

The Earth of the Fourth Sun

Roleplaying Game

By

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Chapter One

Quick Start: Making the Character

Starting Points

Each player receives 150 character points to construct his character

Using Points

Character points are used to increase attributes, skill levels, spells and special abilities/powers.

Attributes range from 1-10 (for most humans), with 3 being the average. Skill levels range from 0 (where the skill is not known) to 20. The average skill level is generally around 4.

Each Attribute (Mind, Body and Spirit) cost 5 character points per level of ability. The first level in all Attributes is free (i.e., all characters start with a rank of 1 in each Attribute for no cost).

Magic Resistance, Physical Resistance and Lifepoints each cost 2 character points per level. All resistances start at zero, Lifepoints start at 20. LPs are divided into Surface Wounds and Deep Wounds.

Skill levels cost one character point per level. A skill level can not be higher than it's primary attribute. A character can not use a skill that he has no skill levels in.

A skill can be bought at a "**Master**" level. Each master rank costs three character points in addition to the original point cost. For example, to have a dagger at a Master Rank of 3, would cost 3 character points for the initial rank of 3, plus 3(3) for the Master Ranks for a total of 12 points.

Spells cost 3 character points each. Once purchased, spells derive their secondary characteristics from the spell's Power Score, which is itself derived from the total score of both the Spheres and Colleges used by the spell.

Gifts are special abilities that a character may have. All gifts require GM approval before purchasing. Each power costs from 5-15 points per each usage. Normally, a character may only have powers that are within a single group; groupings are based on magical Spheres.

Using Skills

A player may roll one die for each rank or level he possesses in a skill; the higher the rank, the better a character is at that skill. When rolling the dice, a skull denotes a failure, a blank space denotes neither failure or success, and an asterisk denotes a success. Sometimes an icon will be rolled. When using a skill that is at a Master Rank; an icon denotes two successes.

The player is trying to roll enough successes to beat the difficulty of performing an action. The difficulty number is a range from 0-10, with 0 being an easy thing to accomplish (like bribe the local bartender) to something that is thought to be impossible (like trying to bribe the Primate of the Order of Law).

If the player can roll enough successes to beat the target number, then any additional successes will denote how well the action went.

Example

Carl's character is a thief with acrobatic skills. He has the Acrobatic skill at a rank of 5/1M, which means he has 5 ranks of acrobatics, with one of the ranks being a master Rank.

Carl tells the GM that his character is going to perform a somersault to entertain the local children. The GM tells Carl that it would be an easy task (target number of 1). Carl rolls 5 dice and receives 2 asterisks, one icon, and one skull. The skull removes a success, and since Carl has a Master Rank, he can use the icon as two successes. So Carl's net number of successes is as follows:

*2 successes for the two asterisks rolled
2 successes for the single icon (1 Master Rank)
-1 success for the skull rolled*

Therefore, Carl has 3 net successes, or two more successes than what was needed. The GM tells Carl that 2 successes are a minor success; the children are amused, but still seem bored. Ahhh, children these days....



Using the Dice

The Dice

The dice that are used in the Earth of the Fourth Sun have six sides. The standard die has **one skull icon, one blank side, two stars or asterisk icons and two symbols**. For each rank in a skill, a player may roll one die. For example, if Guroner has a skill rank of 6 in Pick-Pocketing, he may roll six dice.

In certain situations (such as combat) the dice is thought as a 'pool', and the pool may be further subdivided. For example, Guroner has the skill of Hand Ax at a rank of 5. He has five dice in his dice pool; he may choose to use three of the dice as a single pool to attack with, keeping the other two in a 'reserve pool' to be used to parry any incoming attack. For additional information on combat dice pools, see page < >.

Success or Failure

Anytime that a skill check is needed, be it a General, Stealth or even Magical Skill, the dice are rolled to see if the skill succeeded; sometimes in the game this is known as *rolling vs. a skill*. The player can roll as many dice as he wishes, up to the maximum amount (his rank in the skill). After rolling, the dice are counted for successes. Any star or asterisk denotes one success, a skull denotes a failure, and a blank side is neither a success or a failure.

Each skull that is rolled takes away one success. For example, if three stars or success asterisks were rolled along with two skulls, there would be only one success, as the two skulls negated two of the successes rolled. If there are a net number of successes, then the action was successful, and the net number of stars indicates how successful the action was. For example, 1-3 successes is a minor success, 4-6 is a moderate success, while 7-10 equals a major success. If there is a net number of skulls, then the action was unsuccessful, and may cause detrimental effects to the character.

What do the Dice Symbols Mean?

-  *Generic Success*
-  *Failure*
-  *Weapon Mastery*
-  *Defensive Mastery*
-  *Apportation Mastery*
-  *Conjuration Mastery*
-  *Divination Mastery*
-  *Alteration Mastery*
-  *Elemental Mastery*
-  *Energy Mastery*
-  *Life Mastery*
-  *Manna Mastery*
-  *Mind Mastery*
-  *Spirit Mastery*
-  *Time Mastery*

• **Example One:** Guroner the Hand tries to lift (steal) some merchandise off the counter in a street vendor's stall. His skill rank in Pick-Pocketing will work in this instance, and is at a rank of 6. Guroner's player decides to roll all six dice, and gets: 3 stars, two blanks, and a skull. This is a net of two successes, so the GM tells Guroner's player that the thief was able to hiest two items of minimum value without being caught.

• **Example Two:** Guroner later decides to fence his loot. Being in a strange section of town, he rolls vs. his Streetwise Skill of 3 and receives 3 skulls!! That's not good. The GM tells him that he spots a shop where he can fence his goods; unfortunately it is a sting operation and Guroner ends up as a guest in the Duke's dungeon.

• **Example Three:** Guroner later decides to leave his prison cell, and tries to use a rat's bone as a makeshift lockpick. He rolls vs. his skill in Lock Picking, which is at a rank of 5. He rolls his five dice and gets two skulls, two successes and one blank. He does not open the lock, but neither does he receive any negative consequences. He could try to pick the lock at a later time, and could keep trying as long as he did not roll a net number of skulls.

Master Dice

Appearing on each die are two special icons. For example, there might be a sword, a shield, or a yin-yang symbol. These symbols are used if one has a skill at a *master level*. In the examples above, a person who has mastery in a weapon wants to roll a sword icon, those who have mastery in armor or shields wants to roll a shield icon, and those who are masters in the College of Alterations want to roll a yin-yang icon. For other skills, such as the General and Stealth skills, there are no special icons; for these skills, a player can use any icon rolled as if it were a mastery symbol.

When using crafted dice with the symbols, **and the character has Mastery in the pertaining skill**, any time a combat icon appears (i.e. a sword or a shield), the icon counts as two successes. Any time a magical icon appears (one of the icons on page 7) that icon appears as two successes.

Only when using the special dice, if a sword icon is rolled during an attack, one of the successes can not



be parried. If during a defense a shield icon is rolled, one of the successes can be used to block an un-blockable attack. If an icon pertaining to the Sphere or College of magic is rolled, then one success can not be negated by counter magic or by magic resistance.

A character can not count more icons than he has mastery ranks. Any additional icon that is rolled is counted as a single success.

For example, Sara has mastery (at a rank of 2) in the Sphere of Elements. She rolls her dice to cast a spell, and finds that she has 4 element icons, one success, five blank dice, and one skull. The generic success and the skull icon cancel each other out, leaving the 4 element icons. Since she has mastery at a rank of 2, only two of those icons can count as double successes, and the other two elemental symbols count as a single success each. So Sara's total number of successes that can be applied to her spell is $(2(2) + 2)$ or 6.

Which dice am I allowed to use?

A player can use any dice that he feels like using at the time. If a character has master levels in two or more skills, then it is possible that he might have some special dice reserved for specific actions. There is no limit to the types of dice that he rolls, there is only a limit to the number of dice that he can roll.

What? No dice?

Well, I went out and made my own. You can go to any craft shop and look for what they call 'wood turnings'. These are small cubes of wood, and they come in several different sizes. For playtesting, I've found that the 1/2 inch works best. At some art supply stores they might sell blank solid plastic dice; these too can be used, but the writing on them invariably comes off. When you get your dice, simply draw on them with a fine-point permanent marker. Again, there should be 1 skull, 1 blank, 2 asterisks, and any 2 symbols. The GM may create special dice, or may change the formula.

If you don't have access to a craft shop, then ordinary six-sided dice will work. Multicolored dice will work the best if the player needs several different icons. Treat all 1's as skulls, 2's as blanks, 3-4's as regular success. Fives and sixes will become equal to symbols; either the player or the GM should state (at the beginning of the game) what icon each side equates to. For example, 5's are equal to a sword icon and 6's are equal to the alteration mastery symbol on the red dice, while on the white dice, 5's are equal to Spirit mastery and 6's are equal to Life mastery icons.

Creating Your Character

In the Earth of the Fourth Sun Roleplaying game, each player gets to make his or her own character, not from any arbitrary roll of a die, but from his own specifications, right from the start.

To start the process, a player needs to have some idea of what he wants his character to be able to do. Is the character a mage, a desperate outlaw, or a wandering dilettante, or even some combination of each? What kind of skills does the player envision his character having? What kind of background does the character come from? The player must decide these before the character is created.

A player has a set amount of character points. These points will be distributed amongst his Attributes, his special Advantages, his skills, special powers, and any spells that he might possess. Each of the previous items costs a certain number of points. Points allows players to make characters that are roughly the same power level.

The player should start the character creation process by buying his **Attributes**. The player spends character points to purchase his rank in an Attribute (as opposed to rolling a dice to find out what the score is), and subtracts that amount from his total number of character points. For example, if Christa wants her duelist to have a Body Attribute of 6, she would spend 25 of her character points (she bought five ranks at a cost of 5 character points per rank).

After the Attributes are purchased, then the character should spend character points to purchase **Advantages**. These cost a variable amount of character points, depending on how powerful the ability is. Most range 10-20 character points.

Next, the **skills** should be purchased. As stated earlier, a character must have ranks in a skill to use that particular skill. For example, if a player wants his character to be able to swim, he must purchase some skill ranks in that ability; if there are no ranks assigned to the Swimming skill, then that character can swim only very poorly and will suffer grave circumstances when rolling the dice (see page < >). During this time, a player should buy any magical College and Sphere that he wishes to use. For magi, a player might want to buy spells before any other skill is chosen.

Finally, a player then should buy any **special Gifts or innate talents** he wishes his character to possess. Some Gifts are based on magical skills (specifically a magical Sphere) or may be connected to a special skill (like Chi Use). Gifts range from 5-15 character points.

A player should keep track of his spent character points. Once all character points are spent, then the character is complete. If the character is not as powerful as the player wants him to be then there is only recompense: adventure! With experience comes power...



1

Attributes: Mind, Body, and Spirit

- A character automatically starts with a rank of 1 in each Attribute
- Each Attribute can be increased by spending 5 Character Points (CPs) per level
- The maximum starting Attribute rank is 10

Attributes: Magic Resistance and Physical Resistance

- A character starts with a rank of 0 in both resistances
- Resistances can be increased by 1 rank for every 2 CPs
- The Magic Resistance rank can not be higher than the character's Will

Attribute: LifePoints (LPs)

- A character starts the game with 20 LPs
- LPs are allocated to Surface and Deep Wounds; add Body Rank to Deep Wounds
- Additional LPs are purchased by spending 2 CPs per Lifepoint

2

Advantages and Disadvantages

- Alter how the character interacts with his Attributes or with his environment
- Each Advantage costs a certain number of CPs; the greater the advantage, the higher the point cost
- Each Disadvantage returns to the player 5 CPs which can be spent however the player chooses

Advantages, Non-Magical

Alertness (5)
 Allies (5)
 Charismatic (5)
 Combat Luck (5)
 Combat Reflexes (10)
 Contacts (5)
 Direction Sense (5)
 Famous Ancestor (5)
 Fast Healer (10)
 Favors Owed (5)
 Followers (10)
 Good Reputation (5)
 Intuition (5)
 Light Sleeper (5)
 Low Justice (10)
 Nobility (10)
 Patron (10)
 Photographic Memory (5)
 Physical Toughness (10)

Advantages, Magical

Ageless (10)
 Artificer (25)
 Blood Magic Affinity (10)
 College Affinity (25)
 Cyclic Magic (10)
 Decreased Backfire (10)
 Enduring Magic (10)
 Fast Caster (10)
 Greater Magic Resistance (10)
 Inventive/Creative Spellmaker (15)
 Iron Hands (5)
 Luck (10/20)
 Personal Manna Source (10)
 Second Sight (5)
 Shielding Affinity (20)
 Spiritbond (5/10)
 Sphere Affinity
 Superior Channeler (10)
 True Name (15)
 Unrealized Potential (10)

Disadvantages, Non-Magical (5 ea.)

Absentminded
 Addiction
 Allergies
 Age
 Bad-tempered
 Bloodlust
 Bully
 Clumsy
 Code of Ethics
 Criminal Brand
 Dark Secret
 Enemy
 Expenses
 Fanaticism
 Greedy
 Honest
 Hunted
 Infamous Background
 Impulsive
 Intolerance
 Lame
 Low Confidence
 Obligation
 OCB
 Pacifism
 Phobia
 Sense of Duty
 Social Stigma
 Stubborn
 Superstitious
 Truthful
 Unlucky
 Vow

Disadvantages, Magical

Bad Luck (10/15)
 Conditioning (10)
 Cursed (5/10)
 Haunted (5)
 Lack of Magical Control (10)
 Magic Addiction (10)
 Magical Signature (5)
 Sense of Doom (5)
 Sinister Air (5)
 Susceptibility to Magic (10)
 Uninspired Spell-Crafter (10)
 Warped Magic (10)

3

Skills

- Skills are the primary way that a character interacts with his environment
- Skills are governed by an Attribute; the rank in the skill can not be higher than the governing Attribute
- A character can only use a skill he has ranks in; each skill rank cost 1 CP
- A character can have Master Ranks: these cost an additional 3 CPs per rank
- Each skill can have a specialty associated with it; a specialty must be precise or specific
- Specialties do not cost CPs and each skill can only have 1 specialty

Combat Skills

- Weapon Attack (Body)
- Armor Use (Body)
- Shield Use (Body)
- Berserk (Spirit)
- Disarming (Body)
- Focusing Power (Mind)
- Lightning Draw (Body)
- Missile Parry (Body)

Magic Skills:

Spheres

- Elements
- Energy
- Life
- Manna
- Mind
- Time
- Soul/Spirit

Stealth Skills

- Acrobatics (Body)
- Detect Traps (Body)
- Disguise (Mind)
- Evade Traps (Mind/Body)
- Gambling (Mind)
- Hide in Shadows (Mind/Body)
- Lockpicking (Body)
- Move Silently (Body)
- Pickpocketing (Body)

Magical Skills:

Colleges

- Alterations
- Apportations
- Conjurations
- Divinations

General Skills

- Academia (Mind)
- Animal Handling (Mind)
- Appraising (Mind)
- Area Lore (Mind)*
- Armor Repair (Mind/Body)
- Bargain (Mind)
- Bureaucratics (Mind)
- Climbing (Body)*
- Courtly Intrigue (Mind)
- Craft (Variable)
- Detect Lies (Mind)
- Diplomacy (Mind)
- Dodging (Body)*
- Entertainment (Mind/Body)
- Fast-Talk (Mind)
- First Aid (Mind)
- Foreign Language (Mind)
- Gambling (Mind)
- Hunting/Gathering (Body)
- Intelligence Analysis (Mind)
- Jumping (Body)*

Knowledge (Mind)

- Literacy (Mind)
- Navigation (Mind)
- Perception (Mind)*
- Savior -Faire (Mind)
- Seamanship (Mind/Body)
- Scrounging (Mind)
- Swimming (Body)
- Teaching (Mind)
- Tracking (Mind)
- Weapon Repair (M/B)

* Those skills listed with an asterisk are "everyman" skills; all characters start with a rank of 1 in these skills

Special Combat Maneuvers

- Attack Armor (5)
- Attack Weapon (5)
- Backslash (15)
- Called Shot (10)
- Dishonorable Strike (5)

- Double Blow (15)
- Falcon Wing (15)
- Feint (10)
- Hardened Attack (10)
- Lethal Twist (15)
- Lucky Shot (5)

- Mighty Blow (15)
- Minor Vulnerable Strike (5)
- Major Vulnerable Strike (10)
- Offhand Weapon Attack (15)
- Offhand Weapon Parry (15)
- Reverse Stroke (10)

- Riposte (15)
- Sacrifice Move (5)
- Shield Bash (10)
- Swallow Wing (10)
- Throw Weapon (5)
- Timed Attack (15)

- Weapon Strike (5)
- Counter Maneuver (5)
- Advanced Counter (10)
- Swing Counter (10)
- Double Counter (15)

4

Spells

- Each spell costs 3 CPs
- A spell can only accomplish one act or do one particular thing
- What a spell accomplishes depends on the Sphere and College that is used
- A spell has a Power Score (PS) equal to the character's ranks in his spell's Sphere and College
- Each spell has a Duration, Target, Range and Action/Damage rank; these total ranks must equal the spell's PS. Once set, these can not be changed
- A spell may have it's PS increased by adding Limitations. A spell may have it's scope of power increased by adding Virtues

Analyze Magic

- Barrier Ward
- Bind Spirit
- Break
- Cat Form
- Cloak of Invisibility
- Crow Form
- Cup of Youth
- Cure Disease
- Dispel Magic
- Dragon Swiftess
- Ensarement of the Glass

Fate

- Fear
- Firebolt, Minor
- Firebolt, Superior
- Firebolt, Ultimate
- Gentle Fall
- Globe of Air
- Globe of Light
- Heal Surface Wounds
- Heal Minor Wounds
- Heal Major Wounds
- Illusionary Warrior

Instantaneous Spell Dismissal

- Lift
- Lightning Bolt, Minor
- Lightning Bolt, Major
- Magic Armor
- Reveal the Hidden
- Sense Spirit
- Silence, Lesser
- Silence, Greater
- The Six Names of Xyth
- Sleep of One
- Sleep of Many

Slow

- Sphere of Anti-Magic
- Spirit Slash
- Strength of Many
- Suggestion
- Summon Hornet Swarm
- Summon Storm
- Summon Sword
- Summon Sword of Flame
- Telepathy
- Teleport
- Water Breathing

5

Gifts

- Each Gift costs a variable amount of CPs
- Gifts are granted by GM's permission only
- All Gifts are based on a rank in a magical Sphere
- Gifts operate once daily for every full purchase of the Power
- A character can have Gifts from only one sphere

Elements

- Breath Water (10)
- Elemental Aura: Attack (5)
- Elemental Aura: Defense (5)
- Elemental Blast (10)
- Elemental Resistance (5)
- Elemental Shaping (10)
- Elemental Ward (5)

Energy

- Charge/Discharge (10)
- Clairvoyance/Clairaudience (10)
- Control Temperature (15)
- Great Shout (10)
- Illusion (15)
- Invisibility (10)
- Light (5)
- See in Complete Darkness (5)
- Truesight (10)

Life

- Animal Friendship (10)
- Healing (10)
- Nature's Movement (5)
- Regeneration (15)
- Shapechange (15)
- Speak to Animals (5)
- Speak to Plants (5)
- Unnatural Dense Skin (10)

Manna

- Bleed Aura (15)
- Boost Talent (10)
- Concentrate Manna (10)
- Corrupt Power (15)
- Rip Manna (10)
- Sense Manna: Area (5)
- Sense Manna: Object (5)
- Steal Power (15)
- Tap into Leyline (10)
- Tap into Node (15)

Mind

- Charm (15)
- Cloud Mind: Fuddle Memory (10)
- Cloud Mind: Un-seeming (5)
- Detect Lie (5)
- Empathy (5)
- ESP (5)
- Frighten (10)
- Mindsword (10)
- Suggestion (15)
- Telekinesis (5)
- Telepathy (5)

Time

- Danger Sense (10)
- Extra Time (15)
- Glimpse of the Past (15)
- Item History (10)
- Repeat Action (15)
- Rot/Rust (10)
- See Into Future (15)
- Skip Ahead (15)
- Visionary (10)

Spirit

- Animal Possession (10)
- Bind/Turn Spirit (10)
- Detach Soul (15)
- Drain Soul (15)
- Enter Bodily Into Spiritworld (15)
- Raise Spirit (15)
- Speak with Dead (10)
- Spirit Armor (5)
- Spirit Journey (15)
- Spirit Ward (15)

Chi Powers (Manna/Spirit)

- Absorb Chi (15)
- Chi Balance (5)
- Chi Blow (5)
- Chi Breath (5)
- Dragon Running (10)
- Immerse Self in the Tao (10)
- Flow of Yang (15)
- Flying Fist (5)
- Healing Chi (5)
- Inner Glow (5)
- Inner Harmony (5)
- Push (5)
- Sense Chi (5)
- Soft Fist (10)

Dream Powers (Mind/Spirit)

- Alter Other's Dream
- Control Self Image
- Create Nightmare
- Dream Travel
- Dispel Nightmare
- Enter Dreamworld Physically
- Enter Other's Dream
- Enter Dreamworld: Dreamlands
- Enter Dreamworld: Terra's Mirror
- Force Sleeper into Dreamworld
- Manipulate Dream Environment
- Prophetic Dream
- Shield Dream
- Summon Nightmare to the Waking World
- Send Dream

Last Chance Option:

The Player can, after all Character Points have been allocated, have an extra set of Character Points equal to each of the 3 main attributes, to be assigned to Skills only. The Player may only assign 1 level to any skill that is governed by that attribute, up to the total rank in the attribute. The skill to be assigned a point can not have any previous ranks in it, and can only be assigned a single point. Magical Colleges and Spheres CAN NOT be assigned any ranks. Any points not used are lost. For example, if Solara has a rank of 4 in Body, she can (after her character sheet is finished) assign 4 one-point ranks in any skill governed by the Body Attribute. She can not assign any rank higher than a 1 in this fashion.



The Attributes

All Characters start the game with one rank in each Attribute; additional ranks cost **five** character points each. Ranks past 10 require GM's approval. An Attribute level less than negative one is fatal.

Mind

This is the ability of mental quickness, alacrity, the ability to assimilate and use theoretical knowledge, as well as the character's ability to overcome mental challenges. *A character may not have a Mind-based skill at a rank higher than his Mind, including skill levels in magical Colleges.*

Level	Example
-1	Erratic brain-waves, no cognition, mental vegetable
0	Dull; mentally handicapped; Stunned
1	Slow; may not be the brightest, but will get there over time
3	Average; reasons OK., but may miss some obvious clues
5	Bright; can deduce the right answer given all the facts
7	Brilliant; grasps the principle of ancient technology
10	Genius; mentally stores and utilize every book in the library
13	Innovative Genius; repairs ancient technology
15	Super-Genius; can create new technology

Body

This Attribute reflects the character's strength, dexterity, physical stamina, balance and body awareness. It also represents health as far as Major wounds a character can sustain. *A character may not have a Body-based skill at a level higher than his Body.*

Level	Example
-1	Barely clinging to life, no movement
0	Enfeebled; Can barely lift and swing a sword
1	Wimpy and Clumsy; Attacks with little force or skill
3	Average; Can lift and a 120 pound barrel or shoot a target
5	Strong; Can perform 30 push-ups in full chain armor
7	Powerful and Graceful; can jump in chainmail and attack
10	Catlike; fall and roll into a ball, attacking on the way up
13	Incredibly smooth; hits the bulls-eye every time
13	Superhuman; Can pick up and throw the anvil a few feet or attack while on a narrow wire
15	Monstrous; can throw the anvil several yards or make a pattern in the bulls-eye

Spirit

A character's Spirit is his inner strength of character, animus or Psyche. It is the Attribute that drives a character onward and represents his soul or spiritual power. This is also the Attribute that most often represents a character's ability to tap into the raw magical energy of the Fourth Sun. *A character may not have an Spirit-*

based skill at a rank higher than his Spirit, including skill ranks in magical Spheres, and Magic Resistance.

Level	Example
-1	Spirit almost in the Spiritworld; about to give up the Ghost
0	Stunned; character reacts slowly
1	Easily Beguiled; can be led astray by a charismatic person
3	Average; makes up own mind but can be persuaded to change
5	Stubborn; a strong spirit is not easily swayed
7	Gifted; always stays on target, bends magic with some ease
10	Indominable; never loses concentration, shines with an inner light
13	Supernatural ; can browbeat demons into going his way
15	Monstrous; could cause a stone elemental to change his mind, defeat minor Spirits by just smiling at them

Specializing in an Attribute

Because the attributes are so broad in scope, a character can have a 'specialty' in each Attribute. These specialties are narrow definitions of a particular aspect of the Attribute that the character is especially good at.

For example, a player decides that her character is a member of the minor nobility. Her character may be Wily (Mind), Nimble (Body) and Strong-willed (Spirit). These specialties help better define her Attributes.

Whenever a character comes into a situation where her specialty is pertinent, her level in that Attribute is counted as being one higher than normal. It does not cost any character points to specialize in an Attribute! A character is limited to one Specialty for every 5 levels in her Attribute. Finally, a character can specialize in her resistances; Magic Resistance can be specialized against a particular Sphere, never a particular College.

Magical and Physical Resistance

Each level of resistance costs the player *two* character points. For each level of Magical Resistance (MgR) the character may roll one die. Every success reduces the effectiveness of a spell's Action/Damage by one. For example, the eastern mage Five Red Turtles has a MgR of 4. He is attacked by a Death Touch Spell; he rolls four dice and gets two successes one blank and one skull, totalling one net success. He can reduce the damage by the Death Touch Spell by one. **A character may not have a Magical Resistance higher than his Spirit.** If a spell has no net action successes after applying Magic Resistance, then the spell will have no effect; if the spell's description included a damage die, the damage die can not be rolled.

Every successful die roll of Physical Resistance removes one point of damage done by poison or disease.



Lifepoints

A character's ability to withstand damage, as well as the special 'luck' associated with heroes of the Earth of the Fourth Sun, is measured by Lifepoints. A character starts the game with 20 Lifepoints. Additional Lifepoints may be bought at a cost of **two character points per Lifepoint**.

Lifepoints are distributed by the player between Surface and Deep Wounds, and once created, a character never redistributes these points. As a bonus, a character gets a bonus to his Deep Wounds equal to his Body Attribute. This represents the 'core health' of the character.

When the character loses all of his surface wound Lifepoints he becomes *Fatigued* and possibly *Stunned*. When he loses all of his Deep Wounds he is in danger of dying. If a character Reaches -2 LPs or reaches -2 Body, he dies.

Example of Purchasing Attributes

Christy wishes to make a character that specializes in magical thefts. She wants a high Body and Spirit. Lifepoints and Physical Resistance are not important to her, but she does want a high amount of Magical Resistance. So she purchases the following Attributes:

Attribute	Starting Level	Ending Level	Cost
<i>(The following cost Three Character Points per rank)</i>			
Mind	1	3	10
Body	1	4	15
Spirit	1	5	20
<i>(The following cost Two Character Points per rank)</i>			
Magic Resistance	0	4	8
Phys. Resistance	0	2	4
Lifepoints	15+8	25	4
Total Character Points			61

So far, she has spent approximately 41% of her initial Character Points on Attributes. Her Mind skills are limited to a rank of 3, but her level in any Sphere of Magic could be as high as a five. She will need to arrange her 22 Lifepoints into the two wound levels. She will have 89 more character points to spend on Advantages, Skills, Powers and Spells.

Advantages and Disadvantages

In many instances, a character is defined by abilities and handicaps that far exceeds any Attribute or Skill. A character may be blessed, or cursed, or be a little of both. To define such characteristics in game terms require the use of Advantages and Disadvantages.

Advantages are traits and abilities that allow a

character to perform actions that improves how a character interacts with his environment or his basic Attributes. Advantages are normally a gift of birth and fate, as well as special auspicious circumstances. Advantages allow a character to do a lot more than he normally could. There are two main types of Advantages, Magical and Non-Magical. To ensure game balance, gaining Advantages cost character points, and most can only be acquired during the character's creation.

Disadvantages cause some penalty to the character, most often reducing his effectiveness as a potential hero of the Earth of the Fourth Sun. By taking a Disadvantage, a player *gains* character points. There are also Magical and Non-Magical Disadvantages.

However, a player only has to pay for Advantages for his beginning character, and in the same way only gets the benefit of gaining character points for a Disadvantage at the character's conception. Any Advantage gained or Disadvantage incurred during the course of play is deemed as fate, and is not subject either way to the gaining or loss of character points.

Advantages, Disadvantages and GM Interpretation

Many of the Advantages and Disadvantages do not have a skill or a rank, and so they are non-quantifiable. In other words, a player who tries to use either an Advantage or a Disadvantage in such a way as to cause game imbalance is heading towards a losing situation. The GM is to determine the full scope of the Advantage or Disadvantage. The player may or may not be told of what may happen, in accord with the GM's desire.

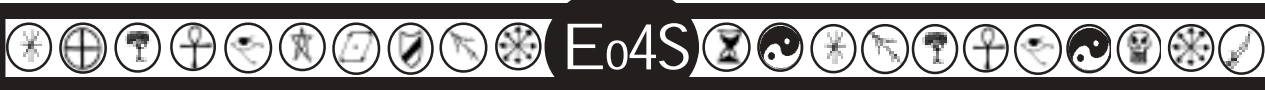
Some Advantages and Disadvantages are more fully described in game terms, but this is more of a means of allowing the GM to see what the scope of the Advantage or Disadvantage should be, and is given more as a guideline than a hard and fast rule (in fact, every rule in this book can be thought of as a guideline!).

There are also some Advantages and Disadvantages that apply to characters who use magic. Those who do not rely on magic but on their wit and sword-arm may unwisely lose their precious few Character Points on choosing these Advantages.

GMing Advantages

Advantages are a great way of customizing the hero that is to adventure in the Earth of the Fourth Sun. A GM should encourage his players to select all the Advantages that they wish, providing that the player has a good reason why his character should possess such an ability. A character with a large number of unusual Advantages deserves an unusual background.

The GM needs to keep an eye out for player abuse of Advantages. Many Advantages do not have hard and fast numbers associated with them- this is meant that the Advantage might be somewhat fickle in it's appearance or in it's scope of power. An unusual Advantage may make a great *deus ex machina*, but neither should it be used as a crutch by the adventurer.



GMing Disadvantages

If one looks closely, he will notice that Advantages on a whole costs more than Disadvantages. This is because most Disadvantages are not truly that heroic, and they signify that the Fates have something against the character. Disadvantages hamper the character, even if the Disadvantage is a relatively benign one, like *Duty*. It is the GM's responsibility to treat this as a true Disadvantage, pitting the player constantly against what the **player wants to do** and what the **character should do**.

If one looks closely at the Disadvantages, he will notice that many of the really 'bad' Disadvantages are worth as much as the 'benign' ones. This is purposeful; in how many other campaigns in other game systems have you seen the blind, one armed beggar with powers that fully compensate for his disadvantage, yet have a tremendous number of extra character points to spend 'maxing' up his character? Heroes normally have some sort of tragic flaw that they might overcome, but they are not so riddled with Disadvantages that they can't perform simple actions unaided. **In any instance, it is recommended that the maximum amount of Disadvantages a character may have is 25 points worth.**

Increasing the Scope of Advantages and Disadvantages

Sometimes a player may envision his Advantage as being more powerful than what the description alludes to. Or, in some instances, the player might want special 'sub-Advantages' that might expand the ability of the Advantage. In this instance, a player can go ahead and buy his Advantage at twice the initial character points, if both he and the GM can decide on what the Advantage is to do. Because a Disadvantage is already quite bad, and will be used against a character often, it is not recommended that the character increase the scope of any Disadvantage. But if the character really wishes to have an arm-less, legless character then they

could take the lame Disadvantage for the full 10 measly character points.

Traits

Just as Advantages and Disadvantages can be increased in their scope of effectiveness, they can also become much milder in form and function. An Advantage or Disadvantage that is not very strong, passingly present, fickle, or extremely unreliable can be considered a *Trait*. Characters in the Earth of the Fourth Sun may only have 5 traits, and only Advantages and Disadvantages that are worth five points or less can become a trait (for example, the Advantage of *good reputation* (costing 5 character points) may be a trait, but the Disadvantage of *lack of magical control* (which is worth 10 character points) may not be chosen as a trait).

Traits are a great way of further tailoring the character. A standing house rule often found in many campaigns is to allow a trait to become a full-fledge advantage later in the game. In this instance, the GM awards the player with the full Advantage as an experience point bonus (i.e., it does not cost the player any additional character points to have the advantage). This is a great way of giving a character a potential for greatness, without a large expenditure of character points. **Traits that are Advantages cost one character point each.** But not all traits are Advantages- some are also Disadvantages.

When traits are Disadvantages, they denote a pattern of the way a character thinks, acts, or shows on his person. They are not overwhelming, but they do manifest in such a way that they are often noticeable. But since it is not a full Disadvantage, they can be masked or cloaked to avoid detection. **Traits that are Disadvantages give the player one character point each.**

Fortune/Karma Pool

Sometimes a character may have some Character Points remaining after initial character development. These extra points may be held back in reserve, and used throughout the adventure. This reserve of character points is also called a fortune or karma point pool. Once used, a Character Point or Karma point is lost forever.

These extra points are like a bit of extra luck that the character can tap into. The uses of these points are many and varied, and are briefly outlined below...

