it up to 10 yards in any direction within range. If the object is being worn or carried, the wearer may attempt a TOU+Strength vs. POW roll each round to keep it from being pulled away. You can exert fine control on objects under the telekinetic grip, such as manipulating a simple tool, opening a door or a container, or pouring the contents from a vial. If you hurl an object at someone or use it to attack, the target should roll AGI+Athletics vs. POW or suffer damage equal to the amount failed by.

Telepathy

Range: POW miles

Possible Manifestations: Communicator, psychic connection

Effect: You can communicate mentally with others. You can establish a connection with up to POW other willing minds within range, enabling them to communicate with you and (if you allow it) each other.

Teleportation

Range: See below

Possible Manifestations: Teleportation discs, phasing out, cloud of smoke

Effect: You instantly transport yourself and up to POW other willing creatures, or a single object no larger than a POWxPOWxPOW yard cube, to another location. The target creatures or the object must be in physical contact for the power to work. They are teleported to any location you designate within range, with whatever they are carrying, as long as you know the exact location. If you have seen the destination, they will arrive at the desired location. If you have not seen it but you know where it is, they will appear (1d6-1) x10 miles from the desired location.

You must concentrate for one round or one minute to use the power. This determines the maximum distance travelled:

POW	Max. Range for Concentrating 1 rd.	Max. Range for Concentrating 1 min.
4	10 yards	100 yards
5	100 yards	1 mile
6	1 mile	10 miles
7	10 miles	100 miles
8	100 miles	1,000 miles
9	1,000 miles	Same Planet
10	Same Planet	Same Solar System
11	Same Solar System	Same Dimension
12	Same Dimension	Anywhere/Multiverse



Whirlwind

Range: POWx10 yards

Possible Manifestations: cyclone, poltergeist

Effect: You summon a whirlwind at any point within range. The whirlwind has AOE 4 and can move at a rate equal to your POW's derived stat maximum (e.g. your max Initiative determines the whirlwind's Move rate if your POW is AWA). You must concentrate to maintain the whirlwind, and use actions to move it. Anyone coming into contact with it must roll TOU vs. POW or be knocked prone, becoming Impaired (Move 50%, -2 to rolls) until they use an action to get back up.

Major Effect: The victim thrown violently against something hard, suffering damage equal to the amount their TOU roll failed by.



INDEX

- Acid damage, 41
- Action round. See Round
- Actions, 16
- Adventures (designing), 45
- AGI, 9
- Agility (attribute). See AGI
- Alien races, 134
- AOE, 10, 39
- Arcane Powers, 24
- Archetypes, 48
- Archetypes (fantasy), 54
- Archetypes (horror), 124
- Archetypes (science fiction), 134
- Area of Effect. See AOE
- Area of effect attacks, 20, 39
- ARM, 10, 41
- ARM scores (objects), 20
- Armor (attribute). See ARM
- Armor (equipment), 19, 41
- Armor (futuristic), 137
- Artifacts, 96
- Attack rolls, 7, 17
- Attacker critical successes, 17
- Attribute rolls, 7, 12
- Attribute score comparison, 9
- Attributes, 7
- AWA, 9
- Awareness (attribute). See AWA
- Balthazar, 23
- Base Range, 17, 39
- Ben Birkett, 11
- Black Sword, 96
- Blinded, 22
- Breaking things, 20
- Breaks, 7, 13
- Brink of death, 21
- Brink of madness, 22
- Brynhild, 8
- Casting rolls, 7, 24
- Casting Time, 24
- Ceremonies, 25
- Character attributes, 9
- Character creation, 7, 8
- Characters (horror), 133
- Characters (science fiction), 146
- Chases, 20
- Classes, 54
- Cold damage, 41
- Combat, 7
- Concealment, 17
- Concentration, 25
- Corruption, 126
- Cover, 17
- Creating content, 48
- Creatures (designing), 49
- Criticals, 13
- Cybernetics, 139
- DAM, 10, 39
- Damage (attribute). See DAM
- Damage rolls, 7, 18
- Damage scores (typical), 19
- Death, 7, 21
- Defender critical successes, 18
- Defense rolls, 7, 17
- Delayed actions, 21
- Derived stats, 7, 10
- Dice of Destiny, 96
- DIF, 10, 13
- Difficulty (attribute). See DIF
- Difficulty, setting, 13
- Disease, 23
- Disengaging, 15
- Draws, 13
- Draws (combat effects), 18
- Drowning, 23
- Dual-wielding, 36
- Duration (powers), 25
- Effect (super powers), 152
- Electrical damage, 41
- Encounters, 47
- Encumbrance, 10, 22, 39, 41, 43
- Energy shields, 138
- Energy types, 152
- Experience Points, 7, See XP
- Explosive damage, 41
- Falling, 21
- Fatigued, 22, 23
- Firing into melee, 21
- Flaws, 11, 37
- Flying creatures, 49
- Frightened, 22
- Game time, 51
- Grodz, 12, 14
- Group actions, 21
- Health, 10
- Heartfang, 96
- Heat damage, 41
- Heavy weapons, 17
- Heroic actions, 7, 15
- Impairment, 22
- Incapacitated, 22
- Initiative, 11, 16
- Initiative steps, 11
- Innate powers, 25
- Languages, 9
- Level-setting, 44
- Linked weapons, 135
- Long rests, 23
- Luck (check), 15
- Madness, 22
- Magic items, 96
- Major Effect (super powers), 152
- Manifestations (super powers), 152
- Mass battles, 52
- Massive damage, 19
- Matter types, 152
- Mecha, 138
- Miniatures, 52
- Miscellaneous items, 43
- Modifiers, 14
- Monsters (fantasy), 97
- Monsters (horror), 129
- Monstrous abilities, 49
- Mooks, 44, 49
- Morale, 15, 49
- Move, 10
- Moving in combat, 22
- New characters, 21
- Non-character attributes, 10
- Non-lethal combat, 22
- Occupations, 124
- One Page Rules, 7
- Pacing, 51
- Paralytic poison, 23
- Paralyzed, 22
- PC perspective, 52
- Player engagement, 52
- Plot, 46
- Poison, 23
- Position, 17
- POT, 10, 23