Additional Successes- *Each Character Point may be used as a single extra success, above and beyond any rolled by the player. Character Points are an excellent way of overcoming the penalty of Virtues, or causing damage to a well-armored beast.*

Emergency Skills- *A character can use a karma or fortune point as a success in a skill that he does not normally have. For example, the GM states that to save themselves from drowning, each character needs 4 successes vs. their swimming skill. Cort does not have the swimming skill, so his player spends 4 fortune points, effectively giving Cort 4 successes vs. swimming.*

Die Re-rolling- *Reflecting innate luck associated with being key instruments in an ongoing saga, Character Points may be spent to allow the player to re-roll unfavorable die. One point may allow the player to re-roll 2 dice, while a large number of character points may actually allow the character to take back an action!*

Flesh Wounds- *A character can spend a Character Point to recover 1/2 of their surface wounds. A character can also spend a Character Point to remain conscious, or recover from being knocked out. Finally, a karma point may heal 2 minor wounds.*

Spell Alterations- *The expenditure of a Character Point allows a character to revise his spell's Secondary Attributes permanently, even during an adventure. A character can not change any Limitations and Virtues, but the raw Power Score can be higher than the original if there was any corresponding increase in either Spheres or Colleges.*

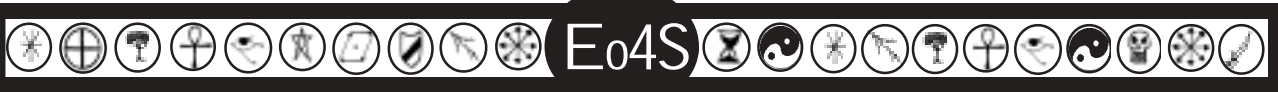


Buying off Disadvantages

By choosing a Disadvantage for a character, the player is often saddling his character with a load of bad karma. And bad karma is very hard to get rid of. A character can only remove a Disadvantage during the course of normal game-playing. Loosing a Disadvantage never happens 'off stage'; the means of expunging the Disadvantage must appear during the adventure.

It costs three times the original value (in Experience Points) to buy off Disadvantages. In other words, a Disadvantage gives the player 5 Character Points initially, but will cost 15 Character Points later to get rid of. Sometimes, however, a GM will award the player the benefit of expunging Disadvantages as a means of compensation for good roleplaying, heroic deeds, or as a form of 'treasure'.

Advantages, Non-Magical	Advantages, Magical	Disadvantages, Non-Magical (5 ea.)	Disadvantages, Magical
Alertness (5)	Ageless (10)	Absentminded	Bad Luck (10/15)
Allies (5)	Artificer (25)	Addiction	Cursed (5/10)
Charismatic (5)	Blood Magic Affinity (10)	Allergies	Haunted (5)
Combat Luck (5)	College Affinity (25)	Age	Lack of Magical Control (10)
Combat Reflexes (10)	Cyclic Magic (10)	Bad-tempered	Magic Addiction (10)
Contacts (5)	Decreased Backfire (10)	Bloodlust	Magical Signature (5)
Direction Sense (5)	Enduring Magic (10)	Bully	Sense of Doom (5)
Famous Ancestor (5)	Fast Caster (10)	Clumsy	Sinister Air (5)
Fast Healer (10)	Greater Magic Resistance (10)	Code of Ethics	Susceptibility to Magic (10)
Favors Owed (5)	Inventive/Creative	Criminal Brand	Uninspired Spell-Crafter (10)
Followers (10)	Spellmaker (15)	Dark Secret	Warped Magic (10)
Good Reputation (5)	Iron Hands (5)	Enemy	
Intuition (5)	Luck (10/20)	Expenses	
Light Sleeper (5)	Magebond (5/10)	Fanaticism	
Low Justice (10)	Personal Manna Source (10)	Greedy	
Nobility (10)	Second Sight (5)	Honest	
Patron (10)	Shielding Affinity (20)	Hunted	
Photographic Memory (5)	Sphere Affinity	Infamous Background	
Physical Toughness (10)	Superior Channeler (10)	Impulsive	
	True Name (15)	Intolerance	
	Unrealized Potential (10)	Lame	
		Low Confidence	
		Obligation	
		OCB	
		Pacifism	
		Phobia	
		Sense of Duty	
		Social Stigma	
		Stubborn	
		Superstitious	
		Truthful	
		Unlucky	
		Vow	



Advantages & Disadvantages Descriptions

Non-Magical Advantages

Alertness (5)

A character who has this Advantage has learned to keep a more watchful eye on his environment and surroundings, noticing details that others might have missed. Those characters with the Alertness Advantage are harder to surprise, and less easily fooled. This Advantage gives a character a bonus of one extra die (to their perception skill) when rolling to spot a hidden object, or to detect the approach of an enemy.

Allies (5)

This Advantage gives the character some backup in a social sense. The allies can be a clan, an important NPC, or even some spirit or creature from the Overworld. The ally may not be available to pull the character's bacon out of every fire he throws himself into, but the character's ally should be counted on to have some influence in an important situation. Please note that the more powerful an ally is either physically or socially, the less likely it is to be able to freely help out the character.

For example, a King is a very powerful ally, but every move he makes is always watched by someone, and that by helping out the character in a straight forward manner he is alerting his enemies of a potential weak link (and hence a threat) to himself.

Charismatic (5)

With a wink of the eye and an air of grandeur, Charismatic characters have a jump on getting others to do what they wish. Not all people respond equally to charismatic characters, but most people will take a liking (however slight) to the character. When dealing with a reaction roll, those with this natural charisma start the reaction process with one automatic success.

Combat Luck (5)

A little luck can go a long ways in battle situation; this Advantage may just be that little bit of luck a character is looking for. Those with this special ability roll a d12 instead of a d10 when determining initiative. Hence, all things being equal, the character with this Advantage could possibly win initiative 20% more often.

Combat Reflexes (10)

An extremely valuable skill to those players who rush headlong into battle. This Advantage imparts to the character reflexes far better than what the character's Body Attribute may denote. With combat reflexes, a character gains a +3 to his initiative when attacking with melee or missile weapons. This Advantage also allows a character to dodge in all combat circumstances, even if surprised.

Contacts (5)

A Contact Advantage gives the character a source of information. This may not be a ready source (the contact can be in a different city), but overall the contact can help the character with clues, monster or treasure descriptions, or may even be able to warn him of danger or of some threat to his well-being. A specific contact does not have to be declared during character creation, and can be designated during the course of the adventure.

Direction Sense (5)

Those with this ability are less likely to get lost. A character with this Advantage could be turned around in a strange city and instinctively know which way his Inn was. This does not mean that the character can not get lost; the Advantage of Direction Sense gives the character the general feeling of where something should be. It can be incredibly helpful in the woods, and not helpful at all on the open ocean.

Famous Ancestor (5)

A character with a Famous Ancestor starts off with some degree of fame (see side-bar page < >). A famous ancestor indicates that some forbearer did something great or well-remembered, and the populace tends to hold his descendants with a little more respect because of it. This advantage is usually good for at least one free beer at the local inn! Of course, like any other kind of fame, having a famous relative can be a two-edged sword.

Favor Owed (5)

An NPC owes the character a Favor. The player can go ahead and write down the nature of the favor to be owed, or he can use this Advantage at any time, indicating that *this* is the time that he wishes to collect on the favor. This can be a very powerful Advantage, but is usually a one-shot deal. If the favor is owed by a very powerful individual, it would be wise for the player character not to upset or inconvenience him too much, because after the favor has been repaid, the payee is free from obligation.

Fast Healer (10)

Normally a character can heal 1/2 of his Surface wounds and 10% of his Deep Wounds for every 12 hours of rest. A character with fast healing doubles this, recovering all surface wounds and 20% of his Deep wounds every 12 hours of full rest. A fast healer also heals Attribute losses at a rate of 2 per day.



Followers (10)

This Advantage represents a very weak or low powered servant or follower that attends the character. If the character is a knight, then the follower can be a squire or a page that attends him. Other characters may have a valet, apprentice or some other follower with them. These are usually background characters, and do not earn much (if any) experience, or even participate in the main adventure. Followers are great for polishing armor and weapons, making sure that the inn is ready and the food prepared; they are not true heroes in the Earth of the Fourth Sun unless they are taken up by a player to use as their main character (they would then receive an additional amount of character points to boost them to 150 total points). A follower is typically created with 20 character points.

Good Reputation (5)

Like the Famous Ancestor, this character is associated with something good. This is a type of fame that is more beneficial to the character than that on the side-bar (page < >). Essentially, a person who has a good reputation gets better deals, is a little more respected, and is treated better than others.

Greater Physical Resistance (10 per level)

Like Greater Magic Resistance, this special ability allows the character to have automatic successes when rolling vs. his physical resistance. Each level bought allows one rank of PR to be an automatic success. For example, a character with 2 levels of Greater Physical Resistance (which would cost 20 Character Points) gets bit by a common rattler with a poison rank of 2. Because this special ability gives him 2 automatic successes, he is effectively immune to the snake's venom.

Intuition (5)

A person with this Advantage may have sudden insights to a given situation at hand. The Advantage of Intuition may also allow the character to piece together some puzzle that was too hard for the player to solve. This Advantage may also give some bonuses to Attribute rolls, at the GM's discretion.

Light Sleeper (5)

This talent may be inborn or the result of spending too much time in a dangerous environment. A character with the Advantage of Light Sleeper will spring awake whenever a suitably loud noise is made. Those with a combination of Danger Sense and Light Sleeping may be able to awaken before the enemy even gets close. Of course, if a character pushes himself too hard, or has not slept recently, he is unlikely to awaken no matter how dire the situation.

Low Justice (10)

Low Justice is the ability to legally make a decision that the common people must abide by. In many parts of the Earth of the Fourth Sun, Low Justice is meted out by those who have some military authority (such as many of the nobility) or by being appointed by those with military authority (like the Imperial Magistrates). Many times those who have authority to give Low Justice are in great demand, and the obligation of doing one's duty precludes them from adventuring.

Nobility (10)

A character must pay character points just for 'being' a member of the established aristocracy. These character points indicate the ability of a nobleman to have many other types of minor associated Advantages (such as a limited types of Servants, Ancestors that were Famous, and a general air of influence) at a 'Trait' level. Because those who are ennobled usually have more stuff than the common people, GMs are encouraged to give a person of noble birth an extrinsic reward during the character creation process. This could be money, special training or a minor magical item.

Patron (10)

A Patron is much like an ally, but is usually more active in the welfare of the character. Unlike an ally that must still weigh the actions of helping the character verses his own self interest, the Patron sees the character as an extension of himself. This kind of personal attachment means that the character is more likely to receive help when needed. Note, however, that having a Patron means that the character owes some allegiance to the Patron; hence, this Advantage is usually coupled with the Disadvantage of *Obligation*.

Photographic Memory (5)

A character with the Advantage of Photographic Memory is able to recall details of things that he has seen, even though some time has passed. Those with photographic memories are also able to categorize large amounts of information, so this Ability is very common with the Bards of the Northlands. This is also treated as an extra (bonus) specialization for the Mind Attribute.

Physical Toughness (10)

These people just don't seem to feel pain. A character with Physical Toughness can generate a point of automatic success when rolling vs. his Will when trying to block out the effects of pain (for example, when rolling to see if he is stunned or if he becomes knocked unconscious). This ability gives the character one additional point to his armor roll (0/+1) when being hit with crushing-type weapons. This is also treated as an extra (bonus) specialization for the Body Attribute.

Magical Advantages

Ageless (15)

This Advantage is very uncommon, and hence it's higher than normal cost in character points. An ageless character ages progressively less as he gets older. His aging rate slows down until he almost stops aging at all. This process occurs around the age of 25; after that the character ages 1 year for every 25 or so years that he lives. So in 200 years, an ageless character will age 7 years- effectively having the relative age of 32. This does not make a character immortal- they can be killed just like any other character. An ageless character usually denotes that the character has some Immortal blood.

Artificer (25)

An *artificer* is a master at making magical items. If a character with this special advantage makes or oversees the creation of an item, he can enchant that item using the Virtue of Permanency at a value of 10 rather than 15. If an artificer wishes to make an item with a longer duration, but at a duration of less than permanent, then the value of the Virtue is 3 less than the normal amount.

For example, Xiomara the Enchantress, has the ability of artificer. She wishes to create an amulet that will protect her from flames for one year. Normally, the Virtue of Increased Duration- Year has a penalty of 10 skulls attached to it, but since she is an artificer, she takes three less skulls for a total of a 7 skull penalty.

Being around a constant amount of magical energy can quickly cause the Artificer to become *manna aspected*, and there are many a Artificer that have become 'magically unstable', causing their environment to warp and bend in such a way to alleviate the stress of the constant flow of magic. It is said that the entire County of Devonbrooke slipped to the Overworld on the 100th anniversary of the Arch Mage's Tower of Living Water, a permanent creation that the artificer created in his youth.

Blood Magic Affinity (10)

There are some beings that have a harmony with the magics of the blood. Those who have Blood Magic Affinity can convert one Body level of their own blood to 10 points of Free Manna. This cannibalization is permanent, and can not be healed without the expenditure of additional Character Points.

If a character with this Advantage uses another sentient being's blood, the conversion is 3:1 (3 Free Manna points for every Body level sacrificed), an animal is 5:1 and a full sacrifice of a character with experience will yield the entire Body amount plus a bonus equal to 1/10 of the total experience points of the being sacrificed. Furthermore, a character with this Advantage using blood as a material Focus adds one additional point to the spell's Power Score. Those with Blood Magic Affinity are deemed anathema, and are ruthlessly hunted throughout the Empire and all of it's Client States.

College Affinity (30)

Some people have an inherent knack for a particular College of magic that goes far beyond the normal. Instead of learning about a College, they fully embrace it and somehow become part of it. These people are said to have an affinity to a particular College of magic.

When this special Advantage is chosen, the player needs to pick a single College. Any time a spell that uses his Aspected College as the spell's primary College has it's PS increased by 1. This one point increase is an automatic success. This one point success does not have to allocated to a particular sub-score, and may be used to counter any skulls that may be rolled. A character may not have an affinity for more than one College. A character can have an affinity for both a single College and a single Sphere. This one point bonus also includes any spells cast with the Advantage of Dynamic Spellcasting.

Because the character is more in tune with a particular College, he receives some additional abilities when choosing and creating his spells. He, in sense, gains some additional Virtues for spells utilizing his affinity.

There is, of course, a drawback to having an affinity: a mage with this Advantage automatically becomes Manna Aspected to his particular College. Any spell that utilizes his particular College that he has an affinity to will automatically have any backfire reduced by one die, and any spell with any other College that backfires will have it's backfire result increased by two levels. Also, because of his strong aspecting nature, coupled with his college affinity, a mage who has an affinity to a particular College alters his environment ever-so-slightly.

Most of the time, changes to the environment caused by manna Aspecting is involuntary and occurs without the mage's knowledge. However, a mage can sharpen his attention, and through his affinity with his College, can purposely cause some changes himself. Such changes are small and extremely minor in scope. Of course, there could be some far ranging complications of the deed. For example, a mage with Alteration affinity may purposely hone his Will and cause a word to be misspelled on a treaty. Because of the word change, the treaty might become invalid, or may have an effect that was different from it's author's intentions.

The player must choose a single College in which he has an affinity:

Alteration Affinity. A character with this affinity has the ability to transmute objects from one form to another and between different kinds of kingdoms. Normally a mage can not turn a human into a tree. With Alteration Affinity, that restriction is waved. The mass and size difference is also adjusted: a mage may increase mass by 60 pounds per success or may reduce an item's mass by 1/Action Successes X 7. For example, with 5 successes, a mage can transform a 150 pound man into a 450 pound statue of cheese or into a 4 pound water-melon.

A mage with this affinity has an aspected aura around him that constantly produces flux in his environment. Objects around the mage are constantly becoming slightly transformed; examples include such things as blue flowers tuning purple, wounds opening up and running, indecision and constantly changing of minds,

written words becoming misspelled, dull edges becoming sharper or even more dull, etc. The same kind of effects can occur with concentration from the mage.

The Writhing Plague during the reign of Emperor Perizinin was averted when Regulus, the Imperial mage who was strongly attuned to the magics of Alteration, inadvertently rode his horse through the devastated region on a visit to see his sister. Regulus had such a strong aura of about him, that as he rode through the infested fields, every caterpillar that was feeding on the crops instantly metamorphosed into a butterfly. And so the Grainlands of the Empire was saved, and Regulus became immortalized as the saviour of the Empire.

Apportation Affinity. A mage with an affinity toward Apportation magics finds his range of spells dramatically increased. His base range for each spell is 50 feet per action success, and each Virtue of Increased Range is reduced by two points. A character with the Apportation affinity can also create a spell to transport him to either the Spirit World or the Overworld, or can cause a spell's effect to travel there. A mage who has Apportation Affinity can create a transport spell with the Advantage of: "Can move into the Spirit World or Overworld" for free. Surviving in either World, of course, may depend on other magics, but the mage can at least get there. A mage with Apportation Affinity can also *levitate* a total weight of 50 pounds per Action Success (if that spell is bought), or can carry an additional 50 pounds per Action Success if the magic is a *teleport* spell.

Those magi with this kind of affinity are aspected in such a way that they (and objects around them) are either rooted fast or constantly in motion. Also, processes tend to either speed up or slow down in their vicinity. Jar lids may be stuck fast, or could open easily allowing their contents to escape. Correspondences either reach the mage very fast, or almost not at all. A mage can concentrate on an event to produce either a slightly more rapid or slower acceleration. Known magi with this affinity are barred from either entering or betting on racehorses.

Conjuration Affinity. This affinity allows a mage to summon items, creatures and effects into being that may be unreachable to others whose spells have the same Power Score. When conjuring an animal, a mage with this Advantage treats his Power Score as if it were 10 points higher when determining if an animal can be summoned. For example, the mage's spell's PS has 10 additional points added to it when comparing it to the creature's summoning value (the sum of the creature's Spirit Attribute and its MgR).

Unlike other Colleges of magic, the Aspected nature of Conjuration affinity might not be obvious. However, his aspected aura may have influence anytime something new is brought into being around the conjurer. For example, a porter is scraping his flint, trying to produce a spark when an aspected conjurer comes sauntering by. Most likely the spark of fire will appear quickly and will combust the tinder instantly or will not appear at all. Artists, craftsmen and others who depend on inspiration to help them in their work find such activities either speeded up or slowed down whenever a mage with this affinity is near.

Divination Affinity. The Advantage of Divination Affinity allows a character to probe more thoroughly into things. Divination affinity gives the character 5 extra Action Successes to an *analyze magic*, *see invisible*, or *sense spirit* spell. If the mage has a simple spell that simply detects the presence of magic, then that spell has its PS increased by 10. For a *divination* spell, having this affinity gives the caster the ability to foresee up to thirty minutes per success into either the future or the past. The Virtue of *Increased Duration* (Time of Scrying for Divinations) costs 2 points less than the listed amount.

The aspected aura around the mage is both a blessing and a bane. The mage just tends to *know* things about the topic at hand. Sometimes the forces of *deja vu* are so strong that the mage temporarily blanks out for a moment as knowledge enters his brain. A mage with Divination affinity normally does not lose or misplace *anything*. The drawback to this aspected aura is that others who come into contact with the mage may also receive divinatory flashes of knowledge, but most often the knowledge is about the mage himself! It is hard for a character with this Advantage to keep secrets from close friends, as his friends will periodically have flashes of insight about the mage as long as they are together.

Cyclic Magic (10)

A cyclic mage has powers that wax and wane according to some event, usually a natural phenomena. The classic example is a Moon Mage, who grows stronger with the waxing of the moon. A cyclic mage gains the benefit of adding two additional successes to his PS roll. This addition to his PS roll only happens during the peak of his cycle- the three nights of a full moon, for example. At the bottom of the cycle, the cyclic mage suffers from the risk of potential catastrophe- two successes from his PS roll are treated as if they were blanks.

To qualify as a cyclic mage, approximately 3/4 of the time should be at a 'neutral stage' of the cycle, while 1/8th of the time should be at the zenith of the stage. The character should also suffer from the bottom of the cycle the other 1/8th of the time.

Decreased Backfire (10)

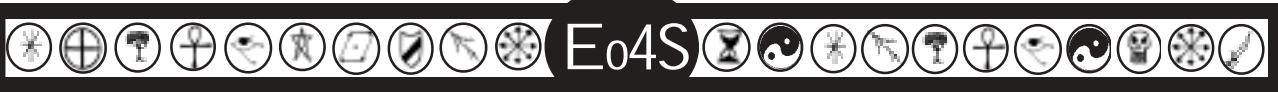
With this ability, a mis-casted spell has its backfire result reduced by 2 dice, to a minimum of 1 die. For example, Cirvesh the mage has a 3 skull backfire. Normally he would have to roll 4 dice on the backfire table, but since he has this Advantage, he rolls only 2 dice instead. See page < > for more details on spell backfires.

Decreased backfire can not alter the potential backfiring caused by a *mana aspected* mage.

Enduring Magic (10)

Enduring magic means that any magical spell cast lasts much longer than it normally would. The caster with this Advantage is able to tie the weaves of magic tighter to the spell's pattern. All spells (except those with an instant duration time such as attack spells) will have at least one extra success added to the spell's Duration above and beyond any successes actually rolled. The Virtues of Increased Duration incur one skull less than normal. Finally, a spell has +5 added to its PS when determining a *dispel* effect.

The drawback to this special ability is that the



mage is more likely to be manna aspected (see page < >).

Fast Caster (10)

A magic user who is a Fast Caster gets an inherent jump on his competition when casting a spell. In game terms, a mage who has this ability adds +3 to the initiative score of all of his spells, and his Virtue of Instant spellcasting is reduced by 1.

Greater Magical Resistance (10 per level)

Greater Magic Resistance indicates the ability of a character to unconsciously repel the force of magic. There are many game reasons why a character may have Greater Magic Resistance, from being exposed to some strange radiation in the Overworld, to having an indomitable Will that just refuses to believe fully in the force of magic.

Unlike other abilities, Greater Magic Resistance is bought in levels. A character's rank in Normal and Greater Magic Resistance combined may not be higher than his Will. Each rank of Greater Magic Resistance costs 10 Character Points. Each rank of Greater Magic Resistance **automatically** negates one success of any magic that comes into contact with, or might affect, the character.

The drawback to this ability is that any spell cast by the character has one success negated for each rank in Greater Magic Resistance. Therefore backfires are more prevalent. Magical items carried or used by a character with Greater Magic Resistance are less effective; an item's ability is decreased by one for each level of Greater Magic Resistance.

For example, Rolph the Barbarian has the ability of Greater Magic Resistance at a rank (level) of 3. He finds a magical ring that confers an armor bonus of (0/+3) and puts it on. Because of his Greater Magic Resistance, his ring does not function as his special ability reduced it's magic by three levels. Miscellaneous minor magical items without a specific level associated with them will not work for those with Greater Magic Resistance.

Greater Path Sphere Mastery (30 for each Sphere; 15 if just a single Element)

Sometimes magi transcend the bounds of normal spellcasting, and begin a new path towards ascension into the ranks of the Powers. Greater Path Sphere Mastery is an outward sign of this transmification. This special ability allows a mage to weave magic in a particular Sphere at will, without spending character points to learn a particular spell. These spells are created on the fly, as if the spell user used a point of free manna or a character point to create a one-shot spell. The spell can have any effect that the creator wishes, as long as it is a valid manifestation of the Sphere being used.

The mage weaves the threadlike forces of his chosen Sphere into a Pattern 'outline'; this is not a fully powered weave, and as such, the mage can only use his ranks in his Sphere. He can not use any ranks in a College, nor can he use any Limitations or Virtues. The player is to roll dice equal to the rank in the Sphere, and apply successes towards the effects of Range, Targets, Duration and Action/Damage abilities, just like any other spell.

For example, Kirstin has Greater Path Sphere Mastery: Elemental Fire, which has cost her 20 character points. She wishes to create a small flame to light a torch, and she has lost her spell 'Create Fire' the black deomandar in her last adventure. She can, however, use her Greater Path Sphere Mastery to create any fire-like spell at will. Her player tells the GM that Kirstin weaves her 4 ranks of Fire into the pattern outline that will generate a tongue of flame. She rolls her 4 dice and receives two successes. She puts one success into Targets and one success into Action.

Her weave was successfully, and for the brief instant it was in effect it was enough to generate a magical tongue of flame that was able to light a single torch.

A disadvantage of using this kind of dynamic spellcasting is that the mage is not building a stable pattern to house the magical strands of manna in the Sphere. Because of this, he is at risk for more uncontrolled magical backfires. Any backfires created when using Greater Path Sphere Mastery are increased by +2 ranks on the backfire chart.

Fame

Fame is best described as a special Attribute. In some circumstances it is an Advantage, and should be worth some Character Points to purchase. Famous people routinely get preferential treatment and enjoy social perks far and above their common brethren.

But at the same time, fame is a Disadvantage. The perks of being known as the city's best swordsman is tempered by having every swaggering young idiot trying to prove his mettle by being the one to defeat the great champion.

When the characters are first created, the GM is encouraged to ask the players what they want their character to be famous for. (Characters who balk at this distinction should be offered the chance of being noted for something infamous). Then give the character a ranking in that one thing (at a rank of 1). Each time a character gains experience that touches or involves what he is famous for (and has an audience), then the rank should be adjusted, according to the relative success of the character.

Fame of ranks 1-5 are considered local, ranks 6-10 are considered district-wide, ranks 11-15 are considered to be nationwide, and characters with a fame of 16 or higher will be recognized throughout the Empire.



Inventive/Creative Magic (15)

An inventive mage can learn and modify patterns easier than his fellow spellcasters. This is reflected in game terms as having each spell cost only 2 character points to purchase. An inventive mage can also, once per game session, create one free one-shot spell just as if he had spent 3 Free Manna points (see side-bar page < >).

Iron Hands (5)

Iron Hands is a martial skill (or sometimes an alchemical formulation) that mystically hardens a character's hand so that it is as tough as metal for a few brief seconds before impact during combat. Because of this, a bare-handed combat attack gains a damage die equalling that of a dagger (d4) and can inflict major wounds.

Luck (10/20+)

The Luck ability comes in two forms, that of Greater Luck and of Lesser Luck. Like Magic Resistance, the Luck ability is also bought in levels. Each level allows the player to re-roll one die.

Lesser Luck:

For each rank of Lesser Luck the player can re-roll one blank die; the new value that is rolled takes the place of the blank dice. Lesser Luck can be used once per dice pool, or once per roll.

For example, Torvish has the ability of Luck 3 (for a cost of 30 character points), and is rolling to hit a wild boar. He rolls six dice and gets two skulls, two successes and five blank dice. His Lesser Luck ability will allow him to roll three of the blank dice. After re-rolling, he receives three successes, for a new total of five successes and two skulls!

Note that Luck can go bad- a character could roll a blank die just to receive an extra skull! Lesser Luck cost 10 character points per level.

Greater Luck:

With this ability, a character can re-roll any die (including skulls) for each level of Greater Luck. Like the ability above, a player can only re-roll once per die pool or ability check.

For example, Shassa has Greater Luck at a level of 2 (for a cost of 40 character points). She is casting a spell, and ends up with 2 extra skulls, indicating a backfire! She uses her Luck skill and re-rolls, and gets one blank die and one success; not only did she abort a potentially deadly backfire, she actually successfully cast her spell (although it only has a total of 2 successes).

Greater Luck costs 20 points per level.

Personal Manna Source (10)

A Personal Manna Source gives the player five Free Manna Points every thirty days. The Source of the Manna Points can be of any origin- an item that the player has, some link to a magical place, or from the character himself. These manna points do not accumulate; a

character must use them to receive more. Once used, it takes 30 days to regenerate the Free Manna Points. For more information on Free Manna, see the side-bar on page < >. Note that many with the blood of the gods have this as an Advantage (typical godlings generate and store around 50 manna points *per day*). This Advantage is one of the most visible clues as for parentage amongst the immortals of the Earth of the Fourth Sun.

Second Sight (5)

The Second Sight is the ability to see into the Overworld. The place viewed will be an area corresponding to where the character is. With the Second Sight, the Overworld seems a misty, ghostlike realm. Using this power takes intense concentration, and may not be used in stressful situations. Notice that there are areas in the Overworld that are best not viewed by humans; places like the Twisted Realms can cause a human to go insane, even if it is viewed while on the Earth. The nature of the Overworld is perplexing, and locales do tend to shift about at random. An extra ability granted by this Advantage is a greater chance of piercing illusions- a character with this Advantage can roll 2 extra dice when trying to overcome any mortal illusion, or may roll 4 extra dice if trying to overcome illusions made by the Sidhe. As a drawback, many creatures that can travel from the Overworld to the Earth (like Barghests and the Sidhe) can detect characters with the gift of Second Sight just by looking at them. What such creatures do to characters with this Advantage is up to the GM.

Shielding Affinity (20)

A character with this special ability has an understanding of shielding magical items and spells that is far superior to those of common magi. Shielding affinity allows a mage to ignore all Virtues used in a spell when it comes to shielding.

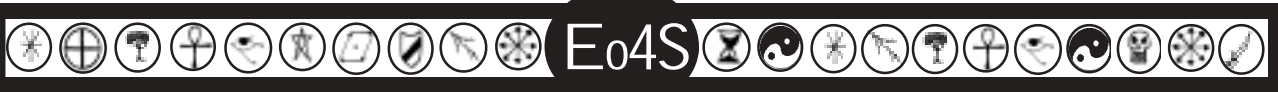
For example, normally a spell that has a PS of 20 and a Virtue of Permanency needs a 36 point shield. To a mage with this special ability, this spell will only need a 21 point shield.

Sphere Affinity (25; 5 pnts if single Element)

Some people have an inherent knack for a particular Sphere of magic that goes far beyond the normal. Because the use of Spheres are innate, there is a direct link between the Sphere and the character, and the character somehow becomes part of the Sphere that he is attuned to. A character with this Advantage incorporates stronger weaves into his spell's pattern.

When this special advantage is chosen, the player needs to pick a single Sphere. Any time a spell that uses a Sphere that corresponds to the Caster's affinity has it's PS increased by 1. This one point increase is an automatic success. This success does not have to allocated to a particular sub-score, and may be used to counter any skulls that are rolled. A character may not have affinity for more than one Sphere; however, a character can have an affinity for both a College and a Sphere.

Because the character is more in tune with a particular Sphere, he receives some additional abilities when choosing and creating his spells. He, in sense, gains some additional Virtues for spells utilizing his affinity. Also, if the character has access to any special



powers, those that are within his Sphere of Affinity will have the power's strength augmented.

There is, of course, a drawback to having an affinity: a mage with this Advantage automatically becomes Manna Aspected to his particular Sphere of magic (this does not give the character any additional Character Points). Any spell that utilizes his particular Sphere that he has an affinity to will automatically have any backfire reduced by one die, and any spell with any other Sphere that backfires will have its backfire result increased by *two* levels. Also, because of his strong aspecting nature, coupled with his magical affinity, a mage who has an affinity to a particular Sphere alters his environment ever-so-slightly.

Most of the time, changes to the environment caused by manna Aspecting is involuntary and occurs without the mage's knowledge. However, a mage can sharpen his attention, and through his affinity with his Sphere, can purposely cause some changes. Such changes are small and extremely minor in scope. Of course, there could be some far ranging complications of the deed.

For example, a mage with Life affinity has a naturally green thumb. Plants tend to grow when he is around, producing more fruit or grain. But if such a mage really concentrated, he could cause a rose to bud and bloom even in the midst of winter.

The player must choose a particular Sphere in which he has an affinity:

Greater Path Sphere Mastery is just the baby-step towards the full might of the Powers.

Elemental Affinity Unlike the other forms of affinity, a character can choose to specialize in one or more individual elements for a cost of **five character points each**. The five elements that a character can choose are: air, earth, fire, metal, and water. In the Earth of the Fourth Sun there are more magi that have an affinity toward an element than there are for any other Sphere.

A mage who has Elemental Affinity can create a spell that summons forth a special kind of element. This kind of element is spiritual in nature (much like the *elementals*, creatures of the Spiritworld) and is more permanent and durable than the common mundane form of the element. Some magi give this form of element the title *'true'*, and so categorize such things as fire as *mundane fire* and *true fire* as separate elements. Only magi with this affinity can conjure true elements.

Non-attack spells that summon a true elemental effect can be treated as if they has the Virtue of Increased Duration with a duration of the spell being 1 hour for every action success in the spell's duration category. The spell's duration can be further increased, and the cost of such a Virtue is 3 less than normal. Attack spells that summon a true element have an additional d4 damage die at no additional cost.

For example, Ohera the Aeromancer (who naturally has Elemental -Air Affinity) wishes to have a spell that allows him to breath underwater by summoning true air that will last for one day per action success in the spell's duration. The penalty of adding this Virtue is only 2 skulls rather than the usual 5 skulls that is normally added when determining a spell's success.

Energy Affinity Those magi that have this affinity can create spells that have a tremendous amount of energy associated with them. The raw forces of creation can be channeled easier by a practitioner with this Affinity. To reflect the awesome nature of the larger amount of energy that can instinctively be channeled by such a mage, any spell cast by a mage with Energy Affinity has its Power Score increased by 3 (3 dice added to the roll) *automatically*. These are not automatic successes, but the player may distribute these ranks among the spell's sub-abilities.

Also, because the mage is so used to manipulating large amounts of energy, any spell can have a free d6 damage die at no additional cost.

Life Affinity With this Advantage, a mage has an inherent understanding of life, nature, and the living world. A mage with this affinity has almost full (natural) control over his own body. He can alter his own body in such a way that he ages physically one year for every 3 years that he is living, as long as he has full control over his innate power of his affinity.

Also, a mage with this affinity is treated as if he had selective Greater Magic Resistance for any Alteration-Life spells that targets him. The enhanced MgR is selective in such a way as that it only functions if the mage wishes it to. This is a very powerful ability, as Greater Magic Resistance costs 10 character points/level.

A mage who has this affinity is very often in great demand, because his mere presence (and his magically aspected aura) is enough to generate bumper crops.

Manna Affinity An extremely rare Advantage, these magi have the ability to use free manna in a way far superior to other practitioners of magic. A mage with Manna Affinity can extract twice the normal amount of independent manna from any source. If a mage with this affinity also has the Advantage of Personal Manna Source, then that source gives the player four free points of independent manna per month!

Because of his innate ability to affect the portion of magic that most closely resembles Prime, a magi with Manna Affinity has the ability to utilize Limitations and Virtues in ways far superior than his brethren. A mage with this ability gains an additional +1 to his PS for every 5 points of Limitations, and decreases his skull penalty by 1 for every 5 points of Virtues.

Mind Affinity Those with this affinity have an easier time piercing the Power-induced penalty of using Mind-magics. The Mind Control progression is Mind x1/2, Mind x1, Mind x2, and Mind x3.

Magi who are known to have this affinity are shunned by others (for who can trust a person who can alter your feelings, memory and perceptions?). A character with a known Mind Affinity incurs an additional 3 skulls to any reaction roll. This is not considered a separate Disadvantage, and can not be used to give the player any additional character points.

Time Affinity Like anything dealing with this Sphere, magi with Time Affinity are normally closely scrutinized by the Powers. There is only one benefit that a magic user has with this affinity, and although it may seem inconsequential at first, it is perhaps one of the most



potent abilities granted by any affinity. A mage with the Advantage of Time Affinity is immune to any and all forms of Paradox.

This allows magi with this ability to have free rein in the process of time-travel. They can potentially go back in time and alter any event and be immune to the forces of Paradox, which is something that most of the Powers can not do.

There are very few magi living on the Earth of the Fourth Sun who have this Advantage. Most are eliminated or captured by the Powers, or their agents. No known Sidhe has ever had this Advantage.

Soul and/or Spirit Affinity Those characters with this ability are both feared and respected by spirits of all form and nature. This is because any damage done to a spirit by a character who has Spirit/Soul Affinity is **permanent**; this includes other spell effects such as the *turn spirit* spell. A character with this advantage can create spells that allow him to travel into the Spiritworld. Such a spell also requires the College of Apportation, but the character does not have to have a special affinity to the College of Apportations to create such a spell. The character essentially receives the Virtue 'Can enter the Spiritworld' for free. Entering the Spiritworld directly from the form of flesh is described in chapter < >. Finally, those with this affinity are much more likely to return to the Earth of the Fourth Sun as a spirit or ghost after their demise.

Spiritbond (5/10)

Not limited only to spellcasters, a spiritbond allows one with this Advantage to share an empathic link to either a normal creature of animal intelligence (5 pnt Advantage) or to a creature of humanlike intelligence or another human (10 pnt Advantage). A spiritbond can only succeed if the creature is not resisting; animals that are in a relaxed state can be spiritbonded at will, while those of humanlike intelligence instinctively know that they are being manipulated and can shatter the bond at will while it is forming. Two or more creatures spiritbound to the same person do not share a link with each other, only to the creator of the bond.

Spiritbonds are considered to be a form of Blood Magic in some parts of the Empire, for to create a bond requires the user of the Advantage to permanently sacrifice either a point of Surface Wounds or a point of Minor Wounds to activate the bond. If the creator uses a Surface Wound, the spiritbond lasts a period of 1 month; if a point of Minor Wounds is used, the magebond lasts for 1 year. There are no limits (except for a finite amount of wound levels) of the number of creatures a person can have spiritbound.

After creating a bond, both the creator and his target share an empathic link. They will know the direction and the distance of the other, and the general state of health or frame of mind they are in. Although creating a spiritbond does not allow any kind of mental control over an animal target, it will perceive the user as a non-threat. Spiritbonds are the basis of using a creature as a **familiar**.

Superior Channeler (10)

A Channeler has more control over the raw forces of magic, and can create more potent spells by the use of Virtues. Any Virtue used by the caster has its Skulls reduced by one, to a minimum of one. For example, Miranda has a teleport spell that has the Virtue: Increased Range (100 yards/success). Instead of having to add three skulls each time she casts this spell, she adds only two.

True Name (15)

A True Name is a mystical name that is tied to the character's very soul. A True Name may be given at birth, be bestowed by a powerful individual, or may be a complete secrete (even from the character). Once given, a True Name may not be changed except under extreme circumstances (such as returning from the dead). A True Name may be a mixed blessing. First the benefits...

Spells and other magical effects that target a character's Soul or Spirit Attribute will often fail. A character with a True Name resists all spirit magic as if all of his levels in Magic Resistance was **Greater Magic Resistance**.

The drawback of having a True Name is that it can be used against the character. A character with a True Name resists all beneficial spells cast on him that involve the Sphere of Spirit unless he divulges his True Name to the caster. Also, if his True Name is known and is used in the Spell, then the target with the known True Name loses the ability of even using his Magic Resistance. Furthermore, any spell targeting the character's Spirit for a desired effect must only have 1 more success than the character's Spirit.

In many places throughout the Earth of the Fourth Sun, is impolite to ask someone what their name is. It is better form to ask someone what they would like to be called...

Unrealized Potential (10)

With some people, as the situation gets more and more desperate, a spark is kindled in their breast, and they rise gloriously above the occasion. This is the typical example of a person who has Unrealized Potential. A character with unrealized potential just doesn't seem to be get beaten- lock him up, and he'll just manage to get himself free; try to frame him in a crime, and it'll never stick. A character with Unrealized Potential has a special kind of luck, one that allows good things to happen- for example, shrugging off that last wound that would kill him. The player has no control over the use of this ability- it is up entirely to the GM. This good luck is Fortuna's direct hand in the character's life- It has something special in mind for the character. For example, Fate may save a character from a horrible death in a pit of snakes in order to one day have the character commit foul treachery against his liege. Most characters should have some unrealized potential- they are heroes after all!

For example, if Rolph's player goes headlong into the ghoul's barrow relying on his Unrealized Potential to save him, it won't. But if Rolph was kidnapped unexpectedly by the ghoul, then he will have the chance to make it out of the barrow alive. But not necessarily sane.

Finally, Unrealized Potential usually works three times. After the third strike, you're definitely out.

Non-Magical Disadvantages

As stated earlier, many Disadvantages are not very heroic. But sometimes a conceived idea is begging to have some character flaw. Some characters, like the noble paladin have more Disadvantages than other characters (of course, *they* don't see them as Disadvantages!). And so in this light, you'll notice that several of the Disadvantages are in fact traits that we associate with goodness and respectability (like Honesty, Code of Ethics, etc.). Other Disadvantages are listed just as a way of further fleshing out the bad guys (like blood lust). But remember, that these traits (even the 'good traits') limit the character, and the GM is encouraged to push examples in front of the party to prove just that.

The Disadvantages are split into three categories: Mental, Physical and Social. Of the three, Physical has the fewest options. **Each of the non-magical Disadvantages gives the character 5 additional Character Points.**

Many of the Disadvantages do not have any solid description written in gaming parlance- this is on purpose. Many times a player will take a disadvantage and will 'rule lawyer' it so that it is not as detrimental to his character. If there is no description, this can't happen. Magical Disadvantages are written a little differently, as to let both the GM and the player know what to expect. The GM has the final say-so of the consequences of any Disadvantage.

Mental Disadvantages (5 Points each)

Absent-Minded- Absent-minded to one GM may mean that the character can't remember to wear the right undershirt with his chainmail- to another GM it might mean that the character forgot his chainmail altogether! Absentminded characters should have real problems in a tight situation, like combat of any sort.

Addiction- Addictions are hard to shake, and if they are not met they will cause both mental and physical alterations to the player. Psychoses and decreased Lifepoints (due to withdrawals) are encouraged.

Bad Tempered- These are spiteful people that you hate on contact. Any social encounter will always have a negative result, which will make the character even meaner. It is a short downward spiral to a physical fight every time.

Bloodlust- This might be classified as an addiction. The character may not inflict the damage personally, but will do anything to see blood being let. This coupled with the Impulsive Disadvantage makes for a short adventure for the character.

Bully- Bullies just need to be noticed, so they use physical threats to make others take note of them. No one likes a bully, and so their social encounters will be very negative. They are the first to be shot by their own troops.

Code of Ethics- One of the 'good' disadvantages, a code of ethics is just that- a formal means by which the character interacts with his environment. There are many different kinds of codes, and the player needs to distin-

guish which kind his character subscribes to. Some examples are: Knightly Code, Bonded Mercenary's Code, Healer's Code, etc.

Fanaticism- These people only seem merely very dedicated at first, but soon their true colors will show. This disadvantage is most often tied to Intolerance. Fanatics should be able to withstand tremendous mental manipulations without wavering.

Greedy- Greedy characters just can't pass up something bigger and better, no matter the cost. Many times this leads to an addiction to buying, stealing, etc. The jails of the Earth of the Fourth Sun are full of Impulsive and Greedy characters.

Honest- Another of the 'good' disadvantages. These characters may make to be an easy mark, but they do usually have a very positive reputation. Others usually like honest people and an honest character gains benefits in social interactions. But an honest character will never cheat, steal etc., even if no one is around to watch.

Impulsive- Quite simply, these characters act without thinking. The GM is urged to take control of the character as often as needed to fully exploit this disadvantage.

Intolerance- These are simply bigots (not people who can't physically stand something). Intolerance may manifest in many ways, but it should always cause some difficulty to the character (perhaps the one kind of person the character can't stand is forced to travel with them in a wagon- across the entire Northlands!).

Low Confidence- Characters with a low confidence have a weak will when dealing with certain situations. This disadvantage may be very mild, but global (the character thinks that he can't get anything right), or may be very acute for a specific problem (the character thinks that he can't ever get a spell that involves Apportations). Rolls vs. Will are needed constantly for these kinds of characters.

Obligation- This disadvantage takes the character's attention away from the adventure in hand, and as such, may be very deadly to both himself and the character's allies. Any obligation by the character must be met- by not doing so may make the character become *Hunted* (for no extra character points!).

OCB- An OCB is an obsessive compulsive behavior. These things are usually quirky (the character constantly whips himself lightly with leather strap), but may be debilitating (the character finds the need to constantly stop and polish his shoes). If a character is physically restrained from performing his behavior, he will either go *berserk* (as in the Combat Skill) or catatonic.

Pacifism- These characters may not participate in combat, even sometimes to the detriment of their own well-being and the well-being of others. A less severe kind of pacifism would be Soft-Hearted, which can be chosen for a one character point *trait*.

Phobia- There are as many different kinds of phobias as there are objects, and a character could be afraid of just about anything. Phobias should be mild for a large or common object or situation (like being outdoors) to being very acute for very specific things (like standing on ladders). The GM may give extra character points for well thought up and very acute phobias.

Sense of Duty- Another of the 'good' traits, a character with a sense of duty may hold allegiances that may not be best for either his party or himself. Many times the Sense of Duty will be to a clan, organization, guild or nation, and there may be certain obligations and



requirements that the character must meet to fulfill his allegiance.

Stubborn- Stubborn characters will not listen to advice, be it good or bad. The GM should occasionally tell the character's player that they *will* do one choice of action, and let the rest of the party stew...

Superstitious- A superstitious character lives in a special world full of the supernatural (as if the Spiritworld and the Overworld were not bad enough). Omens and portents govern every aspect of the character's life and even simple decisions must be correlated to some outside event.

Truthful- Yet another 'good' characteristic, truthful characters find it very hard (neigh impossible) to tell a falsehood. However, there is a difference between honesty and truthfulness, and just because a truthful character does not lie, they don't necessarily tell the *whole* truth.

Physical Disadvantages

Allergies- Allergies can be quite deadly. They can run the range of a simple sneeze to an anaphylactic shock. Like in the modern world, a character who is allergic to something should run across that source of the allergen during every adventure.

Age- Either the character is very young or very old, and as such, receives a negative reaction in all social situations.

Clumsy- Clumsy characters tend to find every corner, projection and small object and tend to trip, spill or fall because of it. Clumsy characters tend to drop their weapons and spell components a lot, and so are not very trusted by the other party members.

Criminal Brand- The character has a mark that shows that he was convicted of a crime. If others can see the mark, then all social interactions have negative consequences (unless the character is dealing with other criminals). Criminal brands across the forehead are quite common in the Earth of the Fourth Sun.

Lame- This is any deformity or disease state that causes the character not to fully function as they should. A physical deformity will lower the total number of dice available in any physical activity. If the character buys this disadvantage off, then he has merely found ways of compensating for his handicap.

Social Disadvantages

Dark Secret- A dark secret is one that can ruin the character for life. And just to make it more fun, there should be several people around who know that secret (of course, they may not know that they know). If a character's secret is discovered, then fear and revulsion should follow, completely ruining any social encounter as long as the stigma remains.

Enemy- One of the most deadly of disadvantages, an enemy will appear during any prolonged adventure that the character takes place in. To make this disadvantage worthwhile, the enemy should be stronger than the character, and should have a long range of influence. Enemies do not necessarily pursue the character- that would be the *hunted* Disadvantage.

Expenses- The character owes money. Any money

collected by the character goes first to his expenses. If this disadvantage isn't met (i.e., the money isn't paid), then the character gets another disadvantage for free (like hunted, enemy, etc.). Enjoy!

Hunted- Being hunted makes life miserable for the character. The party hunting the character should always be bigger and badder than the character, and will always want to do him some harm. It is always recommended to the GM that a Hunted character have some contact with his pursuers each and every adventure.

Infamous Background- Almost like a *dark secret*, this is an open acknowledgment that the character comes from bad stock. Sometimes it is a physical mark that distinguishes the character, other times it is just the community's collective memory that will never fade. This disadvantage inflicts negative reactions in social situations.

Social Stigma- The character is labeled as a punk, miscreant, thief, barbarian, etc. It is similar to an *infamous background* as far as it elicits the same kind of responses, but the community holds what the character did (or is) rather than what an ancestor did.

Unlucky- Unlucky characters should live and breath Murphy's Law ("if anything can go wrong, it will"). If disadvantages act as bad things that constantly happen to the character, then this is more of the same, but just cranked up a notch. The GM is encouraged to make the character's life miserable (**not** terminal) until this disadvantage is paid off.

Vow- A vow causes a character to act in a way that may not be of his choosing. A vow can be a 'good' disadvantage (like always helping a maiden in distress) or may be a fully despicable act (like kill every puppy you come in contact with). This disadvantage is usually taken in conjunction with another, like *sense of duty* or *obligation*.



Magical Disadvantages

Bad Luck (10/15)

There is an old saying in the western Empire; “those who are skilled should go into business; those who are lucky should go into adventuring”. Of course the opposite is quite true, for there are no unlucky adventurers. At least, old ones...

A character with this disadvantage finds that success is not meant for him. With the 10 point disadvantage, the player must treat all blanks that are rolled as skulls, and with the 15 point version, the player must re-roll all successes, after the initial dice were rolled.

Conditioning (10)

Conditioning is a series of magical mental blocks that dictate what a character can and can not do. They limit his actions to an extent further than a Sense of Duty or a Code of Ethics. A character can never override his conditioning. If presented a situation in which he must override his conditioning or die, he will die. There are many different forms of conditioning, the most common being Imperial Conditioning, in which servants of the Empire must obey the Emperor or his designated servants of a rank higher than the character. A person with Imperial Conditioning may never harm a member of the Emperor's family, even to save his own life or the life of his own family. He must also obey every command set forth from the Emperor, his family, or special delegates like the Magistrates or members of the Imperial Censors.

Cursed (5/10)

There are many different kinds of curses. There are two different point levels for curses. The 5 point Disadvantage should be considered a minor curse, one that does not overtly hurt the character. Or it could be a very detrimental curse, but which functions only at certain times. An example is a curse that calls for the character to betray his closest friend, but only when that friend gives him an unexpected gift. The 10 point Disadvantage is very dangerous, and will influence the character in all aspects. An example is a curse that calls for the character to betray all who befriend him.

Many times a curse manifests itself as a Disadvantage (such as a curse that causes the character to be totally truthful). These kinds of curses are magical in origin and may only be removed by either by the curse-giver's whim, the GM's whim, or by the character casting a 'dispel' type magic with the Virtue of *Permanency* on himself. These kinds of curses are usually worth 5 character points.

Other times, curses are similar to a kind of geas that the character *must* adhere to. Usually there are two kinds of responses to this kind of geas. One is that the character has free will to break the curse, but will suffer some bodily harm or hideous demise. The other kind of response to the curse is that the character may not, under any circumstance, break his curse, even if he wishes to. An example of the former is a curse where the character *must* insult the head of a household whenever he enters a dwelling. The condition of the curse is that if he does not insult his host he will bleed from his mouth until he does (losing one LP per round).

Another form of curse is that of pure bad luck. Any

time and every time something can go wrong for the character, it will. The GM should not overtly make it so that the character is in mortal peril at every turn, just inconvenienced (or otherwise, how did the character make it this far?). This is the same as the *unlucky* Disadvantage.

Other examples of curses may include:

- a character may be cursed to never give his name when asked (5points)
- cursed so that he gives away all money (10 points)
- cursed to never sleep under the same roof twice (5 points)
- cursed so that all who he loves and cares for betrays him (10 points)

Haunted (5)

Some spirit has business with the character, and is sticking around to make sure to see that it gets done. To any other character who is the least bit sensitive towards spirits (including animals and small children), there seems to be something quite 'not right' about the character. Looking at his shadow may show a second shadow that trails the first. The spirit can manipulate small objects, much like a poltergeist, to aggravate the character. The haunting stops only if the character and spirit comes to terms, or powerful magic is used. Until that time, the character has a pesky ghostly familiar that is quite malevolent towards him.

Magic Addiction (10)

Magic addiction is a very progressive and insidious disease where the character uses magic at inappropriate times and in inappropriate locations. Each use of magic triggers some euphoria in the mage, giving him a kind of 'magical high'. These characters can literally become drunk with the power of magic.

Any time a character can use a spell in a situation he will unless he can control himself (a very hard thing to do). To simulate this, the player must roll vs. his Spirit the first time he has a situation that could possibly be solved (how ever remotely) by a spell that the character has. The first time is always successful. The next time that the character is presented with the same type of situation, he must again roll vs. his Spirit and either make or beat the number of successes from the first time.

If at anytime the character rolls a net number of skulls, he will always give in to the temptation of casting a spell. If the net number of skulls is three or higher, the character will not stop casting spells on his own volition. Otherwise, if the player can not meet or beat the number of successes rolled initially, then the character will cast his spell; but the time after that, he can roll vs. his Spirit again to get another initial number.

For example, Rwellan has Magic Addiction and a powerful fireball type spell (not a good combination). During an adventure, the party decides to make a big bonfire to scare off any lurking spirits. Rwellan could cast his fireball on the stack of wood, setting it ablaze, but it would be unnecessary and very noisy. His player rolls vs. Rwellan's Spirit, getting a total of 3 successes; thus with great restraint, Rwellan watches as the Lord Knight starts the bonfire with his flint and tender. Later, the party decides that a diversion is needed to pass past the

enemy's camp. To the GM, this would be a time that Rwellan would consider that a fireball could fit the bill (which would not endear him to the rest of the party). The GM confers with Rwellan's player, with the result being that Rwellan's player must roll 3 or more successes to not have his character give away the party's secret location with an inappropriate fireball. Alas, Rwellan's player failed (rolling only two successes), and so the party sees a nicely proportioned fireball illuminating the night sky. Fortunately, while trying to enter the enemy's camp, Rwellan may resist the urge the temptation to cast another fireball at a group of enemy soldiers if he can roll a net number of successes vs. his Spirit. And after that? Only time will tell.

Finally, characters with Magic Addiction can not store and/or hoard free manna- they must spend it as fast as they find it.

Magical Signature (5)

Most often, a spell's pattern exists only in the mind of the mage. With this Disadvantage, the pattern is visible to all. It will appear as a glowing framework and so will negate all means of subtly and unobtrusiveness.

Additionally, spell patterns cast by a mage with this Disadvantage will tend to 'linger' in the area. Each pattern will have a characteristic twist and signature to it, allowing other magi with the manna affinity Advantage to easily determine who has cast the spell (if they know already the signature of the mage). Therefore, if a mage has a magical signature, his presence and even his work may be instantly recognized.

Also note that all magi who enter the boundaries of the Kingdom of Elwenna automatically gain this Disadvantage, and may only have such a Disadvantage removed by Elwenna herself!

Manna Aspected (10)

Of all the different types of magical Disadvantages, this one is perhaps the most common. Just as a constant use of magic may make an area manna aspected (see page < >), it may also make a user of magic manna aspected. What manna aspecting does is set a magical field around the mage that causes a certain College or Sphere to have a greater effect, while all other Spheres and Colleges are reduced in their abilities. A character can only become aspected to a single College and a Sphere.

A mage usually becomes manna aspected in two ways: either he has an affinity for a College and/or Sphere, or a mage cast the same kind of spell very frequently and in the same location. For example, if Cort the Mage has the magical Advantage of *Mind Affinity*, then he will in turn be aspected towards spells that deal with the sphere of the Mind. On the other hand, if Orgun Redskull constantly casts a healing spell on his comrades, he will become manna aspected towards *Alteration Life*. To many and most magi of the Earth of the Fourth Sun, becoming manna aspected is deadly serious, and is something to be avoided at all costs. Being manna aspected happens many times during the course of an adventure; characters who become manna aspected during an adventure do not gain character points for the Disadvantage.

Any character who comes into contact with a permanent magical item that has not been shielded will

become manna aspected. Permanent magics warp the nature of reality in such powerful ways that those who are constant exposed become attuned to the types of magic that are contained in such an item. Having a permanent spell cast on a character automatically causes a character to become manna aspected to both the Sphere and the College of the magic spell that was used (if not properly shielded). There are very few magi in the Earth of the Fourth Sun who have multiple permanent spells cast upon them.

A character who is manna aspected because of a Magical affinity can not ever loose his aspected nature. A character who becomes aspected because of multiple castings of a spell or because of an item may loose his aspected nature over time. It usually takes anywhere from a year to hundred of years to loose an aspected nature. There may be mystical places or ways in which a character can loose his aspected nature.

In game terms, a character who is aspected finds that casting magical spells from his aspected Sphere or College tends to have fewer backfires. In fact, all backfires from spells that use an Aspected College and/or Sphere are reduced by one die, to a minimum of zero. This may negate a potentially deadly spell backfire. Offsetting this is the fact that if a mage cast a spell in a Sphere or College that is not part of his aspected nature, then any spell backfire is counted as being **two** classes worse! A character who is both manna aspected and has an affinity in a type of magic has additional benefits and penalties. See also *College Affinity and/or Sphere Affinity*.

Finally, a character who is manna aspected has severe negative consequences if he uses an item that is contra-aspected, or enters an area that is contra-aspected. Every time an aspected mage initially comes into contact with or wishes to use a conflicting aspected item, he must roll a d6 and suffer the consequences of a backfire occurrence. This backfire event may be avoided if the mage rolls 5 successes vs. his MgR. Any time an aspected mage enters an area that is aspected differently from him, he must roll a d6 on the backfire occurrence table. MgR can not be used to counter this effect. Finally, if two differently aspected magi come into contact with each other, each suffers a d6 roll on the backfire table. Three successes vs. their MgR will negate the backfire.

Poor Weaving/Pattering (10)

Spell backfires have a way of going bad to worse for the character, as he is sloppy with creating his spell's pattern or with the process of entwining magical threads of power into the spell.

Each time the character has a backfire, it is one class worse than it should normally be. Because the character can not control his magic, every Limitation that he uses is worth one point less than it should. Limitations that were once worth one point are only worth 1/2 a point.

For example, normally a spell that has the Limitations of Caster must be fully healed and Caster must have fasted is worth a total of 2 points of Limitations. If a character had the Disadvantage of Lack of Magical Control, the total cost of his Limitations would be only one.



Sense of Doom (5)

A black cloud hangs over the character. Anyone with an empathic or psychic sense can see a dark aura that surrounds the character. Those around him notice the worst of omens that always materialize when the character is about, and know that he is doomed to die. Horribly. And possibly with others.

This Disadvantage gives a character a -1 penalty to every social encounter. (Other people may like the character, but they feel uneasy about him.) Also, any hireling or employee of the character will desert him as soon as it looks like the bottom is going to drop out and the character is going to move on to the Spiritworld. And when the character does go on, the GM is further encouraged to make it in such a way as to make even Freddy Krueger wince...

Sinister Air (5)

For a character with this Disadvantage, there is something about him that other people find disquieting; in fact, others do not trust or like a person with a sinister air. They may be afraid of such a character, but they will also instantly dislike him. A person with a sinister air about him will never get on the good side of another individual, nor will they be entrusted by others. A character with this Disadvantage will have a -1 penalty to any social action.

Susceptibility to Magic (10)

A character who is susceptible to magic finds that he can not withstand the forces of magic by himself. To illustrate this, a character with this Disadvantage can not ever have any points allocated to his Magic Resistance. If a character later finds some device or item that allows him some Magic Resistance, then such an item works only half as well. This character can not also receive the Advantage of Greater Magic Resistance, from any source or device.

Uninspired (10)

The poor mage who is Uninspired may have great natural talent, intelligence, and the ability to reason and comprehend the forces of magic, yet is lacking in the creative spark that is the hallmark of the great magi of the Earth of the Fourth Sun. A mage who is uninspired finds that he has problems creating or using new spells. In game terms, an uninspired character's spells cost an additional point to learn (making each spell gained by the character having a total cost of 4).

Warped Magic (10)

Any spell cast by a character suffering from this Disadvantage just doesn't turn out right. It isn't lacking by any deficit to any of the spell's secondary ranks, nor is it diminished in the spell's overall Power Score. No, it just seems that spells cast such a character seem a little 'off'. To reflect this, all spells cast by a character with warped magic will suffer some secondary effect that ranges from effects contraindicated by the spell's description to those that are just bizarre. It might be best to think of warped magic as anti-Virtues or truly bizarre Limitations.

Just as Virtues increase the scope of what a spell might accomplish, the Disadvantage of Warped Magic alters slightly what the spell can accomplish. This affliction should not totally diminish the character's role of being able to cast magic, nor should it be truly detrimental to himself or his companions.

Some examples of warped magic might include: a light spell that causes a strobe-light to appear, or a light of a different color or intensity (light a blacklight), or a fireball spell that has purple flames and ignites everything that isn't colored red.



Skills

What do the Skill Levels Mean?

Essentially, a level is a means of categorizing how well a skilled character can overcome a difficult situation. Each situation has a possible difficulty number from one to ten, so the skill level can be thought as the ability to overcome the difficulty. This includes weapon skills; levels in weapon skills are measures of how much damage is done, and indirectly how well one is with the weapon. Sounds good, but hard numbers? This is a little harder to distinguish so some general guidelines are given:

- Level 1: Initiate Level
- Level 3: Trained Novice Level
- Level 5: Journeyman Level
- Level 7: Advanced Journeyman
- Level 10: Beginning Mastery
- Level 14: Mastery
- Level 16: Heroic
- Level 20: Legendary, Total and Complete Mastery

When using a skill at a Mastery level then each Mastery rank counts as one additional rank.

Example One: Guroner has the level of 6 in Pick Pocketing. His ability to pick pockets is somewhere between Journeyman and Advanced Journeyman skill levels.

Example Two: Haley has the skill of Longsword at a level of 8/3M. His total number of ranks is : 8 regular levels + 3 Master Levels, for a total of 11. Haley is a Beginning Master in the use of the Longsword, and her fame is about to be spread beyond just the Little Kingdoms.

Successes Needed to accomplish an act:

Below is a list of Target Numbers. These are the minimum amount of successes needed to perform the action. If the target number of successes are not met, then the target goal was not reached, or the action has failed. In some instances, although the target was not reached, a partial result may have occurred.

For example, if Roth wanted to create a Masterwork wooden bench (challenging(5)), but only had 3 successes, he still made a functional bench. Just not as good as he wanted.

Difficulty	Number to Beat
Very Easy	0
Easy	1
Average	2
Average-Moderate	3
Moderate	4
Challenging	5
Difficult	6
Very Difficult	7
Absurd	8
Almost impossible	9
Impossible	10+

Easy (1) Basic, rudimentary tasks, or requires a small amount of knowledge. Knowing the Power of a large city-state, identifying horse tracks in soft earth, setting a fishing line.

Average (2) Basic tasks that require some practice or some rote memory. Fast-talking the second most gullible person in the village, climbing a rough stone wall, crafting a wooden stool.

Average-Moderate (3) Basic tasks that require lots of practice or a large amount of rote memory. Handling a trained attack dog, knowing how to calculate angle of a catapult, picking an average key lock.

Moderate (4) Intermediate tasks that require some practice, or some basic innate talent. Crafting a glass vase, knowing proper table manners when eating in front of a duke, swimming in rough seas.

Challenging (5) Intermediate tasks that require lots of practice, or some intermediate talent. Crafting a likeness of a portrait in stone, charming a stoic watch-captian, tracking a cat across a courtyard

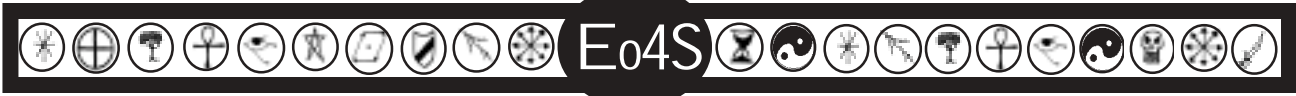
Difficult (6) Advanced tasks that require practice and experience, or an advanced talent. Impersonating the local village headman, picking a combination lock, climbing up a smooth wall.

Very Difficult (7) Advanced tasks that can only be performed by one with lots of experience. Crafting an exact likeness in marble, fast-talking the major domo into letting him hold the imperial seal, calming a high-stung horse in the hold of a ship during a terrible storm

Absurd (8) Advance task that can only be performed by one with a high degree of talent and with lost of advanced experience and a degree of pure luck. Tracking a vampire back to it's lair 10 miles away, scrounging a full tablesetting for ten in a house after being struck by a tornado, moving silently across a room 1 foot deep in broken glass while wearing stilletoes

Almost impossible (9) Attributed to only those who's talent is slightly less than thier amazing luck. Extracting a pearl lodged in the mouth of a shark during a feeding frenzy, seducing the queen during a five-minute public audiende, re-rigging an entire schooner during a hurricane.

Impossible (10-20) Ranges from a fanciful ideal happening to a fevered delerium. Finding a needle in a haystack (12), talking a prince out of his wish-box (15), running through a rainstorm without getting wet (17), throwing a pebble onto a rock beach and then finding the same rock by touch alone (19)



Successes Rolled above the Target Number:

The more successes rolled above the target number, the more thorough the character performed the skill. At low numbers, the character performed the skill adequately, but did not do anything outstanding or anything out of the ordinary. With very high values, the character may have made an important discovery, or perhaps completed the skill in such a way as to leave a lasting impression on others, or may change the way the skill is performed in the future!

Successes above Target	Outcome
0	Marginal/Partial success at best
1-2	Minor success
3-4	Average/Complete success
5-6	Great success
7-8	Amazing success
9-10	Unearthly success
11+	Legendary success

Finally, there are some skills that do not have any ranks associated with them. These skills are bought in whole levels, usually at a higher cost than other skills. With these skills a character can either perform the skill absolutely, or not.

Skills

If there is a net number of skulls rolled, then not only did the skill not work, the user is also in danger! The GM is to determine the proper result of such a mishap.

Gamemastering Difficulty Levels

When GMing how difficult a task is, the GM is to envision how hard one with training in the skill would see it, not how hard one without training would see. Making a copper-bound barrel capable of storing liquids may be a very hard task for one without training, but even for one with some training and practice, it may be only average-moderate or an average task at best to complete.

The GM is also free to add or subtract from the difficulty number for player actions. Suppose walking unheard across a floor is normally an average (2 difficulty) thing to do. But if the character walks across in hard-soled boots, then his difficulty will be increased by 2, making it a moderate (4 difficulty) challenge. Or perhaps the character takes his boots off and replaces them with soft, felt lined slippers. Such an action could reduce the difficulty by 2, making the action a very easy thing (0 difficulty) to accomplish. Always reward player ingenuity.

Skill Use Examples

Example One

Ruthford the Thief has a skill of jewel-cutting at a rank of 3, with a specialty in emeralds (which will raise his skill in cutting emeralds to a 4). He has stolen a golden yellow topaz, and to help to get rid of it, he hopes to cut it down and sell it to several jewelers. Ruthford is not trying for a fancy cut, just to carve it up and sell it quick. The GM states that this is an average task for a jeweler, and as an average task, Ruthford's player must roll against the target number of 2.

Ruthford's player rolls 3 dice, and receives all three successes. Because he has more successes than his target number, Ruthford can carve up the topaz. Because he only had 1 additional success above his target, his was only a minor success. The GM states that Ruthford succeeded in cutting down the topaz, but his skill was such that he will lose a little more money than the gem would have gotten had it been cut a little better.

Example Two

Ruthford has eventually gained some skill in jewel-cutting, and has a rank of 5 (6 in emeralds). He wishes to make an emerald ring for his current sweetheart from a larger emerald that he stole from his adventuring comrades (they foolishly allow him first crack at all the 'locked' chests). Not only is he going to cut the gem, he plans on adding several facets to increase its worth. This is decided to be a moderate task for a jeweller (and so has a difficulty number of 4).

Ruthford's player rolls his 6 dice, and gains only 4 successes. This is not enough for the goal Ruthford was reaching for. The GM states that Ruthford managed to cut the emerald down, but two of the new facets are poorly positioned, reducing the effect and value of the ring-stone he wished to make.

Example Three

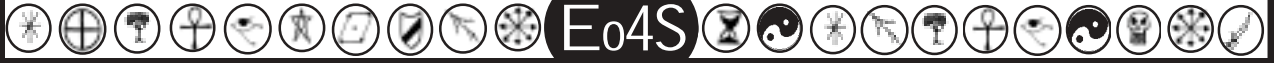
Ruthford is upset with his last emerald cutting, for his current girlfriend was expecting the best! He pulls out his second best emerald and hopes for the best! His player decides to spend 4 experience points to make sure the roll succeeds. The difficulty number is still the same (4).

This time, Ruthford's player rolls all 6 successes. Added to this is the 4 experience points used. Ruthford's player has a total of 6 more than the difficulty number. Looking at the chart, six more successes means a great success. Not only did the thief do a good job, but his ring is worth many times more than the emerald alone, and the GM states that the extra portion of the emerald used is good enough for some additional cuts at an increased profit. Ruthford smiles, and palms his first, poorly cut emerald. Perhaps he'll give it to that barmaid he just met last night...

What is the Maximum Skill Level?

The maximum level is 10 (Legendary). This means that a player's maximum amount of dice in his pool (before any modifiers) is ten. These ten levels could all be at the Master rank, which could allow a player to have twenty successes!





Rolling Versus a Skill

Very commonly, a player will be asked to *roll vs. a skill* (also known as a **skill check**). This means that the player needs to roll the dice equal to the rank in the skill and count the total number of successes. The number of successes required to perform an action is up to the discretion of the GM.