- Potency (attribute). See POT
 Potion of Healing, 96
 POW, 151
 Power armor, 137
 Power difficulty, 24
 Power levels (superheroes), 152
 Powers (designing), 49
 Powers (rules), 7, 24
 Prone, 22
 Props, 47
 Psionic Powers, 140
 Quick draws, 14
 Races, 54
 Radiation, 23, 41
 Range, 17
 Range (powers), 24
 Recovery, 23
 Recovery rolls, 23
 Reserve, 7, See XP Reserve
 Resisting power effects, 24
 Rest, 23
 Restrained, 22
 Rewards, 47
 Ring of Invisibility, 96
 Rituals, 25
 Robots, 150
 Roderick, 12, 14
 Round, 16
 Rules (modifying), 50
 Sanity, 125
 Setting, 46
 Shaking off, 15, 19, 22, 23
 Shields, 41
 Short rests, 23
 Skilled actions, 14
 Skills, 7, 11, 26
 Skills (designing), 11
 Small creatures, 49
 Social interaction, 23
 Spells (fantasy), 57
 Spells (horror), 126
 Spirit, 11
 Staff of the Archmage, 96
 Starships, 139
 Stat checks, 15
 Stunned, 22
 Super Flaws, 152
 Super Powers, 153
 Super Powers (rules), 151
 Surprise, 16
 Swimming, 23
 TOU, 9
 TOU-based weapons, 19
 Touch, 24
 Toughness (attribute). See TOU
 Traveling speed, 10
 Tremayne, 15
 Truth serum, 23
 Unarmed attacks, 19
 Vehicles, 41
 Vehicles (futuristic), 138
 Venom, 23
 Weapons, 39
 Weapons (futuristic), 135
 When do you roll?, 12
 WIL, 9
 Will (attribute). See WIL
 XP, 7, 8, 9
 XP Reserve, 7, 8
 XP value (creatures), 50
 X-TEC7, 13





UNLEASH YOUR GAME!

ELEMENTAL is a fast and flexible roleplaying game for any character, any setting, any story.

The rules work efficiently behind the scenes, so your characters and stories always take center stage.

Everything you need is in this book. There are statistics for hundreds of spells, powers, weapons, vehicles, creatures and characters, covering all the major types of adventure fiction: Fantasy, Horror, Science Fiction, Pulp & Superheroes.

Turn any source of inspiration into an incredible game!