For example, the GM might tell a character to roll vs. his Fast-Talk skill to convince the guard to let him pass (since the guard isn't too bright (Mind 2) the GM decides that it will be an easy task, meaning that the player needs only 1 success to have his character fast-talk his way by the guard. The player will then roll dice equal to his character's skill level in Fast-Talk, hoping to get at least 2 successes (one more than the target number, as to have a net number of successes).

Contest of Skills

Sometimes two characters will perform actions that directly counter each other. How do you tell who was successful, and by how much? Simple. Each character rolls vs. their skill, and compares the net number of successes. Who ever gets the most, wins. If both have the same number of successes, then they are tied, and will have to roll again. If both have a net number of skulls, then both have somehow managed to do something very bad, and neither have succeeded.

For example, Ten Red Turtles and the Mage in Green are vying for the attention of the fair maid Hulda. Both are trying to outdo each other in entertaining the young lady, and both roll vs. their skill in Entertainment. Ten Red Turtles has the skill at a level of 4, and rolls two net successes, for a minor success. The Mage in Green, who has a rank of 3, rolls three successes, and receives an average, or complete success, and so beats out his competition. Suitably chagrined, Ten Red Turtles prepares to cast his Odiferous Stench Spell that he has waited for so long to use...

Time and Skill Successes

Each type of skill may require a different amount of time to perform. An entertainer telling an epic may need several hours to complete his skill, while a thief may only need a few seconds to pick a simple skeleton-key lock. Both skills are resolved using a single dice roll, but each take different amounts of time to perform.

A skill can be hurried up, as to take less time, but doing so raises the difficulty. By taking half as much time as is usually needed to complete a skill or action, the difficulty is raised by 2.

A character with the luxury of ample time can use it to decrease his difficulty. A player can decrease the difficulty by having his character spend 5 times longer at the skill to reduce the level by 1. Only difficulties of Very Difficult or less can be reduced by spending more time, and difficulties can only be reduced by a total of 3 (by spending an extra **125 times more time** at the skill!).

Sometimes, the successes of a skill can stack on top

of each other. Each skill roll makes a completed use of the skill, but by adding multiple rolls together, something larger can be accomplished. A good example of this is climbing a rock face. Every success allows the character to shimmy up the wall to the maximum amount allowed by his roll, but it may take several rolls to actually reach the top of a cliff.

Succeeding Automatically

A player may succeed automatically (doesn't even need to roll a die) if his skill rank is 5 higher than double the difficulty level. Such a success is assumed to be a complete success.

For example, Ruthford (skill level 5 jeweler with a specialty in emeralds) is asked to polish up a roughened emerald. This is a very easy task (0). Since emeralds is his specialty, he has an effective skill of 6. Since six is more than twice the number of the difficulty plus five, Ruthford may automatically succeed with an average success without even trying (and his player not even rolling the dice).

A player can always choose to roll the dice, and hope for a success better than Average/Complete he would gain from the automatic success.

Failing a Skill Check

Luck is not always with the player. Sometimes there will be a net number of skulls rolled when using a skill check. When this happens, the skill always fails, and additional penalties are incurred, based on the number of skulls. The results of failure depends on the skill being used. Note also that social interaction skills has their own table, found on page < >.

A short list of suggested penalties follows...

1 Skull: The progress of action is halted and can not proceed any more. Also, a minor mishap has occurred. The result is that the skill can not be used to repair this failure. It is also possible that the opposite of what the skill was trying to do has occurred, or the entire process that was performed has gone awry.

2 Skulls: Not only is the skill halted, but whatever the character was trying to accomplish is utterly ruined. With 2 skulls, the failure has put the character in a position of peril.

3+ Skulls: Catastrophic mishap! The character is in danger, and may not even know it. A potter may have created an image in his vase of a powerful and malicious spirit who just happened to be watching, or an animal trainer has pushed his animal too far, not realizing that it is really rabid. Something really, really bad should arise from a failed check of 3 skulls or more...



Attributes as Skills

Sometimes the character's Attribute is counted as a 'skill'. In this instance, the player may roll a number of dice equal to the character's Attribute. For example, two characters arm wrestling would each roll vs. their Body Attribute. They would keep rolling until one had enough multiple successes to win the match (arm wrestling is as much endurance as raw strength; this is reflected in having multiple successes rather than a simple contest of skills).

Prime Requisites

Each Skill is governed by one of the three Attributes, or a combination of two or more attributes. The skill's rank can not be higher than the corresponding attribute or higher than the average of the two. For example, the skills in the Magical Colleges are based on Mind. A character can not have a rank in any Magical College higher than his Mind score.

"Everyman Skills"

There are some skills that everyone has had some exposure to, and has some practice in, even if it was just playing around as kids. These skills are shared by everyone in the Westlands of the Earth of the Fourth Sun. Different areas or climates will have different everyman skills. Every character from the western lands of the old Empire starts the game with a rank of 1 in these skills at *no additional character points*. These skills can be increased as normal, as long as the governing Attribute is high enough. The skills include: Weapon Attack (fists and either clubs or daggers), Area Lore (the person's immediate environment), Climbing, Dodging, Jumping, and Perception. Just like any skill, a character can specialize in an everyman skill.

Using a Skill Without Purchasing It

In times of crisis, a character may try to do something in which he has no training to accomplish. Doing such a thing is possible, but it is very hard to do. In these circumstances, the difficulty number to beat (of the task at hand) is 4 higher. So therefore even a very easy task is moderately challenging, while a moderately challenging task is absurd for one to try without training.

The number of dice a player can roll is equal to the highest skill level of any skill that closely resembles what skill he is lacking in, or his rank in the skill's governing Attribute, or which is lower.

For example, Haley can't swim, but she finds herself in a water-filled pit trap, and she can't touch the bottom. She'll just have to learn to tread water. Treading water is normally a very easy thing to do, but for her it will be a moderate challenge. She will have to beat a difficulty

number of 4. Her closest skill that may have some similarities or overlap is Jungle Survival, at a rank of 3. This isn't looking too good. Haley's player tells the GM that she has several empty wineskins listed on character sheet. Haley tries to inflate them, giving her some 'floaties'. The GM tells Haley's player that such an action would reduce her difficulty number by 3, making the water pit an average challenge (difficulty level of 2).

Master Skill Ranks

Skills purchased may be at the Master Rank (denoted as an 'M' after the rank amount). Each skill purchased so must have already be purchased at the normal amount of 1 character point per rank. The cost of one rank of Master-level ability costs an additional 3 points.

For example, Guroner wishes to have some mastery in Gambling. He currently has a rank of 3 in gambling, which costs his player 3 Character Points. To have 1 master rank (3/1) will cost an additional 3 CPs. To have a master rank of 2 (3/2) would instead cost 6 CPs. If he wanted a master rank of 2, then his entire gambling skill cost a total of 9 CPs (1+1+1+3+3).

Increasing Skill Ranks

Many GMs require that a character perform an unusual amount of successes before a skill can be increased with character points. A good rule of thumb is allowing a character to increase his skill level by one rank at a time. There are, of course, many good reasons how/why a character could increase his skill by several ranks at once; these will have to be handled by the GM on a case-by-case basis.

A character is normally allowed to increase his skill rank only after rolling all successes (on every die) when using the skill. Using this method, a character with a low skill level that uses the skill many times is almost guaranteed to be able to increase his skill level, while a character with a high skill level will barely roll all successes, and will increase his skill at a slower rate.

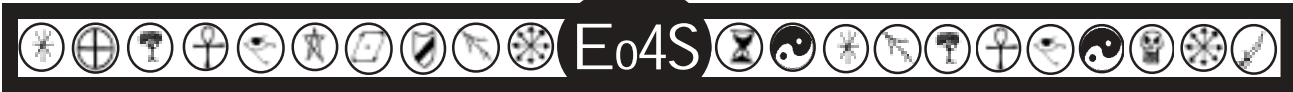
Finally, a character can pay money to get trained in a skill. It may take effort to find someone who is qualified (i.e., has a higher skill rank than the character).

For example, if Gerard has longsword at a rank of 3, a person with a skill of 4 or higher can be easily found to train him. If Gerard has a skill of 10/9M it will be a long search to find someone better than him for instruction

Acquiring New Skills

A character may acquire skills only if he has some instruction in their use, or has spent an inordinate amount of time researching and practicing the skill on his own. To acquire a new skill requires tutelage by a person who has a rank of at least 7 or has a level of 4 and the skill of *Teaching*. New skills are still only 1 character point per rank.

Some skills may not be purchased once the



character has been developed. An example of this is Magical Spheres .

Skills that Modify Reaction Rolls

The skills of Bureaucratics, Diplomacy, Fast-Talk, Saviour-Faire and Entertainment can be added to the character's Spirit or Mind when rolling for a reaction in a social setting. The rolls are a contest of skills, pitting one's Mind or Spirit vs. another's. The number of successes in the above mention skills are added to the successes rolled vs. the Attribute. For example, Guroner has the skill of Fast-Talk at a rank of 4, and a Mind stat of 4 (he gets to add his rank of 4 in his skill to his rank of 4 in his Attribute; he gets to roll 8 dice). He tries to bully his way past a merchant's guard. He rolls a net number of 3 successes. The GM sees that 3 successes means that Guroner has talked the guard into letting Guroner pass for a minimum bribe. With only 3 successes the Guard will still not allow Guroner to pass by with his weapons.

Unless stated otherwise, all reactions start as 'Neutral', and are modified by the number of successes or skulls that the character rolls. If the number of skulls equals the number of successes, the encounter will maintain a neutral atmosphere.

Successes and failures in a social situation:

A net number of skulls:

- 1 Unhelpful, rude
- 2 Wary and spiteful
- 3 Hostile and threatening

A net number of successes:

- 1-3 Neutral but encouraging
- 4-5 Helpful, but not overtly
- 6 Very Helpful
- 7 Will go out of way to help character
- 8-9 Will make a minor sacrifice to help character
- 10+ Will sacrifice all to help character

Specializing

Each character can *specialize* in one particular area of a skill. The character must already have the skill at rank of one before specialization. Specialization has the benefit of adding one additional bonus die to any skill roll (as long as the roll pertains to the specialty). The specialty must be of a narrow scope, or it is invalid.

A character can have one specialty in each skill for every five ranks. For example, a character with a rank of 7/3M. (and therefore has 10 ranks) may have 2 specialties. *Specialties do not cost any additional character points!*

Examples of specializing:

Focusing Power

Only for a certain (special) weapon

Gambling

*Dice Games
Horse Races*

Streetwise

*Only Imperial Cities
The Wharf District of Capital*

First Aid

Dagger cuts

Appraising

Gold jewelry

Intelligence Analysis

*Imperial Libraries
Clues at the scene of the Crime*

Weapon Attack: Pole arms

Longspear



Skill List

Combat Skills

Weapon Attack (Body)
 Armor Use (Body)
 Shield Use (Body)
 Berserk (Spirit)
 Disarming (Body)
 Focusing Power (Spirit)
 Lightning Draw (Body)
 Missile Parry (Body)
 Special Combat
 Maneuvers (*Character Points*)

Stealth Skills

Acrobatics (Body)
 Detect Traps (Body)
 Disguise (Mind)
 Evade Traps (Body)
 Gambling (Mind)
 Hide in Shadows (Body)
 Lockpicking (Body)
 Move Silently (Body)
 Pickpocketing (Body)
 Stealth (Body)

General Skills

Academia (Mind)
 Animal Handling (Mind/Body)
 Appraising (Mind)
 Area Lore (Mind)
 Armor Repair (Mind/Body)
 Bargain (Mind)
 Bureaucratics (Mind)
 Climbing (Body)
 Courtly Intrigue (Mind)
 Craft (Variable)
 Detect Lies (Mind)
 Diplomacy (Mind)

General Skills, cont.

Dodging (Body)
 Entertainment (Mind/Body)
 Fast-Talk (Spirit)
 First Aid (Mind)
 Foreign Language (Mind)
 Gambling (Mind)
 Hunting and Gathering (Mind/Body)
 Intelligence Analysis (Mind)
 Jumping (Body)
 Knowledge (Mind)
 Literacy (Mind)
 Navigation (Mind)
 Perception (Mind)
 Savior -Faire (Mind)
 Seamanship (Mind/Body)
 Scrounging (Mind)
 Swimming (Body)
 Teaching (Mind)
 Tracking (Mind)

Weapon Repair (Mind/Body)

Magical Skills: Colleges (Mind)

Alterations
 Apportations
 Conjurations
 Divinations

Magical Skills: Spheres (Spirit)

Elements
 Energy
 Life
 Manna
 Mind
 Time
 Soul

Special Skills

Chi Mastery (Spirit)
 Dreaming (Spirit)

Combat Skills

(All skills cost ONE experience point per rank)

Skills listed as X/Y have TWO requisites; the skill rank may not be higher than the average of the two.

Weapon (Body)

The character gets his ranks as a skill pool- this represents the total number of attacks and parries he may have in one round.

For example, if Magera has quarterstaff at a rank of 6, then she has six dice in her weapon pool. During the first combat round, she decides to attack with four dice, reserving two to parry an enemy's attack. In game terms, she is being a little conservative in her attacking, and weaving an impressive defense.

The number of dice assigned to either attack or parry must be decided before the combat round takes place, and may only be changed at the beginning of the next combat round. See also Combat, pg. <?>.

When this skill is chosen, a character must choose a class of weapons that this skill applies to. He can use any weapons of that class at the current skill level. A character can further specialize in one particular weapon in that class; doing so gives the character one additional die to add to his combat pool.

The classes of weapons are:

- Unarmed/martial arts
- Short bladed weapons
- Long bladed weapons
- Axes
- Hammers, mauls and clubs
- Quarterstaff and short pole weapons (including spears and javelins)
- Long pole weapons including lances
- Missile weapons
- Mechanical weapons (including crossbows and siege equipment)
- Exotic or specialized weapons

Armor Use (Body) (Bought in whole levels of 10 pts per level)

Every level in Armor Use imparts two significant benefits. The first is that every level of Armor Use negates one level of encumbrance penalties.

For example, Talwin has a Body of 3, and one level of Armor Use. His armor and weapons includes: Chain armor (3), Tower Shield (1) and a Giant Battle Axe (1), for a total encumbrance of 5, two more than his Body attribute. Normally, Talwin would be penalized by two dice for every action that uses the Attribute of Body, but his rank in Armor Use offsets the penalty by one. Talwin will only be at a -1 die for all Body-related actions.

The second benefit by having this skill is that a character uses his armor in the most effective way, which translates into the attacker being penalized as to how

much damage his weapon can inflict. Every 2 levels of Armor Use reduces the character's damage die by one rank, to a minimum of no additional damage die! Each armor has a maximum reduction that can occur.

Finally, there is no mastery in Armor Use.

Berserk (Mind)

This is the ability to force yourself into a berserk rage. To reach a berserker state, a character must roll in a single round an amount of successes that are greater than or equal to his Spirit. Every point of minor or major damage allows the character to roll one extra die.

For example, Jotun (Mind 3) wants to enrage himself to overcome the debilitating effects of battle. His skill in berserk, however is only a 1. No matter how hard he tries, he can not enrage himself on his own. However, Jotun takes 2 points of minor damage. Together, he now can roll 3 dice, and rolls all three successes, equalling his Will. Jotun is now in a berserked state.

Once in a berserked state, a character receives a number of temporary surface wounds equalling 5 times his skill level in berserk. These temporary LPs disappear at the end of a combat round. While in a berserked state, a character ignores all effects of wounds. Hence, berserkers can fight long after they should be dead. Berserkers will attack until they are the last ones standing. To keep from attacking a companion, a berserker must roll 6 or more successes vs. his Mind. Berserkers are feared throughout the Earth of the Fourth Sun.

Disarming (Body)

The disarming skill is used in place of an attack roll. This is a contest of skills: the attacker's Disarm Skill vs. the defender's Body Attribute.

For example, Jenney is attacking a brigand, and uses her Disarming skill. She rolls a net number of 3 successes. The brigand must roll three or more successes vs. his Body to hold on to his weapon. If the roll fails, the weapon is dropped, and the brigand must spend a round to recover.

A character can not use this skill and still parry. There is a penalty if the skill is not successful: if the disarming skill fails the character performing it loses a number of combat turns equal to the number of excess skulls.

Focusing Power (Spirit)

The character gets one additional weapon die in his combat dice pool for each successful die roll in this skill. This skill takes one complete turn to use for each die to be rolled. Additional dice gained are lost one at a time, in each succeeding round, until all are lost.

For example, Ten Red Turtles has Focusing Power at

a skill rank of 4. He meditates for four rounds, and rolls his four dice; he rolls 3 successes and one blank. The next round he adds three additional dice to his weapon die pool, the following round he would add two dice, while on the third round he would add only one extra die to his pool.

Lightning Draw (Body)

With the lightning draw skill, a character has practiced the art of removing his sheathed weapon in such a way as to incur very little of an initiative score penalty. A character with this skill gains a +1 for every success rolled. A character could end up with a net number of successes.

For example, Goru enters combat with his weapon sheathed. Normally, he would incur a -5 to his initiative score, but he rolls 5 successes vs. his lightning draw skill. Goru does not take any penalty for having a sheathed weapon. If Goru's player would have rolled 6 successes, he would be at a +1 to his initiative score.

Missile Parry (Body)

This skill allows a character to reserve dice from his attack pool to parry a missile with a melee weapon. Up to the skill rank may be reserved for the missile parry. Once reserved, the dice may not be used for any other purpose.

Parrying is all-or-none; to deflect the incoming missile, the parry successes are compared to the missile die successes before any missile bonus is added to the successes. If the parry dice is greater than or equal to the missile dice, then the missile is parried. If the parry successes are less than the successes on the attack, the missile hits with full force, and no damage is deflected by the parry.

Example One: *Gerard has Missile Parry at a rank of 4/1M. At the beginning of the round, he had set aside 4 dice from his combat pool to parry missiles. He can not use these reserved dice for any other purpose other than to parry missiles; any dice not used are wasted. Gerard is attacked by a Bowman, who has 3 successes on his attack. Gerard rolls vs. his Missile Parry Skill, using only the dice he reserved earlier. He rolls a shield icon, two successes and one skull. Gerard has a net number of 3 successes, and was able to parry the missile. He takes no damage from the arrow. (Notice that there was no bonus added to the missile).*

Example Two: *Gerard is assaulted by two bowmen. He reserves four dice from his combat pool for his Missile Parry skill. Each Bowman rolls two successes. Normally both missiles would hit, but Gerard gets to roll vs. his Missile Parry skill. He rolls two dice for each missile. For his first roll, he rolls a shield and a blank. He uses his shield icon as his master dice, and with the two successes, he parries the arrow. With his second roll, he rolls one success and one blank. The arrow hits. Gerard must now apply his armor vs. the missile to determine how much damage he receives (see pg. < > 'Missile Combat' for more information). If he was not wearing any armor, then the missile would deal 1+2 LPs (or three points of*



damage). Special Combat Maneuvers

These are superior combat techniques that are employed by fighters throughout the Earth of the Fourth Sun. Each maneuver allows the fighter some superiority over his combatant during a melee fight. Examples might include additional damage, extra attacks, increased initiative score, or armor defeating attacks. Each maneuver costs some Character Points to acquire, and not all maneuvers are available to starting characters. See the page < > in Ch 3 for additional information and descriptions of Special Combat Maneuvers.

Stealth Skills

Acrobatics (Body)

This skill allows a character to tumble, walk tightropes, and to contort like a gymnast. Each skill requires a certain number of successes. A character with this skill can take fewer LPs damage from a fall; this number is equal to the number of successes. A character may also use this skill to perform a dodge maneuver, equal to his acrobatics roll. Finally, if knocked down, a character can right himself with 3 or more successes without any loss to initiative.

Detect Traps (Mind)

Traps require a certain amount of successes to be detected. This skill can be used more than once to generate a large number of successes, but it can only be used once per round.

For example, a pit trap might require 4 successes to detect. A character with a skill of 2 could roll her dice for 2 rounds, to detect the trap; of course, by then, the trap may have already be sprung.

Note that the GM only informs a player once a trap is found- a character might search all day for a nonexistent trap!

Disguise (Mind)

The number of successes is the degree that the character can change his appearance. Each success is equal to a five percent difference in facial features in height, weight, age, etc. To penetrate a disguise, a person must roll higher than the Disguise's number of success by using one-half his Mind level or his full Disguise rank.

Evade Traps (Mind/Body)

Trap evasion requires a certain number of successes; too many failures (skulls) will trigger the trap.

For example, Black Hands the thief is trying to evade a poison needle trap that he detected on a chest deep within the halls of the Guild of a Thousand Embers. The GM has already determined that the trap can be evaded if there are 6 successes, and will still spring if there are two failures at any time. Black Hands rolls his dice, and gets 2 net successes. He re-rolls the dice and gets three more successes for a total of five. Black Hands must get one more success to evade the trap; if he, however, rolls two net skulls the next round, he will instead take the poison of the trap.

Gambling (Mind)

A character can generate a number of common coins (silver eagles) per day equal to his number of successes on his gambling skill. A character with Master Ranks can generate a number of coins (silver crowns) equal to his number of successes per day. During actual roleplaying, a character can add successes generated by his gambling skill to any Dex based roll.

For example, Rolf is gambling in the common room of the Falling Rock Inn, trying to raise enough money to outfit an expedition to the Rambling Heights. He rolls vs. his Gambling skill, and receives three successes. The GM then allows Rolf's player to use those three successes at any time during his current

game of chance.

Assigning Experience Points

One of the hardest jobs as a GM, and yet one of the most fun, is the assignment of experience points. Experience Points are like Character Points, and may be used to increase skills and Attributes. Experience points can also be used to buy spells, increase Lifepoints, and to cancel out disadvantages.

What will gain a character experience may vary from campaign to campaign. If the adventure revolves along military and/or combat objectives, then experience is to be gained for the defeated enemies. If the adventure revolves along a specific string of plot events, then experience is to be gained for overcoming the objectives. If the adventure is based on mercantile skills, then experience is to be gained for profit gained, or perhaps for each port or new market for the character's good. Many adventures are not just one type or another, and the GM may assign character points for all of the above.

No matter what, experience points are a means of rewarding the players. Rewards are for quick and clever thinking, roleplaying and staying in character, and for adding to the game in general. Many times a party will not reach it's goals, and will fail miserably, but will role-play great and have fun doing it. If this is the case, then reward the players with experience points!

Each GM has complete control as to how much experience to give to his players, but some guidelines are presented as a means of measurement. Remember that the number and nature of the experience awarded is based upon the type of campaign.



Hide in Shadows (Body)

The number of successes rolled equals the number of successes that a target creature must roll (rolling vs. its perception skill) to detect the character.

For example, if Miranda rolls a modified four successes to hide in shadows, then anyone observing her must roll five successes vs. their perception skill. Successes for detection may be compounded.

Lock Picking (Mind/Body)

Each lock requires a certain amount of successes before it can be unlocked.

As an example, Black Hands is trying to open the lock on the Book of Dark Conjurings. The lock is extremely delicate, and requires a total of 12 successes. Dark Hands can roll vs. his Lock Picking skill until either he rolls a total of 12 successes or a net number of skulls (on any one attempt).

Move Silently (Body)

The number of successes rolled is the number of successes that a target creature must roll (vs. perception skill) to be able to detect the character (see Hide in Shadows above). The ability to walk across different surfaces depends on the number of successes.

Pick Pocketing (Body)

To pick someone's pocket, a character needs to roll vs. this skill; the number of successes rolled is the number of successes the target must make vs. his Int to detect the theft. Note: a target must be somewhat aware to detect a pickpocket, and may not be able to roll for detection; a character with this skill can always roll vs. his skill to detect the lightening of his own pockets!

Streetwise (Mind)

This is the ability to maneuver about in the streets as to not generate attention from other less desirable citizens. It is also the ability to know where to go to get illegal items, who to bribe, and general street-savvy.

General Skills

Academia (Mind)

Academia includes any scholastic training, or formal degrees that were offered before the Dawn of the Fourth Sun. Some knowledge gained through those years have been preserved in the form of dusty, ancient tomes, and some have been taught by reader machines or by the Immortals themselves. Academia might include: chemistry, biology, genetics, psychology, advanced engineering and architecture, astronomy and physics. Note, however, that the Immortals have changed some of the fundamental laws (i.e., gunpowder does not work, and nuclear decay is accelerated to the point where nuclear fission can not be used for weapons or power), so the knowledge might be sketchy or flawed.

Animal Handling (Mind/Spirit)

To make an animal do what you wish, make a contest of skills of Animal Handling versus the animal's Spirit. To make an untrained animal do as you wish, you must roll more successes vs. the animal's Spirit x3. An animal trainer may teach an animal tricks; the number of tricks is equal to the handler's skill rank or the animal's Mind, which ever is lower.

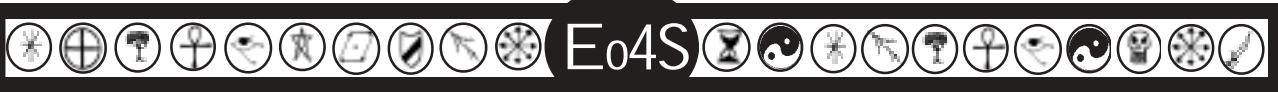
Appraising (Mind)

The player should roll vs. this skill when trying to determine the value of an item. Value is transitory, and an item may go for more or less than the character's best guess. The GM should determine how obscure or rare an item is, and give it a difficulty level. The player must meet or exceed this by rolling vs. his skill. Some examples of the difficulty level:

Common Item	1-3
Rare, unusual	7-9
Uncommon Item	4-6
New or unknown	10

Additionally, each success means that the character can successfully determine actual worth. Assume that the character can roughly guess within about 40% the item's worth (without invoking this skill). Each success lowers this percentage by 5%.

- **Advancing the Character** - *this is the advancement of the character in his Guild or Clan, by means of his own actions. Worth 1-3 experience points.*
- **Complete Major Goal** - *if the characters finish the main adventure goal, they should be rewarded with 2-5 experience points.*
- **Complete Minor Goal** - *at the end of the adventuring session, if the characters have achieved what the GM set out for them, they should be rewarded with 1-2 experience points.*
- **Overcoming Obstacles** - *when the players overcome a major or insurmountable obstacle, the GM is encouraged to reward them with 1-2 experience points.*
- **Defeating Opponents** - *if the campaign is combat oriented, then the GM may assign 1 experience point for each major opponent that was defeated. If the characters fought and overcame a new type of adversary, then an additional experience point may be rewarded.*
- **Gaining Treasure** - *this includes profit that may be generated in an economic campaign. 1-3 experience points are commonly given for each large amount of treasure or profit gained.*
- **Good Roleplaying** - *when the players act out as their character's wants, desires and little personality quirks, they deserve to be rewarded for their acting ability; 2-5 experience points is a good amount.*
- **Puzzle Solving** - *one of the delights of the GM is to watch his gamers overcome some obstacle in ways he never imagined. Imaginative players deserve some tangible reward, perhaps 1-2 experience points.*



Area Lore (Mind)

This is the ability to know information about a specific geographical location. The number of successes required is commensurate with it's specificity.

For example, to know where to locate the High Tors of Huntington may require 1 success. To know where to locate the Pilgrim's Shrine in the High Tors may require 3 successes. To know where the grave of the Chief Abbot may require 4 successes, and to know where the secrete door to the Shrine may require 8 successes.

Armor Repair (Mind/Body)

When in combat, a character's armor is damaged when a net of two or more skulls are rolled when checking against the armor (SEE ARMOR, Page X). Each success when rolling the Armor Repair skill increases the armor's effectiveness by one, up to it's maximum amount.

Bargain (Spirit/Mind)

Each success when using this skill will reduce the price of any bartered good by approximately 5%. This may be rolled as a contest of skills when bargaining with another who has this skill. A net number of failures will drive up the price by the same percentage.

Bureaucratics (Mind)

This skill can be added to the user's Int roll (it increases the total number of dice rolled) when rolling for a reaction roll; the reaction roll must, of course, pertain to the movement within a bureaucracy.

For example, Ten Red Turtles must meet with the Junior Chambermaid of the Hall of Birds. To do so, he must convince her Under-secretary to pass on a message. Ten Red Turtle's player rolls vs. his skill in Bureaucratics, and receives 4 successes, which makes the Under-secretary 'Helpful' (see page < >). The Under-secretary gives Ten Red Turtles an appointment to see the Junior Chambermaid in one day's time (the waiting would be longer if less successes were rolled, and would be shorter if more were rolled).

Climbing (Body)

Each success means that 5' have been climbed. This is total amount of feet climbed- it is not the distance climbed in one round. Failing a roll with no net skulls means that no vertical movement has taken place. If there is a net number of skulls, the character has fallen.

Courtly Intrigue (Mind)

This skill allows the character to plot successfully, hear important rumors or become a member of an inner circle. Although it is called courtly intrigue, this skill

could also be used by a thief who is on the inner council of the local thieve's guild. Those who are known to have this skill are approached carefully, but they are always being approached (the lure of information is just too great for those who rumor and plot). The number of successes indicates how successful the character was in using his skill. A failed roll, even with a single skull, could reveal all sorts of information about the character- even if it is not true!

For example, Maya tries to find out who the Duke of Insep is having an affair with, in order to make a little blackmail money on the side. She blows her roll with 3 skulls! During her snooping, something she said is remembered wrong, and the person she is talking to will in turn tell the Duke that Maya was asking personal questions about him in order to plot an assassination.

Craft (variable)

Craft skills cover any mercantile skill not covered elsewhere. Examples include: architecture, fishing, blacksmithing, cooping, engineering, baking, etc.. Benefits gained from these skills must be determined by either the player or GM before the game begins.

Detect Lies (Mind)

To detect a lie, roll a contest of skills: this skill vs. the opponent's Mind or Spirit. Detecting a lie indicates that the character is looking closely at the subject, and is touching or somehow recording muscle tonus, pulse rate, etc. If the character tries not to be noticed (or can not touch the subject) while using this skill, the opponent receives a +2 to his roll.

For example, Gerard suspects that the informer is lying and rolls a contest of skills (his Detect Lies skill vs. the informer's Spirit). Since it is dark, and there is quite a bit of space between them, the informer gets to add +2 to his Spirit roll. Gerard's player rolls a total of 4 successes, while the informer rolls one success and adds 2 to it. Since Gerard has a higher number of successes (but only by one), he can tell when the informer tells an outright, blatant lie.

Diplomacy (Mind/Spirit)

This skill can be added to the user's Spirit roll when rolling for a reaction roll; the reaction roll must, of course, pertain to a social situation or a conflict.

Dodging (Body)

Dodging is an active defense. It is also the only action during regular combat that a character can abort to. A dodge can be declared at any time, but can only be declared once per round. As soon as a dodge is declared, the player gets a new dice pool equal to his dodge skill. All other dice pools are emptied, even if they have not been used. This dice pool can be divided out to dodge different attacks, even at different times during





combat, until the pool is empty.

If declared before the character has acted, the player may roll as many dice as he has skill ranks in the dodge skill. Every success reduces an attack success. There are no penalties if the character declares a dodge as his action. Penalties only accrue if the character aborts to a dodge.

If a dodge is declared after the character has acted for the round (e.g., the character has already attacked or parried), then he suffers penalties for the next round. First, he is at a -1 to initiative for every dodge die that he rolled. All die pools are reduced by one die for every die rolled for the dodge.

A character can attempt to parry an attack, and if it fails, rely on his armor, and if that too fails, can abort to a dodge (with the negative consequences listed above). Once damage is rolled, a character can no longer dodge.

For example, suppose Maddison has a Dodge value of 4. He is in combat, and has allocated his combat dice pool all towards his attack, when he is attacked from behind for 7 Lifepoints of damage- enough to drop him! Maddison decides to dodge rather than attack. He loses all of his dice from his combat pool, and rolls vs. his Dodge skill, getting 3 successes and one blank. He then rolls vs. his studded leather armor, and receives an additional 2 successes. Maddison negates 5 Lifepoints of damage.

Entertainment (Spirit/Body)

This skill can be added to the user's Spirit roll when rolling for a reaction roll during an entertainment event. Each success may also indicate that a certain amount of coins equal to the number of successes.

Fast-Talk (Spirit)

This skill can be added to the user's Spirit roll when rolling for a reaction roll. Unlike other skills that modify the reaction roll, this skill may be used in any situation, but there may be some penalties involved. To convince someone, roll a contest of Fast-Talk skill vs. the opponent's Spirit. The subject normally starts neutral to the character's suggestion, but as always, penalties may be involved.

As an example, Rolf has Fast Talk at a skill level of 3, and has a magical ring that increases the skill by 3 (so he rolls a total of 6 dice). Rolf tries to Fast-Talk his way out of bodily harm by Big Smite's hired thugs. He rolls 6 dice, and gets a net of 6 successes (or 'Very Helpful')! The two thugs only bruises Rolf up a bit, and allows Rolf an additional week in which to repay the money. One of the thugs even mentions some hiring going on at the dock.

First Aid (Mind)

Each success heals one Lifepoint of damage, up to the target's maximum amount. Each skull in excess causes one additional point of damage that can only be healed with 16 hours of uninterrupted rest. First Aid can only be used immediately after a battle, and a character

can benefit from the First Aid skill up to three times per day.

Foreign Language (Mind)

Each success allows for one complete exchange of knowledge. Some languages may require multiple successes. Note that because of the will of the Powers at the beginning of the Fourth Sun, there are only a few different languages. Many new languages are contrived as a secrete language, and are only learned at the GM's discretion.

Hunting/Gathering (Body)

Hunting and Gathering is a skill that is more common in more primitive tribes, but may also be used by nobles in their great hunts and contests. Each success means that the character has found enough food to feed one person for one day.

Intelligence Analysis (Mind)

Just as the Focusing Power adds dice to the dice pool during combat, Intelligence Analysis adds dice to any skill involving the Attribute of Mind. This skill implies that the character has some source of pertinent information, be it a library, spy, or other information network. For each die to be added to the dice pool, the character must spend one round researching/contemplating. Intelligence analysis may be used to enhance just about any Mind-based skill, from Detecting Traps to Diplomacy, as long as there is a source of information about the subject that the character performing the skill has reviewed.

Jumping (Body)

A character can perform a standing broad-jump equal to the number of success rolled, in feet, to his base jumping length of 1/2 height. Running broad-jump is number of successes in feet added to his base length of his height. Jumping vertically, the character's number of successes is multiplied by .4 to indicate the number of feet that the character can reach.

Knowledge (Mind)

Knowledge skills may be either very broad (magical animals in the Earth of the Fourth Sun) or very specific (magic reptiles of the Troos Forest). The broader the category, the less number of successes are needed to find out general information (normally 1-4 successes), but a larger number of successes are needed to find out specific information (normally 5-8 successes). If a Knowledge skill is on a very narrow subject, then fewer successes are needed.

There are three general areas of Knowledge:

People- (Examples: Famous Magi, Imperial Administrators, Famous Swordsmen, Sages of the Western Ocean, Tribes of the Steppes, Masters of the Sphere of





Time)

Places- High Manna Areas, Haunted Sites, The Great Southern Jungle, Famous Battle Sites of the Third Imperial Expansion, Sacred Sites of the Turmvti People, Great Rivers of the Empire)

Things- (Examples: Spirit World Lore, Poison Lore, Rare Herbs, Domesticated Animals of the Sidhe, Famous Military Campaigns, Astrology, Pressure Points on Humans, Sword Fighting Techniques, Magic Guilds, Magic Artifacts of the Imperium)

Literacy (Mind)

A character with Literacy can read and prepare legal documents. A person with this skill can also gather information from a library or other written source of information (this skill works in conjunction with Intelligence Analysis). A character without this skill might be able to pen out his name, and recognize certain words, but can do little past this. This skill is usually a required prerequisite for Academia, Bureaucratics, and many other knowledge skills. People without Literacy often encounter severe penalties to their reaction roll when dealing with those who use Literacy in their occupation.

Navigation (Mind)

Essentially, Navigation is a waterborne 'tracking' skill. Each success allows the pilot to stay on course for one unit of game time. Each net skull results a miss-navigation result of 2-10 degrees for that entire unit of time.

Perception (Mind)

This is the ability to use the 5 senses to detect subtle clues in the environment. If the character wishes to listen at doors, see the enemy on the horizon, or notice a poison that has been introduced into his mead, he must roll vs. his Perception skill. The number of successes determine how well this skill has been used. A character can specialize in a single sense.

Saviour-Fair (Mind)

Certain social situations require a certain number of successes. A character that encounters an official or nobility may add their Saviour Fair skill roll to their reaction roll. When dealing with the High Nobility (Dukes or higher), penalties may apply, as the number of courtly rules increase dramatically amongst their ilk. Saviour-Faire is also important when dealing with new cultures and beings such as the Sidhe.

Seamanship (Mind/Body)

Each success keeps a boat in top conditions for one game unit of time. Each net skull decreases the vessel's worthiness by 10%, or by one rank. Heavy seas, poor supplies and other factors will increase the number of successes needed to keep the ship running smoothly.

Scrounging (Mind)

This skill can be used to find those bits and pieces of items that are so necessary, but are never around when you need them. See the table on page < > for some examples of the level of difficulty of the Scrounging Skill roll.

Swimming (Body)

Just having the skill allows the character to swim normally. Each success keeps the character afloat for one turn in a dangerous situation.

Tracking (Mind)

Each success allows the character to follow a trail for one unit of time; when there are worsening conditions (rain, snow, over hard ground, etc.), the number of successes needed are increased. A character may also use this skill to hide his trail. To find a trail that was obfuscated, a contest of skills is required.

Teaching (Mind)

The teaching skill allows a character to impart part of his knowledge to another, even another character. For another character to learn the skill, he must practice and master the lessons that the teacher gives. This is denoted by the person paying character points to gain the skill. If the teacher has this skill at a master rank, then the student gains 1 free rank in the skill for every 3 master ranks.

To teach a skill, a teacher and student must roll against his Teaching skill and his Mind stat respectively. The maximum rank that the teacher can impart is equal to the number of successes. A teacher must have the skill that is to be taught, and must have the skill of at least 1 level higher than the student. The student can not learn a skill from a teacher at a rank higher than the teacher himself knows.

Weapon Repair (Mind/Body)

Each success allows the character to negate one skull worth of damage done to his weapon. (See pg < > on *Skulls rolled during combat*) This represents the ability to grind out small imperfections, nicks, etc. If the weapon is reduced by more than 2 quality grades, then it can only be repaired with an anvil, or other appropriate blacksmithing tools, unless the character has mastery in the skill.

For example, during the last encounter with the brigands, Gerard had rolled a total of 4 net skulls. This gave his weapon a total of 8 skulls, dropping his weapon by one quality grade and still leaving 3 more skulls. After the battle, Rolph tends to his weapon, and rolls vs. his Weapon Repair skill and gets 4 successes. Rolph has managed to negate the 3 remaining skulls, as well as one skull that lowered his weapon's quality grade. His sword goes back up one quality grade, but has 4 skulls against it at the moment. He needs to find a weaponsmith soon!

This skill can be used once per battle aftermath.



Gifts

The Origin of Gifts

Gifts are a combination of both magical and physical manifestations, and demonstrate how the power of Prime (magic) can collect and alter an individual. Because some characters have an innate connection to a Sphere of Magic, they can collect and manipulate magical energies into remarkable effects. These are spell-like manifestations that are not cast as a spell is cast.

Gifts appear as inborn talents. They are sometimes passed within a family group, but it is not unheard of to have a child with many Gifts born to a couple with no inherent Gift of their own. Some say the Powers decide who will have these innate talents; this is indeed true of the original Mantles (see below). Gifts may also be bestowed by powerful individuals, special rituals or magical objects.

Each Sphere has associated with it some common Gifts. These are the usual manifestations of how a character uses his connection with a particular Sphere to manipulate his environment. To use a Gift usually infers that the character has some levels in that particular Sphere.

What is unusual and quite perplexing is the fact that Gifts are not inherently aspecting. Just because Justin has several Gifts from the Sphere of Energy, he is not automatically aspected towards that Sphere. Gifts are not modified as Spells are modified (with Virtues and Limitations). Once given, a Gift does not ever change in scope. This is one of the key differences in the supposed origin of Gifts, as they differ from Spells.

Gift Limitations

Gifts must be approved by the GM. Some campaigns may have some specific changes made by the GM of how Gifts are to be utilized, and so all Gifts should be checked first with the GM before use.

One of most fundamental aspect of Gifts, is that they comprise of a narrow range of abilities. A character must have ranks in the Gift's Sphere to have any Gifts of that Sphere. Also, **a character can not have Gifts from more than one Sphere.**

For example, if Christy wants her character to regenerate, she will have to have at least one rank in the Sphere of Life. Christy can not then choose to have some Gifts from the Sphere of Time, or any other Sphere.

Once a character is created, the player can use Experience Points to add new Gifts from his chosen Sphere, or to increase the rank of a preexisting Gift.

Because Gifts are magical manifestations, Gifts can be cancelled and/or affected by spells. In some instances Magic Resistance will counter a Gift's effect, but sometimes it will not.

Mantles

There is an exception to the rule of Gifts originating from a single Sphere; that is by the use of Mantles. Mantles are Gifts granted by the Powers of the Fourth Sun to their chosen. Because these gifts come from beings who can change any of the rules of magic, they are not governed by static laws. Mantles can include Gifts from many different Spheres of Magic.

As an example, the Mantle of House Diomar includes the Gifts of Detect Lie, Spirit Journey, Spirit Ward and Glimpse of the Past. These Gifts come from the Spheres of Mind, Spirit and Time. It is known that the Mantle was once held by the late Duchess of Hoverington, and has since passed to her Great-Grand niece.

Mantles can obey their own peculiar laws of inheritance and governance. Although some Mantles are still newly bestowed fresh to some favored mortal of the Powers, most are inherited. Mantles may be inherited by many different means. Some are held by the elder of a family, and are passed to his youngest heir, while others may be freely given to whomever the holder wishes. Other Mantles have been known to pass to the nearest person upon the holder's death, while other Mantles are held only temporarily and are passed randomly to any person who the holder once had a connection to. Other Mantles are lost upon the holder's death. It is said that there are some lands where a Mantle is given to all who are born within it's boundaries.

Usually, a Mantle is passed whole to the next holder. This means that the new holder of the Mantle can instantly use any and all of the Gifts that are now in his possession. Sometimes a Mantle can be passed in parts, or the entire Mantle may be passed to an individual, and although he has the Gift, he can not fully access it.

Once given, most Mantles can not be added to. A player can not arbitrarily decide to give his character an additional Gift, even if he has many powers of a single Sphere in his Mantle.

For example, a character is given the Gifts of Danger Sense, Extra Time and Item History. Although all these Gifts are in the Sphere of Time, she can not develop any other Gifts in the Sphere.

There are always exceptions to the rule. Some Mantles slowly add powers to the character's repetoir. Others add Gifts as the character performs certain actions. These Mantles are usually uncommon. For the most part, once given, Mantles do not increase. A character can, however, increase the number of times per day he can use a power by spending character points.

A beginning character can start the game with a Mantle, but must have GM approval. Also note that unlike other Gifts, a character can not add to his Mantle, only increase his ranks. Finally, even if a character already has a set group of Gifts, he may still (with GM permission and campaign involvement) inherit a Mantle.



Using Gifts

The use of a gift is innate, and requires only a concentration of will to activate. Therefore, if a single Gift is used to attack during combat, the character has an initiative equal to his Spirit +5. If a character wants to use his Gift in conjunction with an attack, the Gift is used instantly during the character's initiative phase, or when he uses his weapon (such as when he decides to parry). Although Gifts are instant, for play balance a character can only activate 1 new Gift per combat round. Except for combat, Gifts are considered instant, and occur as soon as the player declares his character is activating one (and if during combat, once his action phase takes place).

A character can use his Gift once per day. This amount can be increased for every additional full purchase of the Gift.

For example, Bleed Manna costs 15 Character Points. For every 15 points Christy spends, her character can drain ambient Manna from an item or spell once per day. If Christy spent 45 points, her character could activate the Gift 3 times per day.

When using a Gift, a character is tapping into the field of magic that corresponds to the Gift's Sphere. This may be noticed by individuals that are manna-sensitive.

Creating New Gifts

New Gifts are not uncommon. The Powers of the Fourth Sun can certainly break, delete or add to any of the Gifts that are available. Both the player and the GM need to decide what the scope of the new Gift should focus upon.

Gifts are super-magical, and they may not be appropriate in all campaigns. As stated, the GM has the final say-so for all Gifts.

Gifts and Sphere Affinities

Because innate Talents are governed by a Sphere, a character who is more attuned to a Sphere can perform actions above what a normal user of the Gift can perform. Therefore those who have a Sphere Affinity can utilize their Gift in superior ways; each Gift has a specific bonus if a character has an Affinity to the Gift's Sphere.

Gifts vs. Spells

Gifts are another physical manifestation of the same force that underlies magic and spellcasting. Yet the innate way that Gifts work are different than the way spells work. When a mage cast a spell, he uses flows of magical energy that lie outside his body to bring into being his desired effect.

It is known that with Gifts, individuals collect energy within themselves. They then use this energy instinctively, performing magical feats that may resemble

a spell, but unlike a spell the Gift requires no formal training, nor any kind of specific magical constructs like a spell's pattern.

It is much like throwing. A user of a Gift simply throws an object without thinking. A spellcaster has to envision every muscle of the arm to make it work. Yet in the long run, the spell caster has an unlimited use of the magic around him, while those who rely on their innate Talents have only a very limited number of uses. Spells can be made to mimic Gifts, and are relatively cheap (in Character Points) to gain.

Master Ranks

Every Master Rank in a Sphere gives a character an additional level when figuring how powerful or useful his Gift.

Resisting Gifts

Some Gifts require the user to have a certain rank in a Sphere to be effective. An example is Turn or Bind Spirit, where the user must have a rank in the Sphere of Soul at a level of 2 or more than the spirit's Spirit.

For example, to Bind the Ghost of Inverness (who has a Spirit Attribute of 4), a necromancer would need a rank of 6 in the Sphere of Spirit. Since the necromancer has a rank of 8 in the Sphere of Spirit, he can bind the ghost.

If the target of a Gift has Magic Resistance, then that can lessen the rank of the Gift. If the rank of the Gift's Sphere is dropped below the minimum, the power of the Gift fails, and the Gift is counted as being used for the day.

As an example, the Ghost of Inverness has a MgR of 3. The GM rolls for the ghost and receives all 3 successes. This reduces the necromancer's rank in the Sphere of Soul from 8 down to 5. Five is less than the target number of 6 needed, and so the Gift fails.



Gift Descriptions:

Unless otherwise noted:

- Gifts can only be directed at one target at a time
- Range of Gifts is 1 yard for every rank in the governing Sphere, or 10 feet for every rank if the character has an Affinity for that Sphere
- A character can use her Gift once per day for each full purchase of the Gift

Elements

Elemental Gifts are by no means subtle. The auras that are described are physical manifestations that anyone can see. Auras appear as faintly glowing, ghostlike flickers of flame or insubstantial force that surround the character. For example, an Elemental Fire aura appears as fingers of reddish-orange flame that surround a character, while an Elemental Metal aura may appear as halo of white dagger projections that encircle the characters head.

Breath Water 10 pts

- Every level in the Sphere of Elements allows the user to breath underwater for 30 minutes
- This Gift does not protect the user from cold or pressure, nor allows normal movement in aquatic environments

Affinity: Can apply successes to others, allowing them to breath underwater

Elemental Aura: Attack 5 pts

- Attacking weapon (or hand) becomes surrounded by an intense aura of one particular element that does not damage the object being used for the attack
- The elemental aura lasts for an entire combat
- The attacker adds +1 automatic success to his attack roll for every level in the Sphere of Elements
- Extra successes caused by this Gift can not be parried or resisted by armor. The automatic successes can only be negated by MgR
- Damage dealt by the aura has a secondary effect based on the element used (i.e., fire auras can cause flammable objects to catch on fire, air auras cause winds to buffet against the target, etc.)

Example: Torvash has a rank of 4 in the Sphere of Elements. He is attacking a manticore, and decides to attack using his mace and his Elemental Aura (Fire). Torvash attacks with his mace, which is now laced with Elemental Fire. He has a rank of 5 in the mace, but rolls one net skull. His 4 successes with the elemental aura Gift negates the skull, and leaves him with 3 successes. The manticore can not rely on his armor to stop the damage of the elemental flames, and so takes 3+1d6 LPs of damage.

Affinity: +1d4 damage die for every level in the Sphere

Elemental Aura: Defense 5pts

- A corona of elemental force surrounds the character. Any melee attack made against the character must pierce the aura.
- When the aura is touched or pierced by an attacker, the attacker receives damage. A secondary effect from the type of aura can also be levied (see *Elemental Aura: Attack*)
- Damage received is equal to 1 LP per level in the Sphere of Elements. This damage occurs for each attack made against the user of the Gift as long as the aura is in effect.
- Damage can not be parried, but may be resisted by Magic Resistance
- The aura lasts for 1 minute per rank in the Sphere of Elements

Affinity: Damage inflicted is 1d4 LPs per each level in the Sphere

Elemental Blast (distance) 10pts

- This Gift allows the user to attack another opponent at a distance with his elemental aura. A secondary effect from the type of aura can also be levied (see *Elemental Aura: Attack*)
- Distance to target is 10 feet per rank in the Elemental Sphere
- Damage is 1 LP per level in the elemental Sphere; damage may not be parried or negated by armor. Damage may be lessened via Magic Resistance

Affinity: Each level inflicts an additional 1d4 LPs damage

Elemental Resistance 5 pts

- User must choose a single element when this Gift is activated
- Elemental resistance negates all damage inflicted by that element by 1d4 LPs per each level in the Sphere of Elements (it does not affect attack dice, only actual damage)
- Gift lasts for 5 minutes per level in the Sphere of Elements
- This Gift only works on the user

Example: Dilvish has a rank of 5 in the Sphere of Elements (Air), and activates the Gift of Air Resistance. For the next 25 minutes Dilvish can negate 5d6 LPs of damage from any source that utilizes the Sphere of Air. He does not subtract 5d6 Action Successes, only the final damage after any damage die has been applied.

Affinity: Resistance is 1d8 per rank in the Elemental Sphere

Elemental Shaping 10pts

- Allows the user to physically mold an existing element to a desired shape; the elemental manipulation occurs via the user using his hands to physically shape the element.
- The user of this Gift is not immune to any damage caused by shaping the element, nor is weight, sharpness or any other factor negated (Elemental Resistance

might also be needed)

- The Gift affects non-magical, non-Overworld and nonliving elements
- The element in question becomes a semisolid putty-like substance during the use of this Gift (even such elements as fire and air). The element then 'hardens' into a fixed position until the Gift expires
- The user has a limited time in which to shape his element: 5 minutes per level in the Sphere
- The fixed Elemental shape lasts 10 minutes per rank in the Sphere of Elements for fire and air; it lasts 30 minutes for water and 1 hour for both stone and metal
- The Craft skill of Sculpting is needed for very elegant, detailed, or highly functional shapings

Affinity: All time requirements and durations are increased fivefold

Elemental Ward 5pts

- The basic parameters of this Gift are the same as Elemental Resistance
- The user of the Gift can use this Gift on another character or on any one target to ward him of damage associated with the particular Element

Affinity: Resistance is 1d8 per rank in the Elemental Sphere

Levitation 15pts

- Only usable if the target can access the Sphere of Air; this spell creates powerful gusts of air to move him
- User of this Gift may move at a rate of 10 feet per minute either vertically or horizontally per rank in the Sphere of Elements
- This Gift lasts 10 minutes for every level in the Sphere

Affinity: The Gift lasts for 30 minutes per success

Energy

Charge/Discharge 10pts

- The user can discharge a bolt of energy that does 3 LPs for every 2 lvls in Energy. This electrical bolt has a range of 10 feet per rank in the Sphere of Energy, and can not be dodged, parried or negated by armor. The charge can be negated by Magic Resistance
- Instead of discharging the bolt, the user can store the charge in a metallic (ferrous), non-grounded item. The item will discharge the electricity to the next creature (other than the charger) that touches the item. The item loses 1 LP damage/charge per hour

Affinity: The amount of damage is equal to 1d6 per rank in the Sphere

Clairvoyance/Clairaudience 10pts

- One who uses this Gift can either see (clairvoyance) or hear sounds (clairaudience) at some distance from the user's location
- The target of the clairvoyance/clairaudience can be up to 5 miles from the user's current location per every level in the Sphere of Energy
- The locus of the Gift may not be precisely where the user wishes. The locus will be off from the desired location by up to 50 feet, minus 5 feet per level in the Sphere (for Clairaudience) or 100 feet minus 10 feet per level (for Clairvoyance)
- The user can then perceive either any sight or sounds that she could normally perceive as if she was located at the locus
- The user only has one loci per use of the Gift
- This Gift lasts 1 minute per rank in the Sphere of Energy

Example: The Mage in Green wishes to eavesdrop on the conversation of her Guard-Commander, some two miles away from the Mage's tower. The Mage in Green has a Sphere rank of 6 in Energy, which could allow her to hear his Captain even if she was 30 miles away. The Gift's locus is not precise; The Mage in Green is able to hear the Captain's voice as if she (the Mage) was physically standing 50-5(6) or 20 feet away from the Captain. The Mage can listen for 6 minutes with the use of his Gift.

Affinity: Range is 20 miles and duration is 5 minutes per level in Energy

Control Temperature 15pts

- The user can increase or decrease the temperature of an object by 20 degrees per level in the Sphere of Energy, or may change ambient (atmospheric) temperature by 2 degrees per level
- The range of the Gift is 10 yards per rank in the Sphere of Energy
- The temperature change last for up to 10 minutes per level

Affinity: The user can increase or decrease the ambient temperature by 5 degrees or the temperature of an object by 50 degrees per level

Darkness 5pts

- Sets up a field that absorbs all light automatically
- The darkness lasts for 1 minute per rank in the Sphere of Energy
- The field of darkness is a sphere with a radius of up to 2 feet per level in the Sphere, and can be centered anywhere within range
- Rank of the darkness is equal to the rank of the user's Sphere of Energy; it will take that number of light sources, spell Action Successes or rank in the Gift of Light to dispel the darkness

Affinity: The darkness field can be molded at will by user (including making and manipulating shadow-like creatures), lasts for 5 minutes per level in the Sphere and is twice as hard to dispel or negate

Disintegrate 15pts

- Instantaneously bombards target with all known forms of energy
- Disintegrated objects can only be replaced with a magic spell tailored for that specific object and that has the Virtue of Permanency
- Destroys any inanimate object of 1/2 pound or size of a human fist for every rank in the Sphere, or delivers 5 LPs of structural damage to an inanimate object per level
- Against living or animate targets, the Gift delivers 1 LP of Major Wounds (Body) of permanent damage per every 5 levels (round down)
- Living targets can roll vs. MgR to negate the damage, otherwise damage is not regenerable

Affinity: Size or area of the disintegration is doubled

Great Shout 10pts

- Causes sonic damage to all within a widening cone, with the mouth as the center, up to 15 feet away and 30 feet in diameter
- Damage is 1 LP of damage per level in the Sphere;
- Targets may be knocked down; living targets must have more successes vs. their Body or be knocked down
- Damage inflicted is to *all objects* within the cone of sound
- Objects that are inherently shatterable (most commonly glass) sustain 2 LPs structural damage per level in the Sphere

Affinity: Damage and range are doubled

Illusion 15pts

- This Gift allows the user to convert ambient energy to visual images
- Every level in the Sphere allows the user to fill a 3 foot cube with an illusion. Only one continuous illusion can be created by this Gift, but the space contained may include multiple objects
- The illusion lasts for 30 minutes per rank in the Sphere of Energy and can be created at a distance equal to 10 yards per rank in the Sphere of Energy

Affinity: The illusion lasts for an additional day for every 3 levels in the Sphere of Energy

Invisibility 15pts

- Light-rays bounced off the user become so scattered that the visual image of the user becomes lost to others, rendering him invisible
- The user still leaves a faint shimmer in the air which may be traceable. The caster leaves footprints but has no shadow
- To determine where the user is requires a roll vs. one's perception skill with the target number being greater than the user's Sphere Rank
- The invisibility Gift lasts for 10 minutes per success

Example: *Rolph the Lesser has the Gift of Invisibility, and is currently using it. He has 5 levels in the Sphere of Energy. To target Rolph, any observer must first realize that there may be an invisible foe nearby, and then must actively use their perception skill. Anyone trying to figure out where Rolph is will need a total of 6 successes vs their perception skill.*

Affinity: The number of successes needed to penetrate the invisibility are doubled (the character leaves almost no 'shimmer' in the air)

Light 5pts

- This Gift creates a light source placed anywhere within the user's personal space
- The light source can be as bright as a torch per level in the Sphere of Energy (i.e., level 3 = three torches)
- This Gift lasts as long as the user concentrates solely upon it; the character can walk and speak slowly, but can not perform complex problem solving, combat and other maneuvers

Affinity: Each level can conjure light equal to 5 torches. At a level of 10, a character can instead summon forth a flash of light equivalent to natural sunlight.

See in Complete Darkness 5pts/lvl

- This Gift allows the user to see normally in any light condition, except that of magical darkness
- The Gift lasts for 30 minutes per Sphere Level

Affinity: The user can allow anyone who touches or has contact with him the ability to see in darkness

Surge 15pts

- Range is 1 yard for every rank in the Sphere of Energy
- Affects all targets within range (including friendly units)
- Causes 1d4 damage per level to all targets; damage is not lessened by armor or parrying, nor can it be dodged
- Target can roll vs. MgR; each success negates 1 LP of damage

Example: *Rolph has this Gift at a rank of 6. He rolls 6d4 for his damage amount and receives 10 LPs. All targets within 6 yards (~18 feet) will receive 10 LPs of damage, minus any LPs negated by MgR.*

Affinity: Damage is 1d6 per success

Truesight 10pts/lvl

- With this Gift, the user can see through and perceive any illusion or magical darkness
- With a successful contest between the user's Sphere of Energy and the target's Spirit, the user can determine if a target is shapechanged, altered, possessed or is a spirit masquerading in the form of flesh
- This Gift lasts for 10 minutes for every level in the Sphere of Energy

Affinity: The user automatically can discern shapechanged, altered, possessed or spirits in the form of flesh as long as the Gift is activated

Life

Animal Friendship 10pts

- An aura surrounds the user, causing natural animals to treat him as a non-threat. They will approach the character, and will not offer any harm to him.
- Unless the user has the Speak with Animal Gift, he can not converse with the animal. If he does have and uses the Gift, treat as if it were a social encounter, with the user of the Gift having an additional +1 for every rank in the Sphere of Life
- If the user scares, harms or attacks an animal in any way, the animal will either flee or attack the user as if it were *berserked*
- Each level in the Sphere causes the aura to last for 10 minutes

Affinity: The animal becomes ultra-protective of the character, and will lay down it's own life for the user of the Gift

Healing 10pts

- Each level in the Sphere of Life allows the user to heal 1d4 LPs of wounds on a target. Surface wounds are healed first, followed by Minor Wounds. Major wounds are not affected.
- The user can use this Gift on others

Affinity: Up to 2 Major Wounds (Body Levels) or 2 Mind levels are also healed with the Gift's activation

Nature's Movement 5 pts

- This Gift allows the character to pass without a trace and move at full movement in dense vegetation, including briar patches, murky swamplands and clinging ground-cover
- No trail is left in the wake of the character, and others travelling behind him are not privileged to his extra movement
- Allows for 30 minutes of movement for every rank in the Sphere of Life

Affinity: The user can leave a path for others to follow; the path will close behind anyone he (the user of the Gift) wishes it to

Regeneration 15 pts

- Unlike other powers, this Gift does not have to be 'activated' to become functional- it is always considered 'on'
- Every rank in the Sphere of Life allows the user to regenerate 1 LP of damage in *each* wound level
- LPs are regenerated once per day; if the Gift is bought more than once, then the time between regenerations is decreased (day--1/2 day--4 hrs--1 hr--20 minutes)
- The user can not regenerate any damage due to acid, fire, or supernatural means
- Body parts can be regrown as long as there is some initial portion of the limb left.

For example, if a character has his eye scooped out completely, it can not be regrown. If the eye was lost because of a sword cut, it can be regrown. A half a hand can be regrown into a hand, but a hand severed at the wrist can not be regrown. Ditto for hearts, organs, etc. Beheading is also instant death.

Affinity: A character brought below -1 Body can also regenerate back to life for a number of times equal to his rank in the Sphere of Life.

Purge Poison/Disease 10pts

- Upon activation, this gift allows the user to make an immediate roll using his PR to resist and eliminate any current poison and disease coursing through his body
- Every rank in the Sphere of Life adds a +1 automatic success to the roll

Affinity: The character gains +2 automatic successes per rank

Shapechange 15pts

- The user of this Gift can change his form into a single species of a natural animal
- The animal can not be magical in origin or have magical Gifts
- The user gains all natural attacks and defenses of the animal. The user uses the Body attribute of the animal form
- All other attributes, including MgR and LPs are those of the user of the Gift.
- The user magically gains or loses mass. Any item carried by the user gets 'absorbed' into the animal form. While in animal form, the user can not use any carried or worn magical item.
- The character can only cast spells that do not require material or somatic components. Gifts still work normally
- Every level in the Sphere of Life allows 20 minutes in the animal form
- The user must choose 1 animal form for every 3 levels in his Sphere; he can only shapechange into these animal forms
- It takes 1 full minute to change into the animal form, or back into human form. During this time, the only combat option the character has is the *Dodge* skill

Affinity: The user can shapechange into one animal form per rank in the Sphere of Life

Speak to Animals 5pts

- The user can converse with an animal for 5 minutes per level in the Sphere of Life
- Most animals are pretty dumb, and can only relate to subjects relating to food, sex and shelter

Affinity: The user can choose a single species and can talk to it at will

Manna

Bleed Manna 15pts

- This Gift allows the user to gain a small amount of free manna from a permanent or semipermanent item or spell
- Unlike *Rip Manna*, this Gift use does not affect the item or spell (the target is not destroyed or reduced in power by using this Gift)
- Bleed manna takes time and concentration, approximately 30 minutes of game time. If interrupted at any point, an additional full 30 minutes is required
- The amount of free manna is equal to 1/20 of the item's PS, or the level of the user's Sphere of Manna (whichever is lower)
- Only spells and items that have the Virtue of Permanency or has a duration of 50+ years may yield free manna
- An item or spell can be 'bled' once every 7 days

Affinity: Doubles the amount of manna extracted

Boost Talent 15pts

- One talent can be temporarily treated as if the user had 'Affinity' in that Sphere
- The boost lasts for 1 hour per level in the Sphere of Manna
- This gift can work on others

Affinity: Duration of the boost is 3 hours per success

Concentrate Manna 10pts

- This Gift gives the user the ability to move free manna among different items
- The user can freely store manna in objects that normally has some manna stored in them or previously stored within. The GM is to decide how much manna an item can possibly contain
- 2 points of manna may be freely moved between any suitable container for every level in the Sphere of Manna

Affinity: The amount of manna that may be moved is doubled

Corrupt Gift 15pts

- The user of this Gift causes another Gift to fail, having a very serious detrimental effect
- To corrupt another's Gift, the user of the Corrupt Gift must have a level in his Sphere of Manna equal to 2 plus the target's Sphere
- The next time the target's Gift is used, it will have the **opposite effect or target** than what was intended. Damage to the user of the corrupted Gift is appropriate

no matter what Gift was used. The GM should determine this damage.

- The corruption lasts for 1 hour per rank in the Sphere of Manna

Affinity: The corruption lasts for 3 hours per rank in the Sphere of Manna

Rip Manna 10pts

- Rip manna allows a user to destroy the magic in a permanent or semipermanent item or spell, yielding a sizable amount of free manna
- Rip manna takes time and concentration, approximately 30 minutes of game time. If interrupted, an additional full 30 minutes is required
- This can not be used to counter or dispel magic hostile to the user (this is purely a game mechanic for fairness)
- The amount of free manna is equal to 1/10 the total PS of the item or twice the level in the Sphere of Magic (whichever is lower)
- By converting the magic item into free manna, the spell or magical properties of the item is destroyed
- This new free manna must be used immediately or concentrated (see *Concentrate Manna*) or else the free manna will be lost
- Only spells/items with a permanency or has a duration of more than 50 years may yield free manna

Affinity: Doubles the amount of manna extracted

Sense Manna: Area 5pts

- The area that can be sensed is 2 yards per rank in the Sphere in radius from the character
- Every level in the Sphere of Manna reveals one fact
- Facts are (in order): Aspected area, free manna present, nodes/ley lines, if magic items are present, if spells are present, magical creatures, gates to overworld/Spiritworld, any magic used in the last lunar cycle, any magic items used in the last lunar cycle

Example: *Junas activates his Sense Manna Gift to see if any magical forces are at work in the King's Chamber. Junas' player has a Manna rank of 5 and so notes: 1) the area is not aspected, 2) there are no ley lines or nodes, 3) there is a magical item, namely the King's Throne, and 4) there are a number of spells that have been placed in the area, and the Throne is a magical item. To determine the nature of the spells Junas must use Sense Manna: Object Gift.*

Affinity: Area is 5 yards per rank in the Sphere

Sense Manna: Object 5pts/level

- Each use can target one item or spell
- Every rank in the Sphere of Manna reveals one fact about the object (including existing spells). Facts are (in order) Aspected and or shielded, Colleges, Spheres, PS, Principle Effects, Secondary Effects, Inherent Virtues or Limitations, Side effects, Curses and other detrimental effects, creator, age

Example: *Junas now wishes to learn the facts about one of the spells present in the King's Chamber. He chooses*



one that is centered on the dais in front of the Throne. Junas' player determines: 1) the spell is Shielded, 2) uses the College of Alteration, 3) uses the Sphere of Manna, 4) has a Power Score of roughly 36, and 5) has the primary effect of countering hostile magic aimed at the throne

Affinity: The user can choose 2 targets for this spell

Steal Gift 15pts

- User must have a rank in his Sphere of Manna 3 or more greater than the rank of the target Gift's Sphere
- If the user has a higher rank, then the target loses that Gift, and the user of this power gains the new Gift.
- If the person who stole the Gift does not have any ranks in that particular Sphere, he can not use the newly acquired Gift
- This Gift breaks the rule of having Gifts from only one Sphere
- The Gift transfer is temporary, and lasts for 24 hours
- If the original holder of the gift is killed while the stolen Gift is being held by the thief, then the Gift does not revert back to the dead character, but rather stays as a stolen Gift for a full year

Affinity: If the target is killed while the character has the stolen Gift, then that stolen Gift becomes permanent!

Tap into Leyline 10pts

- The mage can draw free manna from a local leyline
- The amount drawn depends on either the strength of the leyline or the rank of the user's Sphere, whichever is lower
- Free manna must be used immediately or stored via the *Concentrate Manna* Gift or stored in a special item
- Distance from the leyline where manna can be drawn depends on the rank in the Sphere of Manna; distance equals 50 feet per rank in the Sphere of Manna

Affinity: Doubles the amount of manna extracted and distance

Tap into Node 15pts/lvl

- The mage can draw free manna from a local node (an intersection of leylines)
- The amount drawn depends on either the strength of the node or the rank of the user's Sphere, whichever is lower
- Free manna must be used immediately or stored via the *Concentrate Manna* Gift or item
- Distance from the node where manna can be drawn depends on the rank in the Sphere of Manna; distance equals 20 feet per rank in the Sphere of Manna

Affinity: Doubles the amount of manna extracted

Mind

All active mind powers are resistible. The target gets to roll against either their Mind or Magic Resistance (the target's or GM's choice); if more successes are gained than the level of the Mind effect, that Mind Gift was ineffectual. Passive powers are noted in each description

Charm 15pts

- Every level in the Sphere of Mind causes the target to treat the character as if they had one level of social success
- Gift lasts for 10 min per rank in the Sphere of Mind

Affinity: Gift lasts for 30 min per success

Cloud Minds: Fuddle memory 10pts

- Every rank in the Sphere of Mind allows the user to manipulate the last 5 seconds of the target's current memory
- The memory change can only affect the target's perception and short-term memory, and can not cause any damage
- E.g.: 'you didn't see anything' or 'these are not the droids you are looking for'
- The target can eventually remember truly what happened if he has 5 or more (cumulative) successes vs. Mind for each rank in the user's Sphere

Example: *Black Hands* has pilfered *Rosy Tom's* horde of manna stones. As melee is about to ensue, *Black Hands* invokes his Gift (Sphere rank of 5). *Tom* has not rolled any net successes vs. his Mind, giving *Black Hands* 25 seconds of memory to cloud. This allows *Black Hands* to fuddle *Tom's* memory in such a way that *Tom* will not remember seeing him, nor realize that his stone's are stolen. Eventually, *Rosy Tom* comes to, and wonders why he is standing in the middle of his storeroom. If he concentrates really hard and long (and with a total of 25 cumulative successes) he will eventually remember what happened. By that time, *Black Hands* should be well away from the house.

Affinity: The user can change any single memory that lasted for the prescribed amount of time

Cloud Minds: Un-seeming 5pts

- This is a passive power, and is not resisted in the normal way
- User is not invisible, but is overlooked, even if standing in broad daylight
- To perceive a user of this Gift, a target must roll more successes vs. his Perception skill than user's level in the Sphere of Mind
- A target may only roll to perceive a user if a user of the Gift does something obvious
- This skill lasts for 10 minutes for every rank in the Sphere of Mind

Affinity: The user can affect everyone within a 30' diameter

Compulsion 15pts

- The user may implant a single, simple command
- It is resisted in the normal way: the target must roll more successes vs his MgR or Mind Attribute than the user's rank in Mind
- If the target is told to do something blatantly stupid (give me all of your life's savings) or life-threatening (fall on your sword), the target can combine both Spirit, Mind and MgR. If they fail, they will follow the compulsion fully.
- The target must act on the suggestion as quickly as possible; some compulsions may be withheld until a certain time occurs ('kill the first woman entering here')
- After the attempt to fulfil the compulsion was completed (even if the action failed), the target is no longer under the compulsion
- Compulsions wither away in time; the duration of a compulsion is 1 day per rank in the Sphere of Mind
- The target will know that he is being manipulated unless the user of the Gift is subtle (GM's call), or his memory has been clouded. Part of most compulsions is that the compulsion itself can not be discussed.

Affinity: The target can not tell that he was manipulated, and has no recollection that the compulsion was not his own. Duration of the compulsion is 3 days per rank in the Sphere of Mind

Detect Lie 5 pts

- This is considered a passive skill (non-resistible)
- The user of the Gift can determine if a target is consciously lying to him (stating a known falsehood)
- A target can still lie by omitting the truth
- Once invoked, this Gift lasts for 5 minutes for every rank in the Sphere of Mind

Affinity: The user knows when a target is lying by omission

Empathy 5pts

- The user can sense the feeling and moods of a target
- This Gift lasts for 10 minutes for every level in his Sphere of Mind

Affinity: The character can lessen or heighten the target's mood by 1 level of intensity (to be determined by the GM)

ESP (Extra Sensory Perception) 5pts

- This is considered a passive skill
- This is the Gift to use a sense as if the user was physically located elsewhere
- Range of the Gift is equal to 10 yards per rank in the Sphere of Mind, unless he and his target location is out in the open, in which the range is 100 yards per rank
- The user must state a single sense (taste, sight, hearing, etc.); he can use that sense anywhere within his range, even behind walls, inside chests, etc.
- The vantage point/foci of the ESP, once the location is chosen, is fixed/stationary
- To see something, a light source must be present
- This gift lasts for 10 seconds per rank in the Sphere

Example: Jory wishes to know what's behind the locked

door. He stands at the door and concentrates. Jory's player states to the GM that his character is using his sense of Sight, located at a point 3 feet behind the locked door. His rank of 2 allows him 20 seconds to look around the room (from his fixed vantage point).

Affinity: The vantage point can be moved about at will by the user

Frighten 10 pts

- This Gift creates an irrational fear in a target
- A frightened target will flee at maximum rate for 1 full combat turn (20 seconds) for every rank in the Sphere of Mind above the target's Mind
- This Gift can be resisted normally

Affinity: The user can affect up to 3 targets at once.

Telekinesis 5pts

- The user can mentally move up to 10 pounds for every rank in the Sphere of Mind for pushing, shoving or gross physical movement
- The strength of the telekinetic power (as it relates to the ability of the user to manipulate an object) is equal to his level in the Sphere of Mind
- Attacking or parrying with an object is possible as long as the target and object are in range and the user claims the attack as the sole action of the round
- The Gift lasts for 5 minutes per success rolled

Affinity: The strength of the telekinesis is equal to both the level in the Sphere and the caster's rank in the Attribute of Mind

Telepathy 5pts

- Every rank in the Sphere of Mind allows the user to both send and receive thoughts for 5 minutes
- The user of this Gift can only receive conscious, surface thoughts

Affinity: The user can receive deep thoughts, memories or desires; the unconscious mind is still not available.

TIA 15tps

- This power causes a stroke in the target's brain
- The user must have a rank in the Sphere of Mind at a level of 2 or higher than the target's Mind
- This power is only resisted by either the Mind or MgR attribute
- For every 5 levels in the Sphere of Mind, the target loses 1 point of their Mind attribute permanently. This in turn will affect all skills that are derived from the attribute of Mind

Affinity: The target loses 1 point for every 3 levels in the user's Sphere of Mind

Spirit

Animal Possession 10pts

- Allows the user can take full command of a non-magical animal. This is done by sending his spirit into that of the target animal, and taking over the body.
- The user must have a rank in the Sphere of Soul at a level of 2 or more than the Animal's Spirit. The animal can still use it's Magic Resistance.
- The possessor has full sensory input and control of the animal, and may use any of it's natural abilities (attacking, flight, superior senses, etc.)
- It takes a complete combat round to enter or leave a animal's body
- The user's body lies in a comatose state
- The duration is equal to 10 minutes per rank in the Sphere of Spirit

Affinity: The duration of the Gift is 30 minutes per rank in Spirit

Bind or Turn Spirit 10 pts

- Causes a spirit to be held in one location (the spirit can still attack or use any powers if there is any target within it's reach)
- The user of the Gift must have a rank in the Sphere of Soul 2 levels higher than the spirit. The spirit can still use any MgR.
- The spirit may be forced to flee from the user at top speed, upon the whim of the character instead of being bound
- Each level in the Sphere of Soul equals 1 minute of holding or fleeing
- If this Gift is successful, the spirit must roll 3 successes vs. it's Will to attack the character. The successes may be cumulative.

Affinity: Each success equals 5 minutes of hold/turn

Detach the Soul 15pts

- Allows the removal of the user's soul from his body, while still retaining full possession of his body
- The soul must be stored or place in or within some object or container. Any physical object is acceptable, but must be declared when this Gift is first chosen, and must be a singular, unique item. A destroyed container frees the soul, killing the user of the Gift. If the soul was not in the container, then the user of the Gift is not killed, but he can not use this talent again until an additional 15 character points is spent to 'activate' another container
- The user of the Gift can then choose one particular power for every 3 levels he has in the Sphere of Soul:
 - Immortality- the user of the gift does not age as long as his soul is removed
 - Immunity to spiritual attacks (including death auras)
 - Hardened heart- the user is resistant to any social-based skill or power, and resists any Mind control spell with an automatic 3 successes to either his MgR or to his Attribute of Mind
 - Soul Link- the user's soul returns to his body if the container is destroyed. It still takes several

hours for the soul to integrate back into it's host; if the host body is badly damaged or destroyed, the soul is lost, and the character dies. The user of the Gift knows where his soul's container is at all times

- Hard to kill- it takes 5 points of damage to inflict a single Body (Major Wound) point
- Immunity to Dream Powers (the character also no longer needs sleep, and can not be knocked unconscious)

- This Gift has no duration, once removed, the soul stays in the container. Removal of a soul is a long process, taking about a month of preparation. It takes only several days to replace a soul from the container back into the body.

Affinity: The user can detach another's soul from it's body. It takes twice as long to accomplish, and gives the target only one special power, not including the soul-link power, which can never be given.

Drain Soul 15pts

- A target's soul is slowly removed, doing damage to the target's Spirit Attribute.
- The user of this gift must have a rank in the Sphere of Soul two levels higher than his target's Spirit Attribute.
- For every 5 levels in the user's Sphere of Soul, the target loses 1 point of his Spirit Attribute permanently.
- This power is resisted only by Spirit or the MgR Attributes.
- The user of the Gift gains some of the drained energy; the user gains 1 Character Point for every Attribute point lost.
- It takes approximately 10 minutes to drain the soul of a target
- This Gift only works against a human or other corporal creature that has an advanced soul. It does not work against the Sidhe.

Affinity: The user gains 2 Character Points for every point of Spirit that is drained.

Enter bodily into Spirit World 15pts

- The character's body and all possessions convert into a body of spirit
- It takes 1 full minute for transference. Transference back to the earth happens no matter where the character is in the Spiritworld, as long as he is not in a sub-realm, or imprisoned. The character returns to his original location on the Earth.
- Once the transformation is complete, the character is fully in the Spiritworld (not the Earth) and can interact normally with it's denizens.
- Gift works for 1 hour per level in the Sphere of Spirit

Affinity: The Gift works for 6 hours per level in the Sphere of Spirit

Raise Spirit 15pts

- This Gift can allow the user to bring out a corpse's Ba (spiritual residue) which can animate the dead body; treat this as if the user has the ability to create a minor zombie or skeleton
- The undead lasts for 12 hours plus one hour per rank in the Sphere of Spirit
- Only one creature of this fashion can be raised by each use of the Gift
- The risen dead is under the full command of the user. The user can have no more spirits raised at any single given time than he has levels in his Attribute of Spirit

Affinity: The undead lasts for 1 day plus 1 additional day per level in the Sphere of Spirit

Sense Spirit 5pts

- Each level in the Sphere of Spirit details one fact about the area in relationship to spirits
- Facts are (in order): Spirit present, hostile or not, general nature of spirit, special Gifts spirit may have, nature of its attacks, defenses, rough attribute levels, special weaknesses, goals of the creature
- The Gift lasts for 1 hour per rank in the Sphere of Spirit, or until contact is made with a spirit

Affinity: The Gift lasts 2 hours per rank in the Sphere of Spirit, or until contact is made with two spirits

Speak with the Dead 10pts

- Allows the user to converse with the spirit of a dead body
- Gift lasts for 1 minute per level in the Sphere of Spirit
- Spirits are not compelled to tell the truth, but they must answer any question put to them.
- Being dead usually dis-motivates them from lying. Spirits do not, however, enjoy being talked to by the living as it reiterates the loss of all sensible feelings and emotions. Treat as a social interaction with an automatic 3 skulls

Affinity: The user can command the spirit to reveal a single glimpse of future events instead of asking questions. The more powerful the spirit is, the more likelihood of that future being accurate

Spirit Armor 5pts

- Every level in the Sphere of Spirit summons a 0/+1 spiritual layer of armor that is resistant to spiritual attacks
- The armor lasts for 10 minutes plus 1 minute per rank in the Sphere of Spirit
- Armor acquired by the Gift is only effective vs. spiritual attacks, and does not stop normal mundane damage

Affinity: The armor gains a +1/0 for every level in the Sphere of Spirit, and lasts for an additional 5 minutes per rank in the Sphere of Spirit

Time

Danger-sense 10pts

- The user of the Gift gets an 'uncanny' feeling immediately before he might take damage, or is put in a dangerous situation
- Every level in the Sphere of Time allows approximately a 10% chance of successfully detecting a surprise or damage-causing event. The GM should secretly roll a percentile die and if successful, inform the player
- If the character can detect an attack, he receives an automatic Dodge skill roll with no penalties, and further receives a +1 automatic success to the roll.
- This Gift lasts for 30 minutes per rank in the Sphere of Time

Affinity: The Gift lasts for 1 hour per rank in the Sphere of Time

Extra Time 15pts

- This Gift separates the user from the regular timestream, giving him more time to perform an action
- Every level in the Sphere of Time allows the user enough extra time so that 1 additional die can be added to a skill roll, including combat skills
- In other situations, the character receives approximately 5 extra seconds (per rank in the Sphere of Time) to perform an action that can not be detected or contested by any foe or other event in the general vicinity unless they too can manipulate time
- To others outside the character's dilated time-field, all actions performed by the character speed by faster than an eye-blink- these actions can not be contested, parried, etc.
- To the user of the Gift, for the few seconds the Gift works, the surroundings seem to be slowed down to a standstill. People and other objects outside his immediate sphere of influence are anchored in space during the extra time

Example: If Turin uses the Extra Time Gift during his combat round. He has the Sphere of Time at a rank of 3, so he receives 3 extra dice that he can roll during his attack. Any successes gained from these 3 dice can not be parried, but they can be negated by armor. This is not an extra attack; Turin's gift has allowed him extra time to deliver a more penetrating blow, at a speed so fast his opponent could not even follow it.

Affinity: The user receives 10 seconds (2 dice) of extra time for every level in the Sphere of Time.

Glimpse of the Past 15pts

- The character can view images of a time that has since passed in his location
- This Gift takes approximately 1 minute of concentration with an additional 5 minutes for every 10 years of elapsed time of the event in question
- The character then views the events that took place in real time. If the character concentrates for 4 hours, he will see 4 hours of elapsed past time
- To hone in on the desired event depends on the level in his Sphere of Time: every level decreases the margin of error by 1%. The starting error of mis-viewing is 10%.

The GM is to determine the time frame for the margin of error.

Example One: If the event to be viewed was 5 years (1825 days) past, and the character has 6 levels in the Sphere of Time it would decrease the margin of error to 4%. The viewing would be off by 73 days, either before or after the event

Example Two: If the event to be viewed was 2 hours (120 minutes) ago, and the character has a margin of 4% (4.8 minutes), his viewing of the event would start either 5 minutes before the two hour mark he wished, or 5 minutes after.

Affinity: The margin of error starts at 5% and decreases by .5% for every level

Item History 10pts

- This Gift shows some glimpse of how an item was used in the past
- Item use can include special powers, command words, people who used the item, and what the item was used for.
- Each level in the Sphere of Time allows the GM to give to the player one glimpse, starting with a general description (level 1) all the way to step by step analysis of how the item was created and/or how it spent its entire history (level 10).

Affinity: Treat as if the user had 2 levels higher in the Sphere of Time for this Gift

Repeat Action 15pts

- This very potent Gift allows the character to go back into time to repeat an action that the character has already performed, allowing him to re-roll any dice involved, or to choose an alternate path
- Every level in the Sphere of Time allows the character to go back in time by 5 seconds
- A character can only repeat a single event once

Affinity: A character can repeat a single event up to 3 times, and can perform this action as an **instant or abort-to movement** like what is possible with a dodge

Rot/Rust 10pts

- When activated, this Gift does 1 skull or LP of damage per level in the Sphere of Time
- If the target is a living creature, only MgR can reduce this damage; inanimate objects automatically take damage (not reduced by any armor)
- Armor and weapons are reduced by a quality grade for every 5 skull's worth of damage

Affinity: Damage inflicted is 2 LPs/Skulls per level

See into Future 15pts

- The character can view images of a time that might occur in his location
- This Gift takes approximately 1 minute of concentration with an additional 5 minutes for every 10 years from the current time

- The character views the events that will take place in real time. If the character concentrates for 4 hours, he will see 4 hours of elapsed time of his current location
- To hone in on the desired event depends on the character's level in the Sphere of Time: every level decreases the margin of error by 1%. The starting error of mis-viewing is 10%.

Affinity: The margin of error starts at 5% and is reduced by .5% per level

Skip ahead 15pts

- Each use of this Gift allows the character to move himself forward in time without experiencing the effects of what is occurring in normal time.
- Every level in the Sphere of Time propels the character up to 5 seconds into the future
- The character remains fixed in the same space he was in before the Gift took place
- To all observers, the character disappears completely and is impervious to all actions that take place during that time

Example: Sun Shi, who holds Affinity in the Sphere of Time (level 3), is in battle, and wishes to skip ahead to avoid taking damage from a well-swung sword blow. She can instantly activate her power (see below). She has managed to skip ahead for 15 seconds, and arrives during the middle of an extended action movement of her opponent, which allows her a strike of opportunity!

Affinity: The character can perform this action as an **instant or abort-to movement** like what is possible with a dodge

Visionary 5 pts

- The user gains some glimpse of a future event. The vision is of a probable future, not an absolute one.
- Unlike the 'see into future' Gift, the vision granted to the user of this Gift is purely under GM control.
- The amount of time can vary from a few hours to thousands of years in the future. Any location may be viewed during a vision. This allows for the Gift to be very powerful but very fickle.
- Most visions granted will be what immediately concerns the character, but sometimes a vision is given of a random event that usually pertains to the user or loved ones
- A character may receive one vision per week per rank in the Sphere of Time
- Viewings may not follow any set pattern, nor time-frame.

Affinity: Can foresee own death; a character is always granted a vision of his most likely cause of death. If this cause of death changes, then his Gift will activate automatically

Misc.: Chi Powers/Gifts

The Chi ability is a mystical ability that taps into the underlying force of mystical power that bathes the Earth of the Fourth Sun. Those Imperial magicians that have studied it say that it is a curious blend of many different Spheres that the practitioners of Chi Powers tap into. Masters of this art form state that Chi mastery has been passed unbroken from master to apprentice since the days of the Third Sun, and many suspect that they may be correct.

The ability to sense and manipulate Chi is considered a separate Skill, and is not linked to any Sphere of Magic. The Chi skill can not be higher than the average of the character's Mind and Spirit Attributes. A character can possess master ranks in the Chi skill.

There are two forms of Chi, one considered to be positive and one negative. All Chi powers listed here tap into the positive flow of Chi. Negative Chi power is very deadly to humans and causes them to have one automatic skull added to all dice rolls. Certain places and events will cause the character to gain negative Chi.

The character is reduced by one level in all Chi Powers for each point of negative Chi, as well as losing one Gift at random for each point of negative Chi. These reductions occur until the character can meditate uninterrupted for 24 hours per skull/point of negative Chi. Of course, spending a character point will negate negative Chi points.

Absorb Chi 15pts

- The character can concentrate chi energy inside his body, using the stored energy for several chi abilities
- The amount of chi that a character can absorb and store is equal to his level in the Chi ability.
- The user can then spend a stored point of chi as an automatic success for any other Chi ability, or can negate one point of negative Chi
- The user can also spend stored points equal to twice the cost of a Chi power to gain a one-shot use of that power
- The user can spend 2 stored points and receive enough nutrition equal to a normal meal
- Finally, the user can set up his Gift so that the first 5 points absorbed each day goes to halting the aging process; by absorbing chi every day a master may halt aging all together. If a day passes and the user does not absorb chi he will age rapidly, gaining and aging 1/2 of his years previously averted each day.
- The total amount of Chi that can be stored is equal to twice the skill level

Chi Balance 5pts

- When this Chi Gift is activated, the user achieves perfect balance
- The character can perform magical feats of balance and weight shifting which includes perfect jumping and landing on poles with a diameter equal to a sword-haft and even running across liquids without sinking (for 10 yards for every rank in his Chi Skill)
- The Chi balance lasts for 10 minutes per level

Chi Blow 5pts

- The character can add dice equal to his level in his Chi ability to any attack
- The character must declare this as he attacks; this is not considered a Special Combat Maneuver
- Damage inflicted by a chi blow is one die type higher for every 3 ranks in his Chi Skill
- Damage caused by Chi blows can cause Major or Body damage if used with a martial-arts maneuver
- Chi blows can be used once per day per Chi Skill level

Chi Breath 5pts

- This Gift use allows the Chi master the ability to substitute surrounding Chi for air; this Gift makes the user immune to poisonous gases and drowning
- Every level the character has in the Chi skill allows the user to remain in a motionless, non-breathing state for 1 hour without harm
- Every level can instead allow the user 10 minutes of regular activity (such as leisurely swimming) without breathing or 1 minute of heavy exertion (such as 6 combat rounds) without breathing

Dragon running 10pts

- By using this Gift, the character is granted supernatural movement
- The character can increase his movement by half his normal speed for every rank in the Chi skill
- The Gift lasts for 1 minute per level
- Instead of running, a character can use this Gift to jump over extremely long distances; distance traveled is 5 feet per level.
- This gift will also allow him to move along a vertical surface at a rate of 5 feet per level in the Chi skill

Immerse self in the Tao 10pts

- This Gift allows the user to sense subtle changes in the flow of Chi caused by living objects
- It allows a blinded Chi master to sense when others are around him, and allows one to attack an opponent in pure darkness without any penalties
- This Gift lasts for 1 minute (6 combat rounds) for every level in the Chi skill
- As a bonus, while immersed in the Tao, a Chi master can not be the subject/target of any other Chi effect or attack, as well as any spell, Gift, power or spell that involves Mind or Spirit

Flying Fist 5pts

- This is the Gift of striking a target with **fists or feet** at a range *without moving within actual melee distance!*
- A flying fist attack can only be parried by a character with Chi skill ranks. The maximum amount of dice that can be used to parry a flying fist is limited to the rank in the Chi skill
- A regular attack roll should be made; this Gift also works with special combat maneuvers
- The distance of the flying fist is 5 feet per level
- Flying Fist can be used once per day per level in the Chi skill

Inner Glow 5pts

- Positive chi can be used to warm the body no matter what the weather condition. With this Gift a character could walk around barefoot and topless during a snowstorm and not suffer any adverse effect
- The user of the Gift is still affected by any form of magical cold
- The inner glow Gift can also be concentrated in a single body part, such as a hand or finger, which will cause it to release light and heat equal to one candle per level while forgoing the benefits of whole-body heating and warmth
- The Gift lasts for 30 min for level in the ability

Inner Harmony 10pts

- Inner harmony induces a trancelike effect where the user is free of all mental distractions. Although the user appears nonresponsive, he can relate and perform actions normally
- The user can add his rank in his Chi skill to any resistance roll made against any attack by the Sphere of Mind or Spirit
- While this Gift is under effect, the user can not be tempted, seduced, bullied or be the recipient of any other directed event meant to sway his mind
- This Gift lasts for 10 minutes per level

Push 5pts

- By extending his Chi, a user of this Gift can forcibly move an object away from him without actually touching the target
- No fine movements are allowed, only a direct thrust of force
- Distance to the target to be pushed is equal to 2 feet per rank in the Chi skill
- The strength of his push is equal to that of his Chi skill (treat as if he had a Body attribute equal to that of his Chi skill). If a character uses both this ability along with his natural Body strength, then the two are added
- Pushing is a contest of Body Attributes; the target is pushed back 1 foot for every net success the Chi user rolls

Sense Chi 5pts

- Every level in the Chi ability allows the user to determine the relative nature of the Chi of a target person or area
- In order of levels, the following can be sensed by this Gift: pure chi present in area, Chi Gifts being used, Spirit/Manna Gifts being used, target alive/dead, target is a spirit (negative chi entity), living target's health status, target's natural vitality (LPs), target's Gifts

Soft Fist 10pts

- This Gift allows the user punch *through* a solid object, without harm to either the barrier or to the character
- Attacks can target creatures behind doors, walls or even metal armor; it does no damage to the surface being punched through
- The attack can not punch through a living object- no additional damage can be done by punching through such targets as golems and constructs
- This ability can be used in combination with any other Chi ability (such as Chi Blow) or added to any Special Combat Maneuver

Dreaming (based on the Attribute of Spirit)

The Dreaming Powers allow the character to influence his and other's dreams, with some real repercussions in the waking world. The Dreaming Gifts rely on the Attribute of Spirit, not the Sphere of Spirit, so one not counted a mage can still manipulate the world of Dreams. For more information about the Dreamworld, see pages < >. Dreaming Gifts do not rely on another skill, but on the base Attribute.

Dream Gifts can be countered by defensive magics using the Sphere of Spirit and by using Magic Resistance. Some Gifts may not work against those with a naturally strong Attribute in the Attribute of Spirit.

As a final note, those who can use these Gifts are respected, revered and a little feared, for everyone must at some time sleep...

<max damage is 1 level of Spirit loss per night>

Alter Other's Dream 15pts

Control Self-Image 5pts

Create Nightmare 15pts

Dream Travel 5pts
affinity: flight

Dispel Nightmare 10pts

Enter Dreamworld Physically 15pts

Enter Other's Dream 10pts

Enter Dreamworld: Dreamlands 15pts

Enter Dreamworld: Terra's Mirror 15pts

Force sleeper into Dreamworld 15pts

Manipulate Dream Environment 5pts

Prophetic Dream 10pts

Shield Dream 5pts

Summon Nightmare to the Waking World 15pts

Send Dream 10pts

Character Templates

Down-on-his-Luck Mercenary

Attributes:

- 9 ranks to Dex and Str
- 5 ranks to Int and Will
- 6 ranks to MgR and PR
- +10 Lifepoints

Advantages and Disadvantages:

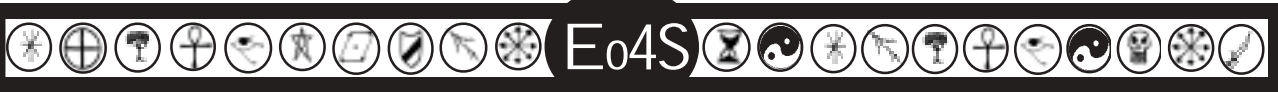
- Any 2 Advantages: Alertness, Charismatic, Direction Sense, Light Sleeper
- Any 1 Advantage: Combat Reflexes, Fast Healer, Physical Toughness
- Advantage: Unrealized Potential
- Any 2 Disadvantages: Addiction, Age, Bad-tempered, Code of Ethics, Expenses, Greedy, Hunted, Infamous Background, Superstitious, Vow
- Disadvantage: Unlucky

Skills:

- Choose any 4 weapons. Gain 1 rank automatically in each; add +14 ranks amongst all
- 10 ranks to: Armor Use, Shield Use, Berserk, Focusing Power, Disguise, Move Silently
- 10 ranks to: Animal Handling, Armor Repair, Bargain, Entertainment, First Aid, Hunting/Gathering, Scrounging, Swimming, Tracking, Weapon Repair
- 1 automatic rank to each of the following: Area Lore, Climbing, Craft, Dodging, Jumping, Perception; add +10 amongst all

Special Weapon Maneuvers:

- Choose any 2: Attack Armor, Dishonorable Strike, Lucky Shot, Weapon Strike, Counter (Any of the Proceeding)
- Choose any 1: Called Shot, Hardened Attack, Shield Bash



Court-Trained Duelist

Attributes:

- 12 ranks to Dex and Str
- 4 ranks to Int and Will
- 4 ranks to MgR, PR

Advantages and Disadvantages:

- Any 1 Advantage: Alertness, Charismatic, Combat Luck, Favors Owed, Good Reputation,
- Any 2 Advantages: Combat Reflexes, Famous Ancestor, Followers, Patron, Luck (lesser), Nobility, Unrealized Potential
- Any 4 Disadvantages: Bad-tempered, Code of Ethics, Dark Secret, Enemy, Expenses, Honest, Hunted, Intolerance, Obligation, Sense of Duty, Superstitious, Truthful, Vow

Skills:

- Choose any 3 weapons from the following: Dagger, Bar-Dirk, Fal-Dirk, Dagger, Longsword, Rapier). Gain 1 rank in each automatically. +12 amongst the 3 chosen
- 2 Master Ranks to any one weapon
- 6 ranks to: Disarming, Focusing Power, Lightning Draw
- 10 ranks to: Bargain, Courtly Intrigue, Detect Lies, Diplomacy, Entertainment, Literacy, Saviour-Fare, Swimming
- 1 automatic rank to each of the following: Area Lore, Climbing, Craft, Dodging, Jumping, Perception; add +10 amongst all

Special Weapon Maneuvers:

- Choose 1: Backslash, Double Blow, Lethal Twist, Offhand Weapon Attack or Parry, Riposte
- Choose any 2: Called Shot, Hardened Attack, Major Vulnerable Strike, Reverse Stroke, Swallow Wing
- Choose any 1: Attack Weapon, Lucky Shot, Sacrifice Move
- Choose any 2 Counter Maneuvers for the above maneuvers

Woodlands Ranger

Attributes:

- 14 ranks to Dex Int, Str and Will
- 4 ranks to MgR, PR
- +10 LPs

Advantages and Disadvantages:

- Any 1 Advantage: Alertness, Allies, Direction Sense, Intuition, Light Sleeper
- Any 1 Disadvantage: Dark Secret, Enemy, Hunted, Obligation, Phobia, Sense of Duty, Social Stigma, Stubborn, Superstitious, Unlucky, Vow

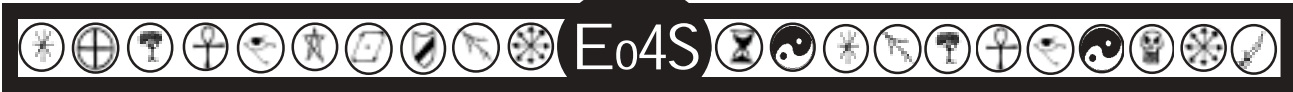
Skills:

- Automatic rank of 1 in the following: Life (magical Sphere), Longbow, Hide in Shadows, Move Silently, Hunting/Gathering, Navigation, Tracking. + 15 ranks amongst all
- 18 ranks to: Weapon (any), Detect Traps, Evade Traps, Animal Handling, Armor Repair, Entertainment, First Aid, Scrounging, Swimming, Weapon Repair
- 6 ranks to Knowledge Skills
- 1 automatic rank to each of the following: Area Lore, Climbing, Craft, Dodging, Jumping, Perception; add +10 amongst all

Powers:

- Choose 30 points worth amongst the following Life Gifts (may have multiple ranks): Animal Friendship (10), Healing (10), Nature's Movement (5), Regeneration (15), Shapechange (15), Speak to Animals (5), Speak to Plants (5)





Knight of the Quartered Circle

Attributes:

- 12 ranks to Dex, Int, Will and Str
- +1 rank to Will
- 3 ranks to MgR, PR
- +3 LPs

Advantages and Disadvantages:

- Any 2 Advantages: Alertness, Allies, Combat Luck, Contacts, Direction Sense, Intuition
- Advantage: True Name
- Disadvantage: Vow
- Any 2 Disadvantages: Code of Ethics, Dark Secret, Enemy, Impulsive, Intolerance, Phobia, Sense of Duty

Skills:

- Automatic rank of 1 in the following: Elements (Sphere), Armor Use, Focusing Power, Tracking, Weapon (any 3); +13 amongst all
- 15 ranks to: Animal Handling, Armor Repair, Bargain, Bureaucrats, Detect Lies, Diplomacy, First Aid, Literacy, Scrounging, Swimming, Weapon Repair
- 6 ranks to Knowledge Skills
- 1 automatic rank to each of the following: Area Lore, Climbing, Craft, Dodging, Jumping, Perception; add +10 amongst all

Special Combat Maneuvers

- Choose 1: Attack Armor, Lucky Shot, Sacrifice Move
- Gain: Counter Dishonorable Strike plus one counter to above maneuvers

Powers:

Gain: Elemental Aura: Attack (rank 2), Elemental Aura: Defense (rank 2), Elemental Resistance, Elemental Ward

Enlightened Monk

Attributes:

- 9 ranks to Dex, Will
- 5 ranks to Int, Str
- 5 ranks to MgR, PR
- +5 LPs

Advantages and Disadvantages:

- Disadvantage: Truthful, Vows (2)

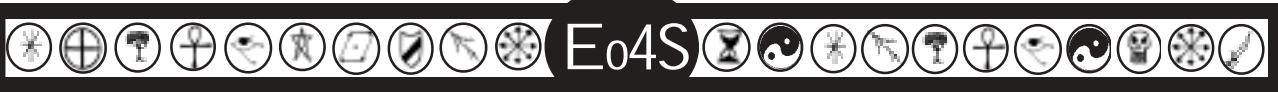
Skills:

- 1 automatic rank in the following: Martial Arts, Focusing Power, Moving Silently, Academia (any 1 science or health oriented), Literacy, Chi Skill; +20 amongst all
- +1 to Chi Skill
- 10 ranks to: Animal Handling, Bargain, Detect Lies, Diplomacy, First Aid, Swimming, Teaching
- 8 ranks to Knowledge Skills
- 1 automatic rank to each of the following: Area Lore, Climbing, Craft, Dodging, Jumping, Perception; add +15 amongst all

Powers:

- Gain the following (each rank 1): Chi Balance, Chi Breath, Flying Fist, Healing Chi, Inner Harmony, Sense Chi
- Gain any 2: Chi Blow, Dragon Running, Immerse Self in Tao, Soft Fist





Warrior Monk

Attributes:

- 10 ranks to Dex, Str
- 5 ranks to Int, Str
- 3 ranks to MgR, PR

Advantages and Disadvantages:

- Choose 2: Combat Reflexes, Fast Healer, Physical Toughness
- Gain Iron Hands Advantage
- Choose 2 Disadvantages: Code of Ethics, Criminal Brand, Dark Secret, Enemy, Fanaticism, Intolerance, Sense of Duty, Stubborn, Superstitious, Truthful
- Gain Vow

Skills:

- 1 automatic rank in the following: Martial Arts, Weapon (dagger, shortbow, staff), Focusing Power, Missile Parry; +18 amongst all
- 10 ranks to: Hide in Shadows, Move Silently, Bargain, First Aid, Intelligence Analysis, Literacy, Swimming
- 1 automatic rank to each of the following: Area Lore, Climbing, Craft, Dodging, Jumping, Perception; add +10 amongst all
- 1 master rank in each: Dodging, Perception, Martial Arts, Focusing Power

Special Combat Maneuvers (martial arts only):

- Choose 1: Double Blow, Falcon Wing, Lethal Twist, Timed Attack
- Choose 2: Called Shot, Feint, Hardened Attack, Major Vulnerable Strike, Reverse Stroke
- Choose any 1: Dishonorable Strike, Lucky Shot, Sacrifice Move, Counter (any one)

Guild Assassin

Attributes:

- 11 ranks to Dex, Int, Will and Str
- 3 ranks to MgR, PR
- +10 LPs

Advantages and Disadvantages:

- Any 2 Advantages: Alertness, Charismatic, Contacts, Favors Owed, Intuition
- Gain the Advantage of Patron
- Any 1 Disadvantage: Addiction, Bloodlust, Bully, Dark Secret, Obligation, Phobia, Sense of Duty, Vow
- Any 1 Disadvantage: Sinister Air, Hunted, Criminal Brand, Haunted

Skills:

- Automatic rank of 1 in the following: Favored Weapon (choose 1: Fal/Bar Dirk, Dagger, Shortsword, Shortbow, Garrotte), Any other single weapon, Acrobatics, Disguise, Hide in Shadows, Lockpicking, Move Silently; + 18 ranks amongst all
- Add 2 Master Ranks to any non-weapon skill above
- 16 ranks to: Detect Traps, Evade Traps, Lightning Draw, Animal Handling, Appraising, Courtly Intrigue, Fast-Talk, Gambling, Intelligence Analysis, Swimming, Tracking
- 6 ranks to Knowledge Skills
- 1 automatic rank to each of the following: Area Lore, Climbing, Craft, Dodging, Jumping, Perception; add +10 amongst all

Special Combat Maneuvers (favored weapon only)

- Gain: Assassin's Kiss (like a Lethal Twist, but instead of -10 to the next round's initiative the character adds +5. This maneuver can only be used if the character has the highest initiative score during a round.)
- Gain: Called Shot





Investigator (Imperial Censor)

Attributes:

- 9 ranks to Int and Will
- 6 Ranks to Dex and Str
- 3 ranks to MgR, PR

Advantages and Disadvantages:

- Gain: Patron and Low Justice Advantages
- Any 2 Advantages: Charismatic, Contacts, Direction Sense, Favors Owed, Intuition, Nobility (counts as 2)
- Gain the following Disadvantage: Conditioning
- Choose 1: Age, Dark Secret, Honest, Impulsive, Sense of Duty, Truthful

Skills:

- Automatic rank of 1 in the following: Academia, Bureaucratics, Courty Intrigue, Detect Lies, Diplomacy, Intelligence Analysis, Literacy, Tracking; +15 ranks amongst all
- +1 Master Rank to any one of the above
- 20 ranks to: Weapon (any), Detect Traps, Evade Traps, Disguise, Hide in Shadows, Move Silently, Lockpicking, Appraising, Fast-Talk, First-Aid, Foreign Language, Seamanship, Swimming
- 5 ranks to knowledge skills
- 1 automatic rank to each of the following: Area Lore, Climbing, Dodging, Jumping, Perception; add +9 amongst all

Magical Skills:

- 11 ranks to Divination, Alteration, Conjunction, Divination
- 11 ranks to Energy, Manna, Mind, Spirit
- 1 rank in any other single Sphere (Elements, Life, Time)

Spells:

- Analyze Magic, Cloak of Invisibility, Globe of Light, Reveal the Hidden, Sense Spirit, Telepathy

Rogue

Attributes:

- 13 ranks to Dex, Int, Will and Str
- +1 rank to either Int or Dex
- 4 ranks to MgR and PR
- +6 Lifepoints

Advantages and Disadvantages

- Choose 3 Advantages: Alertness, Charismatic, Contacts, Direction Sense, Favors Owed, Intuition, Light Sleeper
- Choose 1 Disadvantage: Criminal Brand, Greedy, Hunted, Infamous Background, Impulsive, Unlucky
- Choose 1 Disadvantage: Allergies, Bad-tempered, Bully, Code of Ethics, Expenses, Intolerance, Obligation, Phobia, Superstitious
- Gain either Luck or Unrealized Potential

Skills:

- 30 ranks amongst: Detect Traps, Disguise, Evade Traps, Gambling, Hide in Shadows, Lockpicking, Move Silently, Pickpocketing, Scrounging, Fast-talk
- 3 Master Ranks amongst any of the previous
- 14 ranks to: Weapon (any), Acrobatics, Detect Lies, Tracking, Literacy, First Aid, Craft, Seamanship, Swimming
- 1 automatic rank to each of the following: Area Lore, Climbing, Dodging, Jumping, Perception; add +12 ranks amongst all

Special Combat Maneuvers:

- Choose any 4: Attack Armor, Attack Weapon, Dishonorable Strike, Lucky Shot, Minor Vulnerable Strike, Counter Maneuver (to any of the previous)

Or

- Choose any one previous plus one of the following: Falcon Wing, Lethal Twist, Offhand Weapon Parry, Offhand Weapon Attack





Mage (Imperial School of Magic)

Attributes:

- 9 ranks to Int and Will
- 4 ranks to Dex and Str
- 4 ranks to MgR and PR

Advantages and Disadvantages

- Choose 2: Decreased Backfire, Enduring Magic, Fast Caster, Personal Manna Source, Superior Channeler, Unrealized Potential, True Name, (Choice of 6 Spheres rather than 5 with 4 extra ranks)

OR

- Choose 1: Artificer, College Affinity, Shielding Affinity, Sphere Affinity

- Gain Disadvantage: Imperial Conditioning
- Choose any 2 Disadvantages: Absentminded, Allergies, Age, Clumsy, Code of Ethics, Dark Secret, Expenses, Honest, Impulsive, Intolerance, Low Confidence, Obligation, Phobia, Sense of Duty, Truthful, Vow

Skills:

- 20 ranks to the following: Academia, Appraising, Bargain, Bureaucratics, Courtly Intrigue, Diplomacy, Foreign Language, Literacy, Teaching, Weapon Skill
- 13 ranks amongst any 5 Knowledge Skills
- 1 automatic rank to each of the following: Area Lore, Climbing, Dodging, Jumping, Perception; add +9 ranks amongst all

Magical Skills

- 15 ranks amongst all Colleges: Alterations, Apportations, Conjurations, Divinations
- 2 Master ranks among any of the previous
- 17 ranks to any 5 Spheres: Elements, Energy, Life, Manna, Mind, Time, Soul/Spirit

Spells

- Choice of any 10 spells from the lists

Mage (Necromancer)

Attributes:

- 9 ranks to Int and Will
- 4 ranks to Dex and Str
- 4 ranks to MgR and PR

Advantages and Disadvantages

- Choose any 2 Disadvantages: Dark Secret, Hunted, Social Stigma, Haunted, Sinister Air
- Choose any 2 Disadvantages: Absentminded, Allergies, Age, Clumsy, Code of Ethics, Expenses, Honest, Impulsive, Intolerance, Low Confidence, Obligation, Phobia, Sense of Duty, Truthful, Vow

Skills:

- 20 ranks to the following: Academia, Appraising, Bargain, Bureaucratics, Diplomacy, Hide in Shadows, Move Silently, Foreign Language, Literacy, Teaching, Weapon Skill
- 13 ranks amongst any 5 Knowledge Skills
- 1 automatic rank to each of the following: Area Lore, Climbing, Dodging, Jumping, Perception; add +10 ranks amongst all

Gifts (of Spirit):

- Gain Spirit Armor
- Choose any 1: Animal Possession, Bind Spirit, Speak with Dead
- Choose any 2: Detach Soul, Raise Spirit, Spirit Journey, Spirit Ward

Magical Skills

- 12 ranks amongst all Colleges: Alterations, Apportations, Conjurations, Divinations
- 12 ranks to any 4 Spheres: Elements, Energy, Life, Manna, Mind, Time, Soul/Spirit (required)

Spells

- Choice of any 6 spells from the lists that use the Sphere of Spirit



Mage (Order of the Silver Star)

Attributes:

- 9 ranks to Int and Will
- 5 ranks to Dex and Str
- 3 ranks to MgR and PR

Advantages and Disadvantages

- Choose 1: Decreased Backfire, Enduring Magic, Fast Caster, Personal Manna Source, Superior Channeler, Unrealized Potential, True Name
- Gain Disadvantage: Vow, Sense of Duty
- Choose any 1 Disadvantages: Absentminded, Clumsy, Code of Ethics, Dark Secret, Expenses, Honest, Impulsive, Low Confidence, Phobia, Sense of Duty, Truthful, Magical Signature

Skills:

- 25 ranks to the following: Academia, Appraising, Bargain, Diplomacy, Foreign Language, Literacy, Teaching, Weapon Skill, Focusing Power, Hide in Shadows, Move Silently
- 10 ranks amongst any 5 Knowledge Skills
- 1 automatic rank to each of the following: Area Lore, Climbing, Dodging, Jumping, Perception; add +10 ranks amongst all

Gifts (Sphere of Manna)

- Gain: Sense Manna (Object and Area)
- Gain: Tap into Leyline
- Gain either Concentrate Manna or Rip Manna

Magical Skills

- 15 ranks amongst all Colleges: Alterations, Apportations, Conjurations, Divinations
- 13 ranks to any 4 Spheres: Elements, Energy, Life, Manna (required), Mind, Time, Soul/Spirit

Spells

- Choice of any 8 spells from the lists; 4 spells must utilize the sphere of Manna

Northlands Bard

Attributes

- 14 ranks to Dex, Int, Str and Will
- 5 ranks to MgR and PR

Advantages and Disadvantages

- Choose 2 Advantages: Alertness, Charismatic, Good Reputation, Intuition, Photographic Memory, Empathy, Second Sight
- Choose 2 Disadvantages: Allergies, Bad-Tempered, Clumsy, Code of Ethics, Dark Secret, Enemy, Expenses, Honest, Hunted, Impulsive, Infamous Background, Obligation, Phobia, Stubborn, Superstition, Truthful, Unlucky, Vow

Skills

- 27 points to the following: Weapon Use, Disguise, Stealth, Academia, Appraising, Bargain, Detect Lies, Diplomacy, Entertainment (required; must specialize in an instrument), Fast-Talk, First Aid, Foreign Language, Intelligence Analysis, Saviour Faire, Scrounging, Tracking
- +1 Master Rank in Entertainment
- 10 points to the following Knowledge skills: Ballads, War Epics, Poetry, Satires, Teachings of the Tribes, Fables and Fairy-tails
- 10 points to the following Knowledge skills: Northland Tribes, Northland Deities, Northland Common Flora or Fauna, Northland Magical Flora or Fauna, Magical Places, The Sidhe, Rituals and Customs of the Sidhe, Sidhe Nobility, Human Nobility and Heraldry, Magical Items of Power
- 1 automatic rank to each of the following: Area Lore, Climbing, Craft, Dodging, Jumping, Perception; add +12 ranks amongst all

Mantle of the Bard

(choose any 2 Gifts; can use a total of 3 Gifts per day)

- **The Gift of Magic** The bard can use his instrument to cause any Alteration in the environment. Treat as if the bard had just cast a spell using Alteration magic and any sphere desired. The PS of the spell is equal to the character's Will plus twice his rank in his Entertainment skill. The following Limitations are always used: Foci: Voice, Singing (+1), Must play instrument during the spell (+2). Furthermore, the bard is limited to only 5 points of Virtues.

- **Gift of Knowledge** With this Gift, the bard can pick up information out of the very air itself. The bard enters a trance and is given any information he needs about a skill. The knowledge is only for any skill that has Intelligence for a prerequisite, and the number of automatic successes are equal to the bard's own Int+5. After the initial question is answered, the bard can then use the skill at a rank equal to his Int until sunset or sunrise, whichever occurs first.

- **Gift of Tongues** This gift allows the bard to speak to any human, animal, plant or rock. The Int of such things as plants and rocks are quite low, although their memory is very long. Skill level is equal to any of the bard's social skills plus a number of automatic successes equal to his skill in Entertainment. See Speak to Animal/Plants



under the Gift of Life.

- **Gift of Foresight** This is the Visionary Gift (see page < >). With this power, however, the bard can enter a trance and receive some vision of an event that will happen. Among the Tribes of the North, this is perhaps the most revered skill of the bard, and such a bard is given high honors (those just below the High King himself).

- **Gift of Shapechange** There are many a bard that has the strange power of shapechanging. A bard can only shapechange into an animal that can be found in the Northlands. In addition, the bard must also be sky-clad (naked) and can not gain more mass than he already has, although he can shapechange into something smaller. Finally, the animal that the bard shapechanges into can only be a mammal or a bird (no reptiles, insects, etc.). Bardic shapechange lasts until the bard or his surroundings *change at any time*. This change can be from night into day (which will always cause the bard to change into his normal form), or when the bard leaves the forest and enters the plains.

- **Gift of the Sidhe** This bardic Gift allows the bard and those who accompany him to move from the Earth of the Fourth Sun to the Overworld (specifically into the lands controlled by the Sidhe). The crossing point is a magical gate that is opened for only a short time by the use of the power, and may only appear at certain places and times (up to the GM). The bard is also given either the Gift of Invisibility or Illusion (see page < >), with a skill equal to the Caster's Will plus Int. Finally, a bard with the Gift of the Sidhe has +2 successes on any social reaction roll when dealing with the Sidhe.





Unique Starting Characters





CH 2: Magic

Part One: Spellcasting

With the advent of the Fourth Sun, an old power once again flooded the Three Worlds. This power was the missing universal force, one that was stronger than gravity and more potent than the nuclear force of atoms. This power surrounds and permeates the Earth, the Overworld, and the Spiritworld, all in a varying amount. Sometimes the magical force collects and distills itself into eddies or small objects and sometimes it flows like a river. But it creeps into every nook and cranny, enveloping all in it's grasp.

This powerful force is Magic, and it can be used to fulfill almost any desire if the user is powerful enough. From changing the fundamental laws of physical existence, creating and ending whole species of creatures, to even the most mundane uses such as starting fires and cleaning houses, magic's potential uses are limitless.

Magic is a dangerous, overwhelming force. If handled incorrectly, or allowed to run freely in it's raw state, it can be very destructive. Note the Dawn of this Sun, when magic caused whole continents to shift, destroyed and created mountain ranges, and welded together entire parallel realms. As a more recent example, the City-State of Peruses was vaporized all the way down to it's bedrock, leaving only the Power Ipseas alive. This happened because a group of magi thought that as a collective they could wield the pure force of magic. Since the raw force of magic is too powerful to work with, the magi work with only it's smaller components.

Just as white light is made up of the colors of the rainbow, the universal force of magic is believed to be made up of seven lesser parts. These parts are known as the *Weaves* or *Spheres* of magic. The seven parts are named according to how the mystical energy can be used; the naming conventions are the Spheres of **Energy, Elements, Life, Mind, Time, Soul, and Manna**.

It is said that before the Fourth Sun, mankind used powerful machines to harness the forces of the universe. Yet in these days it takes only human Will to bend the powers and forces that flow through the world. How and why some people can manipulate this energy is unknown, and is only a small part of the mystery of magic. It just so happens that some individuals have a connection to the Spheres of magic, and can use the magical energies for their own purposes. It is a further mystery that most of the magi do not inherit the ability to manipulate all of the different Spheres of Magic, but are limited at birth to only a small number.

For magic to do his bidding, a mage must use his attunement to his Spheres, and Will the magic to fulfill his desire. In very simple terms, this is simply wish fulfillment. Magic rearranges the universe to suit the caster's whim.

One of the characteristics that separate the Powers from the Immortals and magi is the simple fact that the Immortals and magi require training to safely harness the forces of magic. The magi and Immortals

must channel the energy of the universe in order for it to do their bidding. Because the universal energy complies with the user's Will and desires, inappropriate thoughts, diversions or a weak Will can cause this channeled energy to escape the caster's grasp, and cause bodily harm. This is why the magi have codified *spells*; spells are a practiced, rote way of having the same effect time after time. Casting a spell is much like training a warrior to perform a simple thrust with a spear. A warrior then relies on his training in combat; he does not stop to think about each maneuver. With enough practice, the mage does not analyze or over-reason about the outcome, he performs from repetitive memory. A mage can still create an effect without a spell, but this often leads to the magic escaping the sorcerer's grasp.

Spells often help set limits on their users. A mage trying to create an effect without a spell could channel more energy than he could handle, leading to his death. The use of a spell cuts down the chance that the mage may overreach himself in the channeling of magic.

Some spells provide tricks and conditional mindsets that allow the user to fully believe that his

It is sometimes heard of that a young child with the talent to reach a Sphere may Will into being an effect. It is for this reason that all children are screened by the Yellow Guild. Likewise those with talent who are under severe stress or have a mental derangement might express a magical effect. The Yellow Guild investigates all such matters in the Twelve Realms, keeping the general populace secure from the threats of wild magic.

magic will only work in a certain way. Because belief and desire correspond to Will, and it is the Will of the user that allows magic to be channeled correctly, by manipulating these belief systems a mage can channel more magical energy. This is the basis of *Limitations*.

A mage can forgo these mental tricks and use magic in more potent ways in their spells. This increases the risk of a serious backfire with the reward of a more powerful effect. This the basis of the *Virtues*.

The Powers work magic differently. They do not channel magical energy from without but rather they store magical energy within. The Powers act as though they are living manna batteries. Because magic is a part of them, they do not experience backfires. They do not cast spells like the mortal magi do; when they desire something, they spend part of their innate magical might and their wish is fulfilled. In the same way, mortal magi



collect free manna and use it to create spells or spell-like effects without the fear of magical backlash.

The Foundations of Magic

A mage is born with the ability to channel magical energy. The force and amount of magic is dependant on his Will and strength of Spirit (the Soul Attribute). **A mage can not have a rank in a Sphere of Magic greater than his rank in his Soul attribute, nor can he have access to more Spheres than his initial Soul attribute.** A single rank in a Sphere costs 1 Character Point, and can become a Master Rank for 3 more CPs. Ranks in the magical Spheres denotes that a character has the potential to gather and channel magical energy. A character's ability to tap into a Sphere is an ability, not a skill per se, but the rank in the Sphere can be increased by personal growth. Under normal situations, a player can not add new Spheres to his character after the character creation process. The Spheres of Magic are:

- Elements:** includes air, earth, fire, water, and metal
- Energy:** from light and sound to electricity may be affected
- Life:** includes both giving and taking; manipulation of living things
- Manna:** fundamental sphere, makes forces and pure magic effects
- Mind:** pinpoints and manipulates specific mental areas/functions
- Time:** affects the passage of real and subjective time
- Soul/Spirit:** manipulates matter made of disembodied spirit

A mage is a character born with the potential to channel magic. To actually use magic requires learning.

How to use the magic you have summoned is a skill. It is taught in magic academies, by priesthoods, and by local magi to their apprentices. A character who uses the force of magic without proper teaching and guidance is certainly not for this world for very long. Many magi liken the skill of using magic to *weaving*, creating a mystical pattern to direct the force of magic. Others eschew this concept, and use pure mental thought and desire to cause the magical energy to bend to their desired outcome.

There are four fundamental actions that a mage can use his channeled magical energy for. These different uses are called the Four Colleges of Magic (although a mage does not have to go to an actual magical academy to learn them). They are broad processes, and each requires a different mind-set when using. By using a College of magic, a mage defines how his channeled magic will work.

The Colleges of magic are:

- Alterations:** the ability to use channeled magic to convert one form into another
- Apportations:** The ability to use the channelled magic to move matter and energy
- Conjurations:** The ability to use the gathered magical

energy to summon forth or to bring into existence what is desired

Divinations: The ability to use the channelled magic to see what is hidden

The Colleges of Magic are skills based on the character's Mind Attribute. **Every rank in a College costs one CP; Master ranks can be bought for 3 additional CPs. A mage may not have a rank in a college higher than his level in the Mind Attribute.** Unlike the Spheres of magic, a mage may receive instructions in a College at a later date, giving him the ability to add new Colleges after character creation.

A character who access a Sphere of magic, and has the training to channel the mystical energy can then use both his Colleges and Spheres to create a *spell*.

Spells, Overview

It is said that the Dawn Immortals of the Third Sun were the first to teach the newly gifted magi how to channel the magical energy of the Fourth Sun, and the skills needed to weave the magic and make it to do their bidding. No matter what the historical source was, today the magi undergo years of training in order to wield the force of magic without harming themselves or others in the process.

To create a magical effect, a mage channels energy in a specific Sphere or Spheres, and uses his skill at shaping the energy (using his training in a College) to produce a given effect. And although this sounds perfectly easy, it is not. An integral part of the process is the caster's *desire* of a certain outcome to take place. Using magic is dangerous, and any slip of the mind, deficit of attention, lapse in concentration or wayward thought or desire is enough to destroy the user. Because of this, during their training, young magi are taught to perform a single action with magic over and over again. This rote, repetitive learning of how to create a single magical effect is termed a **spell**.

Each person has a different way of memorizing a spell. Each person also has a different way of channeling and manipulating the magical forces. Although the magisters of an academy of magic may wish otherwise, spells and their effects have a wide degree of variability. On top of that, the degree at which a mage can successfully gather magical energy is subject to the vagrancies of fate. In simple terms, each spell is different for each mage, and each time a spell is cast the degree of success is uncertain.

Simple Spell Example

Before we go much further in how to create a spell, let's look at an example, first in a narrative sense, then in context of the Players...

In the dark cavern, Ten Red Turtles lies on one side, his left shoulder throbbing with pain from the fall. The smell of countless years of bird droppings is ignored as he silently gathers his power. In his mind he imagines the shape and feel of the raw magical energy that hovers just



beyond his mortal senses. He reaches out with his talent, and successfully gathers enough energy. Swiftly he bends it to his Will, in the familiar pattern he calls Light Bringer. A swirl of magic surrounds the area, with some power escaping back into the folds of the ether. He is not completely successful with his spell, but in these trying times, he accepts such inevitable consequences. The magic will hold for a few minutes, and will perhaps give him time to prepare for what will come next...

Manna Aspected Areas

When a farmer pulls a cart across his fields time and time again, a rut appears in the earth. This rut allows even easier passage for the farmer's cart, and any other wheeled vehicle. In the same way, spells, magical forces, and events that trigger deep emotional events wear away at the bonds of reality, causing a magical rut as it were.

For example, a mage that casts too many spells that involve the Sphere of Life sets up an aura about himself that makes it easier for him to use such magics, while at the same time decreases the mage's ability to utilize other Spheres. In game terms, it decreases the rate of backfires for spells using Life, and increases the chance of backfires for all other spells. Many magi refuse to cast too many of the same spell in a short amount of time for this very reason.

Spells of one nature that are cast continuously in the same general vicinity run two risks. First, the area itself will become 'worn' or use to that type of magic, facilitating that and no other kind of magical event in the same area (and it is this reason why it is considered ill-mannered to cast any Elemental-Fire spell indoors). Secondly, it has been proven that constant use of magic 'wears away' the boundaries between the Three Realms (those of the Spirit, the Earth and the Overworld).

Malign spirits and creatures of the Overworld are very apt at sneaking through such areas. In fact, it has been postulated that every time a spell is cast, the boundaries between worlds is weakened slightly, but this has not been proven. But such a case would explain why ancient users of magic loose their shadow, and tend to fade out or disappear forever. Items or spells that are created with the Virtue of Permanency and are kept in the same place share the same phenomena.

Finally, human emotional trauma and events are also able to cause an area to take on a reflection of the happenings. In the Annech Wasteland, where the bitter battle between the Annech Tribes and the Sidhe took place, nothing grows today in those once green pastures because of the strong aura of death that accompanied the battle. Small magical creatures attracted to death now reside in the area, further increasing the hostile magical aura of the place. In fact, the location draws many magi who wish to discover the so-called eighth sphere of Unlife.

All of the above can serve warning to practitioners of magic; what you do today as a whim may pollute the environment as much as the Ancient Ones did before the Dawn of the Fourth Sun.

Ten Red Turtles' Light Bringer
(Conjuration/Alteration- Energy)

Power Score	11 (Conjuration 5, Energy 6)
Duration	6
Targets	0
Range	1
Damage/Action	4

The example above is a Light Spell used by the character Ten Red Turtles. He has a rank of 6 in the Sphere of Energy and a rank of 5 in the College of Conjuration. His Power Score (PS) is a combination of both the College and the Sphere. For this spell, Ten Red Turtle's PS is an 11. This is the total number of ranks that he can assign for his spell's Attributes of **duration, targets, range and action/damage**.

He assigns six parts of his Power Score to his Duration; his spell will last up to a total of six minutes. He does not use the target category, as he will not use this spell offensively (like to blind a target). His one rank in Range indicates that the spell may be cast up to 10 feet away. Finally, his four ranks in the Action/Damage attribute means that the spell can shed light equal to four torches. After filling out each of the secondary attributes, the player recounts to make sure that the total number of ranks used is equal to the Power Score (eleven).

The secondary ranks describe his spell's maximum effect; most likely, this spell is not going to be that effective. When the time comes for Ten Red Turtles to cast his spell, his player rolls dice equal to the Power Score (in this case, eleven). After he rolls, he negates one success for each skull he rolls. If he rolls more skulls than successes, then the spell backfires. If there are a net number of successes, then Ten Red Turtles assigns one of his successes to one rank that he has used in a secondary attribute. He must carefully choose which ranks to fill. Unfilled ranks have no game effects.

Example: After falling down a cliff in the seaside caverns of the Little Sea, Ten Red Turtles casts his Light Bringer spell in order to get his bearings. Ten's Player rolls eleven dice and gets seven successes, three blanks and one skull, for a net of six successes. He assigns his successes as follows:

- 4 success to his spell's Duration Attribute
- 0 success to his spell's Targets Attribute
- 0 successes to his spell's Range Attribute
- 2 success to his spell's Damage/Action Attribute

His spell is attached to him (or his personal space), since he did not fill any ranks in the Range attribute. The spell will last a total of 4 minutes. His light will be as bright as a two torches. He could not assign more than six success to his Duration category no matter how many successes he rolled, as his maximum rank in that attribute was set at six at the time of spell creation.





Constructing a Spell in 3 Easy steps

1) Choose a spell from the list, and spend 3 character points to buy it. Once bought the character can cast the spell as often as he wishes (and the spell's Limitations allow).

2) Determine the spell's Power Score first by combining the caster's skill rank in the spell's Sphere and College. Then add the appropriate number to the Power Score that is listed in the spell's description. The added portion is the spell's increased power by having Limitations.

3) Divide and assign the value of the Power Score amongst the spell's Attributes of Duration, Targets, Range and Action/Damage.

Spell Creation

To start, each spell must be purchased by the player for **3 Character Points**. This represents the time and training necessary to achieve proficiency in bending the forces of magic to the character's desire. The player must then choose what he wishes the spell to accomplish. **Normally, a spell can only accomplish one action, effect, or outcome.**

Next, the player must decide what Spheres are best suited to create his spell. He then decides what Colleges will be used to shape and finalize the spell. Together, the rank in the College is added to the rank of the Sphere to get the **Power Score (PS)** of the spell. This represents the raw magical power of the spell; the higher the PS, the more powerful the spell. The Power Score of a spell is used to fuel spell attributes such as duration, targets, range, etc.

Many of the basic spells that practitioners of magic are taught to use can be found in the Spell Lists. Many of these are taught and practiced with certain Limitations, to teach how to better focus the mind and to increase the power of the spell. The Player may decide to forgo or increase the number of the limitations.

Each magic user will also have to tailor his or her spell's attributes to conform to the spell's Power Score. The spells listed in the book are only half-created. In order to be complete, the player will have to assign the primary attributes for each spell he chooses. In the spell lists, each spell has a special effect already determined, but the spell's secondary attributes will have to be determined by the player when the spell is purchased.

A character may start with as many spells as he wishes (and the GM allows). A character can also spend experience points in gaining new spells. If experience points are used, assume that the spellcaster has had enough time to practice the magic involved, or has had some tutelage in the new spell. If you wish to make your own spells, rules and examples follow at the end of this chapter.

Note that some spells require a certain Power Score to be successful. Most of these types of spells are conjurations and transformations.

The Five Primary Attributes of a Spell

Each spell is governed by five basic Attributes. The Attributes of Duration, Targets, Range and Action/Damage will range from 0 to 10, depending on how the player divides up his Power Score. The ranks in the secondary attributes detail the maximum effectiveness of the spell. To indicate the actual success of the spell, the player will roll dice equal to his PS and use the successes to 'fuel' the spell. Therefore each time the spell is cast, the degree of success with it may vary. The 5 attributes are:

1. Power Score (PS): This is the total, raw power of the spell. This power is used to 'empower' the other attributes.

- The Power Score is the total number of ranks in the spell's College and Sphere. If the spell uses more than one College or Sphere, then the PS of the spell is the Average of all Colleges plus the Average of all the Spheres.
- The PS reflects the total, maximum power of the spell. The PS of a spell may be increased with the use of Limitations.
- In game terms the PS reflects both the raw magic being channeled and the skill of manipulating that energy.

2. Duration: This is how long the spell affects the gaming environment. The Duration can last as long as an eye-blink to Permanent. The use of Virtues can increase the duration of spells.

- The duration for any attack spell is instantaneous; after damage is done the spell is no longer in effect.
- Duration for all other spells is **one minute** for each rank.
- If no ranks are filled in, then the spell is also considered to be instant as far as duration; this may be a mental flash, sudden happening, etc.
- In game terms, most all spells decay, gently releasing the magical energy back into the environment

3. Targets: This is the number of objects (including people) that are affected by the spell. A rank of 0 indicates that the spell only affects the caster (or his personal space). Every rank above zero allows the spell to target one item, object or related groups of objects (like a quiver full of arrows).

4. Range: The range is how far away from the character that the spell's effects can reach. A rank of 0 indicates that the spell affects only the caster or an object that he can touch, while a rank of 10 indicates 100 feet away.

- The range of a spell is **10 feet per rank**. A spellcaster can center the effect of his spell anywhere from himself to his maximum range for the spell.





- If the College of Apportation is used as the primary College, then the range is doubled (20 feet per rank).
- If there are multiple targets, then the Range Attribute is the total amount of range that the spell can reach. For example, with a range of 3, the spell can reach a target at 30 feet, one target at 10 and another at 20, or may hit 10 targets 3 feet away (all depending on the *Target* attribute!).

5. Action/Damage: If the Power Score indicates the raw power of a spell, then the Action/Damage would be the refined power. This is the portion of the spell that provides the energy for any special effect or damage. In Apportation spells, this reflects the amount of weight transported, in Alterations this reflects the amount and nature of the transmutation, in Summoning spells this reflects the nature and type of object that is to be summoned. Some spells may have an Action/Damage rank of 0 and still be very powerful, but normally, the higher the Action/Damage rank, the more powerful a spell is.

For combat spells, each rank indicates one LP of damage. The Damage dealt is the total amount of damage done. When calculating damage for multiple targets, the sum of the amount of damage dealt to all creatures can not be higher than the actual number of successes allocated to the Action/Damage category.

As an example, Richard's spell targets 4 bandits. He has 6 Action/Damage successes. He decides that each bandit takes 1LP of damage, with bandit #1 taking the extra 2 LPs of damage. Note that each bandit could roll against their MgR (if applicable) to avoid taking the damage. All the LPs dealt this round equals his Action/Success successes of six.

Spell Casting: Rolling the Dice

Spells do not function perfectly each time they are cast. Sometimes a character overreaches himself when gathering energy, sometimes his concentration slips when bending the forces of magic. The vagrancies of luck play an important role when dealing with magic, and are reflected by the game mechanic of dice rolling.

A player rolls a number of dice equal to the spell's Power Score. Each net success (after subtracting any skulls) is matched to one rank in the secondary attributes, in whatever order or combination the player decides. Spell casting is not precise, and the spell-powering process reflects this. As an example, look at the abbreviated spell below:

Name: *Minor Shock*
(Conjuration- Energy; Apportation)
Power Score: 9
Duration: 0
Targets: 1
Range: 2
Damage/Action: 6

At max. value, this spell can be cast at a single target, twenty feet away, for three Lifepoints worth of damage. But to see how effective the spell really is, the player

must roll nine dice (the Power Score). After rolling, the player has:

5 successes
 3 blanks
 1 skull.

for a total of 4 net successes. Since there is a net number of successes this spell is successful. The player must decide what to do with his four successes. He places the successes in the following categories:

Targets 1
 Range 0
 Damage 3.

The spell will affect one target (and with the range set at zero, the character will have to touch it) and will do three LP's of damage. If the player had rolled more successes, then the spell would have been better.

Designing Spells at the Master Level

Like any skill or ability that has levels or ranks, spell Colleges and Spheres can be bought at the Master Level. And like any other die roll, an icon will denote two successes when using master ranks. Therefore, when designing a spell using master ranks, each Master Rank will allow an additional rank in the spell's Power Score.

For example, Wind Rose has Conjuration at a Master Rank of 6M, and Life at a Master Rank of 4M. The PS of a Conjuration Beast spell would be 10M. She would have 20 sub-ranks (as the Power Score would be essentially 20) to assign to all of her spell's secondary attributes, but she would still only roll 10 dice.

Secondary Spell Attributes: Limitations

The spell creation is mental exercise. The mage must have faith in himself and his spell's effects for it to work without a backfire. Any trace of doubt or lack of concentration can lead to death or disfigurement. How then can a mage attempt to channel and manipulate more magic for a greater effect? The answer lies in a form of mental practices designed to reinforce certain beliefs.

It is a mental game, and a psyche-out. It is frowned upon by certain users of magic as a magical dead-end to true power gain, but it's use is widespread throughout the magical community. The psychological processes behind limitations are not taught to the novice practioners of magic. By doing so it would cause doubts in their abilities; doubts that could lead to backfires.

The true reasoning behind limitations is known only to the powerful and the learned. Most just accept it as how magic works. Instead, the student is shown that what they do works. This reinforces their thinking that it will work, which causes it to actually work better. It is the



power of belief that focuses and fuels magical energy.

In game terms, a *Limitation increases the spell's Power Score*, allowing the caster to have a more powerful spell without having to increase his rank in either his College or Sphere. The drawback is that a Limitation limits what a spell can *accomplish*. In game terms, one must pay for having extra powerful spells. *Anything that restricts the force of magic, or limits the scope of a spell, is considered a limitation.*

Some examples of limitations are: limited damage, long casting time, side effects, limited number of castings, reduction of caster's abilities, and the reduction of the user's life points. The mage believes that the only way to gain more energy is to sacrifice another aspect of his spell, and so a limitation works.

All spells automatically have one Limitation; all characters must concentrate on their spell to cast it. The character must focus his Will on manipulating the magic to do what he envisions.

Some limitations are more restrictive than others; for example, if the spell only works after the character has fasted is worth only one limitation. A spell that only works during a full solar eclipse (a remarkably rare event) will be worth a total of 10 limitations (this really restricts the caster's ability to cast the spell). Limitations tend to make spells very specific, and hence, not as effective.

Secondary Spell Attributes: Virtues

Sometimes a mage creates a spell knowing full well that the outcome he demands of the magic is far beyond what is normally possible. He then accepts the fact that there will be a backfire, but by accepting the fact beforehand he hopes to limit it's effect, or negate it all together.

To increase the scope of what a spell can accomplish requires the use of a *Virtue*. Examples include a permanent duration or having the spell affect all within a certain range.

The use of each Virtue is listed as a rank; the higher the rank of the Virtue, the more dangerous it is using the Virtue. Each rank of a Virtue adds one additional (automatic) Skull to a spell. This is over and above any skulls that are actually rolled. For example, the Virtue of Increased Duration (Hour) will allow a spell to last for one hour for every success in it's Duration. However, this Virtue has a rank of 3, and adds *three additional skulls when the spell is cast!*

To counter the backfires that Virtues represent, the magi use several methods to increase their odds of rolling successes. Magi collect items that contain 'free' manna, and use the manna to counter the skulls that are given when using the Limitations. A character that is at a Master Level, and rolls a mastery-level icon can counteract two skulls. An increase in the Power Score by adding limitations can allow for more successes to be rolled. Finally, some players will spend a character point, and will use it to receive an automatic success, canceling out a skull.

Backfires and What they Attract

Every apprentice has been told repeatedly about spell backfires. It is a consequence of any kind of spellcasting, and is something a mage experiences at least once in his lifetime (usually more often than that!). Usually spell backfires result in some catastrophic event as the spell's magic goes out of control, or detonates causing damage to the caster and his surroundings. However, some backfires don't seem to cause any effect. These are the most deadly.

The force of magic tends to attract spirits and entities that are magical in nature; this happens even more so when a spell backfire occurs. There are creatures that live in the Spirit World that will become attracted to the spell backfire and will attach itself to the mage in question. There are many different types of spirits, but each Sphere of magic tends to attract certain kinds.

For example, there is a type of spirit that is currently called a Bloodwyrm. These malign entities are attracted to spells that require Conjunction- Life, and manifest when such a spell backfires. These creatures attach themselves to the spiritual aura of the caster, and are therefore not normally noticed unless a Divination-Spirit spell is cast on the mage.

For every Bloodwyrm that the caster has attached to his

aura, the character has a -1 success on each and every

Conjunction-Life spell. The player will still roll the same number of dice, but the first success is negated by the Bloodwyrm. If the spell backfires because of the action of the Bloodwyrm, then the creature will split into two Wyrms.

Bloodwyrms are deadly. If the character does not cast any Conjunction-Life spells within a 24 hour period, the Bloodwyrm will drain a point of spiritual vitality. To denote this, one point of any Attribute is erased forever. After doing so, the character's aura is blood-red, and the Bloodwyrm can be seen as a slug-like spirit writhing in the character's aura. Some have had Bloodwyrms attached to their aura for so long, that their entire aura has become red.

Like any spirit, Bloodwyrms can only be damaged by the use of a spell that uses the combination of Alteration-Spirit.

Bloodwyrms

Str	0	LPs	5
Int	1	AR	1
Will	1	MgR	5
Dex	1	PR	Spirit

Attacks: Special (See Above)



Advanced Spell Construction Example

Rachael wishes to purchase a few spells for her wizard. Since adventuring is a risky business at best, she believes that her character will need some form of healing. Rachael therefore spends 3 character points for her character to learn the spell **Heal Surface Wounds**.

The spell uses the Sphere of Life and the College of Alterations. Rachael has a rank of 3 in Alterations and a rank of 6/2M in Life. Her ranks in Life is equivalent to 8 (see *Designing Spells at the Master Level*); this added to her rank of 3 gives her an initial PS of 11. The spell's description indicates that there is a Limitation, which will increase her Power Score by an additional 2 ranks. Her spell's total PS then is 13, and she will use these 13 'ranks' to fill in her spell's attributes of Duration, Targets, Range, and Action/Damage.

Duration: This is easy. Since this is a healing spell, or a spell that deals with Lifepoints, the spell's duration is instant. It produces it's effect, then disappears. Rachael then will not assign any ranks for the spell's Duration.

Targets: Rachel assigns a value of 2 to this attribute. She states that her spell's healing light can bathe up to 2 targets that are within range.

Range: Because she is down to 11 units to allocate between this attribute and the Action/Damage category, Rachael decides to allocate a range of 2, which means her character can heal a target up to 20 feet away with her spell. Rachel will have to divide this range amongst her targets; her character can heal one target at 20 feet or 2 targets at 10 feet.

Action/Damage: Rachael puts her 9 remaining units under this category. If Rachael's character heals 2 targets for 9 LPs, she will have to divide the 9 points of between the targets, in whatever ratio she wishes. For example, Target A may be healed of 3 points of damage while target B is healed for 6 points of damage.

In shorthand form, her spell will read as:

Heal Surface Wounds, Alt/Life, PS 13, D Inst, T 2, R 2, A/D 9, Lim: Gestures, Voice

Once a spell is constructed, it can only be changed by spending character points permanently. Rachael's character will have to abide by the spell's Limitations every time she casts the spell, as well as all derived Attributes of the spell. And no matter how much Rachael may wish, her wizard can not heal more than 9 points of surface wounds.

Superstitions

In the Earth of the Fourth Sun, Magic is a force that can be bent and used by man's own imagination and inner creativity. If this force is a means of wish fulfillment, then it stands to reason that many may UNKNOWINGLY bend the magic to their Will.

This kind of subconscious use of magic is what the base of many superstitions comprises of. Breaking a mirror is considered to be bad luck; ask anyone if it is true, and most will answer 'yes'. This belief in turn causes the force of magic to attach itself to any who breaks a mirror, and will ultimately cause them to have bad luck.

Some other superstitions throughout the Empire and it's Client-States are:

Stopping in the middle of a crossroads (bad luck), saying somebody's name three times in a row (causes ghosts to take notice), hanging daises outside an entrance (generates peace in the household), spitting between the first and last finger (alleviates bad luck), and letting three drops of blood spot the soil (awakens the hunger of the older Earth Gods).

Some superstitions are actually based on real facts, such as

What is the Limit to Spellcasting?

The boundaries of magic have been pushed and exceeded so many times in the past that only a few believe that there truly is a boundary. Contrary to many popular myths, magic does not deplete the caster's life force by any means, nor does it deplete some limited capacitance of the surroundings. Magic does not weaken the spellcaster, and a mage normally does not have only a certain number spells he can cast during the day. In fact, stories tell of Jurstin and his casting of over one thousand Bolts of Lightning at the Battle of Holdwaters Ford. There is no set limit on the number of spells a character can cast, nor how often he can cast them. No, the true limit of spellcasting is the Power that the caster can weave by both his innate ability and his training.

Magic is not a tame force, nor is it one to be taken lightly. The ability to gather magical energy comes at a price, and magic can quickly turn on even the most experienced of magi. The magical force can **backfire** against the practitioner, causing permanent damage, madness, and more often than not, death. Every time a spell is cast, it has the chance of backfiring. Therefore prudence is the only limit to spellcasting.

Linked Spells

Most spells only accomplish one action. Sometimes that is not enough; for example, a spell that summons a rabid animal may not do the caster much good unless the creature is also controlled. Control Animal and Summon Animal are two different spells, as they accomplish two different things, but they may be *linked*. These spells take more time to learn, and are more expensive in game terms: they cost 5 character points per spell.



When dealing with linked spells, it is important to distinguish the Primary and the Secondary spell. The secondary spell will only work if the primary spell was successfully cast (for example, a Control Animal will only be effective if the Summon Animal spell was cast). Once the spell is cast, both parts are essentially combined to form one whole.

When rolling against the PS of the spell to see how effective it is, the caster must roll vs. the lowest value of the two Power Scores. He takes the net amount of successes that he rolled and 'powers' the first spell, then takes a like amount to 'empower' the secondary spell.

For example, the Summon Beast is at a PS of 18, and the Control Beast is at a PS of 14. The player can only roll 14 dice. After rolling, there are 9 successes. The character may use 9 successes on the Summon Beast spell, and may use 9 successes on the Control Beast spell.

The biggest drawback of linked spells is that the second spell can not be cast on it's own (in the example above, the caster can not control any animal unless he has just summoned it). Any contradictions between the Limitations between the Primary and Secondary spells negate the entire casting, and may cause an automatic Backfire! For example, if the primary spell can only be cast at night, and the secondary spell can only be cast during the day, then the spell will not work, and the player wasted five character points, as well as endangering his life.

Linked Spell Example

George wants his character to have a spell in which two things happen: he wants an armor of flame to surround and protect his character, and at the same time, have the armor's flames cause damage to anyone who foolishly attacks him. This is, of course, a linked spell (it does two things) and will cost 5 character points. He already has a rank of 6 in both Conjunction and Elements (which means his spell is already fairly powerful in raw magic), and only wants a couple of Limitations. Looking on the list, he chooses some foci to cast the spell (gestures, materials, etc.), and he wants the flames to hurt only his opponents that actually attack him (See also *Linked Spells*, page < >).

So writing out the spell he has....

Armor of Flame (Linked Spell) Conj(6)/Alt/Element(6)

PS 14 (12+2)
Duration 6
Targets -
Range -
Dm/Act 8
Limitations: Foci: Gestures, Words of Power (+1),
 Material component, expensive (+1)

Independent Manna Sources

Sometimes the force of magic collects in physical objects. Why this occurs is still a mystery. What is interesting, however, is the fact that these little manna batteries or capacitors are able to provide a user of magic a source of energy that does not have to be controlled in a spell.

Most often this magical energy (or Free Manna) can be used without reservation, but there are known to be some items that only allow to use their energy in a certain Sphere. Items that do this, and are rechargeable, always makes the corresponding area Manna Aspected (See side-bar, pg < >).

Like extra Character Points, Free Manna can be used for different functions and are consumed by using them, (but can only be used by Magi for their spells).

Additional Successes- One point of Free Manna generates one additional success. This extra success can actually increase the Power Score by one for each point used, if the caster so desires! This aspect is often used to create magic items and to negate backfires.

Spell Alterations- A spell's Limitations may be suppressed by using one point of Free Manna for every point of a Limitation. A spell can have added Virtues; each point of Virtue cost one point of Free Manna.

New Spells- A character can spend 3 Free Manna points to create a new spell. The player makes a spell up at the moment, using his rank in his College and Sphere as the Power Score, and can assign any Virtues or Limitations. This is a one-shot spell, and is not recorded on the character sheet unless 3 free Character Points are also used.

Anti-Magic- One Free Manna point can increase the Magic Resistance by one; the character would still have to roll the dice normally, or use Character Points to insure automatic success.

Gaining Magical Advantages- A character can gain a magical advantage if the cost of the Advantage is paid for in Free Manna. This magical Advantage is temporary, lasting only 10 minutes. To increase the duration, extra Free Manna points must be spent; the amount is equal to the cost of the Virtue 'Increased Duration' times two. For example, if Rolf wanted the magical advantage of Empathy, it would cost him 10 points of Free Manna for a duration of 10 minutes. If he wanted it to last one month, it would cost an additional (9*2) 18 points.

Independent Manna Sources, Examples

Dargaroth Crystals- Named after the famous Dargaroth Mines, these crystals are usually set into rings, earrings, and other personable items of jewelry. These items tend to store small amounts of manna inside their crystal lattices, giving 1-2 points of Free Manna. These items do tend to recharge, restoring the manna that is taken from them in 6 months. These crystals also allow one spell with a PS of 10 or less to be cast into them; that spell can be used at any time, but only once. Casting a spell into a Dargaroth Crystal will regenerate



Conj(6)/Alt/Element(6) [Damage-Causing Link]

PS 14 (12+2)
Duration 5
Targets 1
Range -
Dm/Act 8

Limitations: Only causes damage when armor component of spell is reduced (+2)

Because of the single rank in the Target (in the Link), only one attacker can be damaged by the flaming armor (this is decided by the caster). Also, the spell can absorb up to a total of 8 Lifepoints (Action rank of the original spell) and deal a total of 8 Lifepoints of damage (Action rank of the Linked portion). If for some reason the armor portion of the spell is negated, then the damage causing link will automatically fail and will be dispelled.

Taking Damage While Casting Spells

Taking damage while in combat can affect a character's concentration, and hence can ruin his chance of casting a spell. After damage has been calculated (including damage absorbed from armor), a character must roll higher vs. his Mind than the amount of damage done, or lose the spell he was currently casting. Any net skulls rolled automatically indicate a backfire.

Spell Backfires

While there is no limit to the number of spells that one can cast there is a potential disaster associated with spell use called a *backfire*. Spell backfires can be caused by many factors, including channeling too much or too little energy, poor concentration or management via the Colleges, or just poor luck in general. In game terms, a backfire occurs when there are a net number of skulls rolled when casting a spell. Some situations (like using Virtues in a spell) can trigger backfires all on their own. Finally, some items, creatures or special areas will induce spell backfires. Backfires usually twist the force of magic, or allows it to propagate out of control. Magic that

Spells, Armor and Magic Resistance

Armor will not normally reduce damage from a spell's attack unless the spell mimics a regular combat assault. For example, a spell that summons ice javelins can not be resisted by armor, because ice javelins are not a natural damage-causing item. Summoning regular javelins that will attack an opponent would allow the armor to function against it.

The caveat to this is that if a spell is resisted by Armor, it is not also resisted or reduced by Magic Resistance. So the metal javelin in the example before can not be resisted by both the target's armor and his Magic Resistance.

escapes the Will of the caster can cause some strange and terrible events.

Backfires are deadly. Even a minor consequence of a backfire can result in damage to the caster. Truly horrendous backfires have been known to level entire blocks, or change the fate of an entire country. Many results of a backfire do not necessary kill or maim a character, but cause something much, much worse. Many towns and cities of the Earth of the Fourth Sun limit where and how practitioners of magic can use their spells because of the fear of backfires.

If a net number of skulls are rolled (or have occurred because of an added Virtue), then the spell has backfired. The caster rolls 1d6 and adds another d6 for each skull that he rolled. He then consults the table on page < >. For example, Rolph has a net number of 4 skulls. He would roll a total of 5d6 to see the result of his backfire. Manna aspeking, as well as some other events can shift the backfire occurrence upward (which is good) or downward (which can be really bad). The GM is encouraged to modify or create his own backfire tables.

Unless the backfire causes damage, or has a duration already listed, the duration of the backfire is based on the Power Score. A suggested progression follows:

Power Score	Duration
1-5	d20 minutes
6-10	d4 hours
11-15	2d12 hours
16-20	d4 days
21-25	d4 weeks
26-30	d4 months
31-35	d4 years

A Sample of Backfire Outcomes, from Bad to Worse

- The magic causes strange glows, eerie sounds and many other physical effects to take place around the character- all will know that he cast a spell, and all magi will know that he just had a backfire (sever penalties to reaction rolls!)
- The caster has intense headaches every time he performs an act that requires the Int attribute (like casting a spell); the caster must have 5 successes (may be cumulative) vs. Will before he can perform his action. This effect lasts for 24 hours
- The forces of magic rushing through the caster causes him damage. The caster takes damage equal to 1/2 his Power Score.
- Spell has the exact opposite effect.
- Magic poisoning. Each spell cast after the spell that backfired will cause poisoning damage to the caster. The magical poison has a rank equal to 1/2 the spell's Power Score. This will happen the next d6 times a spell is cast.
- A spiritbane become attached to the character's aura/being.
- The forces of magic treat the caster's body as if it were a giant resister; the caster 'heats up' with the magical forces. His skin glows and light streams from his eyes. Oh, and he also takes damage equal to the spell's Power Score.



- The mage is aged 1d6+1 years by the force of magic. If the spell involved the Sphere of Time, then the mage is aged 3d6+3 years!
- The spell affects every single person that the caster can see (including allies if the spell was an attack spell).
- Partial Sphere Burnout- Character loses a rank in the spell's Sphere
- The spell becomes permanent, causing all sorts of side-effects- for example, if it was a healing spell, the character would heal over the cuts and other wounds, but the skin tissue would continue to grow until the character is a big mass of flesh. Unless the character is completely destroyed at once he will regenerate all damage done to him forever.
- Partial College Burnout- like the partial Sphere burnout
- Mental psychosis; the character gains 1 mental disadvantage at random.
- The spell causes the character to become manna aspected to either the spell's College or Sphere.
- The character gains 1 magical disadvantage at random.
- Backfire aspected- every backfire that occurs by the caster or within 100 yards of the caster is increased in severity by 5. Every backfire that the caster has from now on will be at least one level higher than the previous backfire, if the backfire roll is lower the second time.
- The magic damages the barrier between the Earth and the Overworld, and a semipermanent gate appears. There is a 50% of a creature from the Overworld entering the Earth each day. This gate does allow a two-way progress.
- A gate to the Spiritworld (effects as above).
- Re-roll the dice- the same effect happens to everyone within 200 yards of the caster
- The spell explodes, damaging the caster and all near by him; damage is equal to 150% of the caster's Power Score.
- Loss of potential; the character can no longer gain any more ranks in either the spell's College or Sphere (player choice), although ranks that are already known can be mastered.
- The spell causes the entire area (about 1 mile in diameter) to become manna aspected.
- A greater Spirit becomes fixated on the character. It may want to kill him, capture him, love him, but it will always cause some harm (even incidentally).
- All magic within several miles becomes 'instable' for a period of time. Every spell cast will have a 1d6 backfire associated with it, no matter how many (or if any) skulls are rolled. This period of time is equal to 10 minutes times the Power Score. For every skull rolled past the first, this number is multiplied by another 10!
- Spell loss- the spell that the caster just used is erased, and can not ever be recovered
- Self Magic Immolation- all magic on the caster ignites, causing 1 LP of damage for every 5 points in the item's PS. All magic items are then rendered non-magical. The caster may also take heat/fire damage.
- Re-roll the dice- the same effect happens to everyone within 1/2 mile of the caster
- Permanent loss of Int or Will. Character points may be spent to increase these back to normal, but the amount of character points needed is tripled (i.e., it takes 9 character points to increase by 1 rank)
- Magic Immolation- all magic within 100 yards of the character ignites, causing damage as above, and setting

many fires.

- Complete Sphere Burnout - character loses all ranks in that Sphere permanently
- Complete College Burnout- Character loses all ranks in that College permanently
- Magic Loss- the character loses or is reduced to 1 all ranks in all Spheres and Colleges permanently!
- A regional magical disaster based on the Sphere involved strikes the surrounding area (approximately 1/2 mile radius from the spell's center). For example, if the spell was an Apportation, then all movement would be at 1/2 speed (decreasing all the work accomplished) or twice as fast (requiring people to eat twice as much, etc.). There can be many different kinds of occurrences. Be creative! This effect lasts in days equal to the Power Score. If the spell was a fireball spell, then something as catastrophic as firestorms (like a hailstorm, but with flaming balls of elemental fire) could strike the region.
- As above, but disaster strikes the entire countryside, in a 10 mile radius.
- Even much worse, the above could happen on a much larger scale, with a radius of 50+ miles!

A Young Magi's Spell List

The young apprentices and pupils of the Fourth Sun's magi first learn how to wield magic by the use of simple spells. Spells such as *conjure flame* and *light* are taught to many young magi long before such complex and deadly spells such as eternal youth are learned.

The spell list is a small example of some spells taught to the magi. Many of these are cast by various magi of many different regions. The spells listed may include Virtues and Limitations if such enhancements are commonplace. When a player creates a spell for his character, he is free to modify any existing Virtues or Limitations. If done, the resulting Power Score will have to be modified.

Analyze Magic
Barrier Ward
Bind Spirit
Break
Cat Form
Cloak of Invisibility
Crow Form
Cup of Youth
Cure Disease
Dispel Magic
Dragon Swiftness
Ensarement of the Glass
Fate
Fear
Firebolt, Minor
Firebolt, Superior
Firebolt, Ultimate
Gentle Fall
Globe of Air
Globe of Light
Heal Surface Wounds
Heal Minor Wounds
Heal Major Wounds
Illusionary Warrior
Instantaneous Spell Dismissal
Lift
Lightning Bolt, Minor
Lightning Bolt, Major
Magic Armor
Reveal the Hidden
Sense Spirit
Silence, Lesser
Silence, Greater
The Six Names of Xyth
Sleep of One
Sleep of Many
Slow

Sphere of Anti-Magic
Spirit Slash
Strength of Many
Suggestion
Summon Hornet Swarm
Summon Storm
Summon Sword
Summon Sword of Flame
Telepathy
Teleport
Water Breathing

Analyze Magic

Sphere(s): Manna
College(s): Divination
PS Addition: 0

Limitations: None
Virtues: None

Description:

Allows caster to ID the College, Sphere, PS, and intent of action of any magical spell, item or emanation. The % score of the number of successes divided by the object's PS determines the quality or amount of the analysis.

For example, if an Analyze Magic spell with 5 successes tries to analyze a spell effect that has a PS of 12. The GM decides to tell the player about 5/12 or about 40% (less than half) of the information about the spell.

Barrier Ward

Sphere(s): Manna
College(s): Conjunction/Alteration
PS Addition: +12

Limitations: Material, Gestures (+4), Limited number of times cast (2x's/day) (+5), Must inscribe ward/symbols on large, flat surface (+2), Increased casting time (5 minutes) (+1)
Virtues: Trigger (2+ Skulls or 1 Skull/5 pts of PS)

Description:

The caster draws a series of symbols that make up the barrier ward. The barrier is a wall of magical force which will keep creatures from crossing it. Each ward is activated whenever the trigger is sprung. For example, a barrier ward can have a trigger against Sidhe; the first time a Sidhe tries to cross the barrier, the spell will trigger.

The barrier is 5 square feet for every success used in the Range category. This barrier is essentially a two dimensional force field of magical energy. The barrier is impervious to the

passage of the triggering object.

Since the ward was cast on an object (the floor, a portal or some other surface), the target that it affects will not be able to use their MR to resist the spell (*unless the target had Greater Magic Resistance*).

To pass the barrier, the target must have more successes vs. his Attribute than Action Successes of the Spell. These successes are cumulative. To pass a physical barrier requires Body successes, to pass a mental barrier requires Mind successes, and to pass a Spirit barrier requires Spirit successes.

A creature without the needed Attribute is held at bay as long as the spell is active.

For example, a spell that has used 6 successes in Range, 4 successes in Duration and 10 successes in Action/Damage can create a barrier that is 4 feet wide, 7 feet high (the size of a common door), that will last 4 minutes (once triggered), and requires 10 cumulative successes vs MgR to pass.

The material for this spell is chalk colored blue, black, red and white.

Bind Spirit

Sphere(s): Spirit
College(s): Alteration. Apportation
PS Addition: +9

Limitations: Foci (Materials, Voice, Gestures) (+5), Spirit is rooted to one spot, but is not completely motionless (+2), Spell negated if the spirit is attacked and damaged (+2)
Virtues: Increased duration (10 minutes) (2 Skulls)

Description:

This spell binds or holds a spirit to a single location. Once cast, a spirit can escape the spell by rolling more successes in its MgR than the Action Score of the spell. Any Action Successes weakens the bind spirit spell by one point in the spell's Action/Damage attribute for every success on the MgR roll. If the spell still has some Action Successes after the MgR is applied, then that amount is strength of the binding.

For the spirit to escape the binding, must roll more successes vs. its own Spirit attribute than the Action Successes of the spell for the first round. All Successes are cumulative, and can be rolled once per combat round. The spirit can start to escape during the next round (it is held even if there is a single Action

Damage success remaining after it has applied it's magic Resistance).

For an example, Justin has cast a Bind Spirit on a lesser gaki. He has 12 Action Successes and a single success in Duration (so the spell lasts 10 minutes). The gaki has a MgR of 2, and the GM rolls a single success. This is not enough to cancel the spell, but it does ablate it's effects by a point.

The gaki has a Spirit of 3. During the first round, the GM rolls 3 dice for the gaki and receives 2 successes. The gaki will need to roll 9 more successes to break the bindings. Once he has reached a total of 11 successes, or ten minutes have expired, the gaki will be freed.

The material is a piece of spider silk twisted together to make a thin string. This is then tied in a noose, and placed where the spirit is bound after the spell takes effect.

Break

Sphere(s): Manna
College(s): Conjuraton, Alteration
PS Addition: +7

Limitations: Only vs. nonliving matter (+2), Does not affect items controlled by a spirit (+2), Foci: Gestures, Voice (+3)
Virtues: None

Description:

This is simply a magical attack spell aimed at inflicting structural damage to inanimate objects. Certain items can receive a certain number of LPs of damage before becoming broken or inoperable (see Side-bar page <X>). Each Action Success imparts one LP of damage to the object.

Cat Form

Sphere(s): Life
College(s): Alteration
PS Addition: +11

Limitations: Foci: Gestures, Voice, Material (+5), Caster must be naked (+4), Shapeshift into a particular class (cats) (+0), All beneficial spells cast on the target are negated while in cat form (+2)
Virtues: Increased Duration (Hours), Dispelled at Will (6 Skulls)

Description:

This spell allows a caster to either turn himself or another into any type of cat (house cat, lynx, tiger, etc.) . The caster can only convert animals into cats. Like all shapechanging spells, only the target's Body Attribute is affected.

For this spell to work, the caster must have enough Action Successes to convert the object's mass into that of a cat (anywhere between 1-500 lbs, depending on the species). The amount of mass reduction is 1/5 times the Action Successes.

For example, if the caster has 4 Action Successes he can reduce a target to 1/20 of it's weight. This would allow a caster to change a 100 pound person to a 5 pound house cat.

The amount of mass increase is also governed by the number of Action Successes: each Action Success can increase the target by 25 pounds. So with 4 successes, a spell caster can add 100 extra pounds on to a 150 pound person, allowing him to alter the target into a 250 pound leopard.

When used against a resisting target, there must be enough Action Successes, after the target's Magic Resistance has been applied, to make the alteration.

Cloak of Invisibility

Sphere(s): Energy (Light, Sound)
College(s): Alteration
PS Addition: +10

Limitations: Foci: Material (Cloak) (+2), Cancelled by bright light (+3), Caster can not cast another spell while the Cloak of Invisibility is in effect (+2), Can only target cloaks (+3),
Virtues: Increased Duration: 10 Minutes/success (2 Skulls)

Description:

The user casts this spell upon his cloak, rendering it and anything within it's folds invisible. The user should be careful-anything outside the cloak is still visible to any bystander or opponent. The only weakness to this alteration is bright lights, which will automatically dispel the glamour.

To penetrate the invisibility, a target would first have to know that there was an invisible character. Secondly, a target would have to roll more successes using their Perception skill than the spell's Action Successes. The caster's actions, environmental factors, as well as cloak size may increase or decrease this amount.

For example, Kitiara has cast the spell, giving her 10 Action Successes. She decides to sneak into the Duke's Ballroom, right under the ducal guard's nose. The Ball will be darkly illumi-

nated, and the guards are a little suspicious. The GM decides that they will have an extra 2 dice added to their Perception skill of 4 (5 including the fact that all of the duke's guards have 'sight' as the skill's specialty). Still, the guards are not actively looking for an invisible character. So, even with their high perception score, they will need a total of 11 successes. If Kitiara can move silently and avoid any trouble, she will walk unnoticed under their eyes.

Crow Form

Sphere(s): Life
College(s): Alteration
PS Addition: +11

Limitations: Caster may not have any magic on body (+2), Spell fails if the caster touches the ground (+1), Foci: Gestures, Voice, Material (+5), Shapeshift into a particular species type (normal black crow) (+3)
Virtues: Increased duration, Hours (3 Skulls)

Description:

This spell allows a caster to either turn himself or another animal into a crow. Like all shapechanging spells, only the target's Body Attribute is affected. Also, a very unintelligent animal like a slug would not have the mental capacity to even function as a bird. When shapechanged into an animal, all of the target's possessions are magically melded into the shape, and can not be accessed.

For this spell to work, the caster must have enough action successes to convert the object's mass into that of a crow (roughly a 1-3 pound creature). The amount of mass reduction is 1 over the Action Successes times 5.

For example, if the caster only has 8 Action Successes he can reduce a target to 1/40 of it's weight. This could reduce a 100 pound woman to about 2.5 pounds- enough for the spell to work. If the spell was aimed at a resisting target, she could use her successes rolled against her MgR to lower the spell's Action Successes even further.

Cure Disease

Sphere(s): Life
College(s): Alteration
PS Addition: +19

Limitations: May only cast this spell once per disease per person per year (+7), Foci: Gestures, Voice, Material (destroyed) (+7), Can not cast another spell for 90 minutes (+5)



Virtues: None

Description:

No matter how long a disease has progressed, this spell allows the sufferer a chance to negate further damage caused by the disease. The spell allows the target to roll again vs. his PR and compare the results to the disease's strength. If the PR is higher, then the character no longer suffers from the disease.

The spell's influence also helps in the resistance of the disease. For every 5 Action Successes the target gains a +1 to his PR. If the target does not resist the disease, then the disease will still progress normally. If resisted, the disease's pathology stops, and is rendered inert.

Dispel Magic

Sphere(s): Manna
College(s): Alteration
PS Addition: +8

Limitations: Foci: Gestures, Voice (+3), Caster may not have any magic on body (+2), Can not cast another spell for 30 minutes (+3)
Virtues: None

Description:

The Dispel Magic spell disrupts the inherent power of any spell or magical item. The Action Successes of the Dispel Magic spell are used to negate successes (or the PS) of the target item or spell.

If the target is another spell, the Dispel's successes are first applied to the Action Successes, and then to Duration Successes. Each Dispel success negates one of the target spell's successes. When the target spell has no Action or Duration Successes remaining, it has been negated or dispelled. The target spell is not completely negated, however, unless the duration of the Dispel is longer than the duration of the target spell.

For example, Tyra's companion has been shapechanged into a crow's form against her will, and Tryra hopes to negate it long enough to at least retrieve some items she was carrying. The Crow Form spell has cast with 10 Action Successes. Tyra's Dispel will need 10 Action Successes of it's own, as well as a single success in duration. Since this Dispel spell has it's Duration counted in minutes, and the Crow's Form spell has it's duration in hours, it is unlikely that the Dispel Magic can completely negate the offending spell.

This spell can also render inoperable the magical properties of an item. To do this, the Action Successes must be higher than the item's PS.

Dragon Swiftess

Sphere(s): Time
College(s): Alteration
PS Addition: +2

Limitations: Duration is in combat rounds (~10-20 seconds) (+2)
Virtues: None

Description:

This spell gives the target a +1 on initiative score for each Action Success. This spell causes the target's time to accelerate faster than it's surroundings.

Unlike other spells, this spell lasts for one combat round per success in Duration.

Ensnarement of the Glass

Sphere(s): Mind
College(s): Alteration
PS Addition: +10

Limitations: Must cast the spell while looking at the target's reflection (+3), Only works vs. humans (+3), Spell broken if mirror is broken (+2), Foci: Material (+2)
Virtues: Increased Duration: 10 minutes/success (2 Skulls)

Description:

The caster can mentally dominate a human target if he captures their image in a mirror and then successfully casts this spell. The number of times the Action Successes are higher than the target's Will determines how effective is the mind control.

Mind Control

- Spirit x1 Target will do what he is inclined to do normally
 - *Examples include:*
- Spirit x2 Target will perform an action that he wouldn't mind doing
 - *Examples include:*
- Spirit x3 Target will perform an action that he is normally opposed to
 - *Examples include:*
- Spirit x4 Target will perform an action that he is violently opposed to
 - *Examples include:*

The target can lessen the number of Action Successes via his Magic Resistance.

Fate

Sphere(s): Time
College(s): Divination
PS Addition: +7

Limitations: Foci: Materials (unusual) (+4), Longer Casting Time (5 minutes) (+1), Result of spell is a single word/idea/concept (+2)
Virtues: Increased Foreseeable time, each rank in Action Success equals one week in the future (4 Skulls)

Description:

The caster has a small pouch of cut stones, special bones or other divinatory aids. He randomly scatters the items, and mentally constructs a one word fate for any single target.

For example, Hrugin reads the fate of son. He casts his spell, and to ensure a good result, burns some free manna. he then allocates a total of 7 net Successes to his Action category, allowing him to see up to 7 weeks in the future. The GM tells Hrugin's player that he reads 'fame' in the future for his son...

Example fates for a human target could be: Fame, Death, Sorrow, Hunger, Joy, Fortune, Perseverance, etc. Like all lesser Divinations, the fate of the target may be altered.

Fear

Sphere(s): Mind
College(s): Alteration
PS Addition: +9

Limitations: Can only be cast at night (+2), Foci: Voice, Gestures (+3), Those with an Mind of 5 or higher immune (+2), Those with a Spirit of 5 or higher immune (+2)
Virtues: None

Description:

This spell causes unreasonable fear in a target, causing it to run away as fast as possible. The Action Successes must be higher than the target's Mind x's 2 (up to Mind x4 for hardened adventures that have never run away from any encounter) for the spell to work. If affected by the spell, the target moves away from the caster or the location of the spell at maximum speed until the spell ends. Some creatures are naturally immune to fear (including those with a high Mind or Spirit), while others spook more often.



Fire Bolt, Minor

Sphere(s): Elemental Fire
College(s): Conjunction, Alteration, Apportation
PS Addition: +0

Limitations: None
Virtues: None

Description:

A staple in many a wizard's repertoire, this is a direct damage spell that conjures a bolt or small ball of flame that hurls itself at the chosen opponent. Each Action Success inflicts 1 LP of damage to the target, minus any Action Successes/ Damage Points negated by Magic Resistance. Range is 10 feet per Success in Range. The maximum amount of damage that can be inflicted by the use of the spell is equal to the Action Successes, no matter how many targets are chosen.

For example, if the firebolt has 6 Action Successes and 3 targets, then the 6 Action Successes/Damage Points are divided among the 3 targets; each target does not gain 6 LPs of damage.

Note: the next two examples are additions to the Minor Firebolt spell, and show how a player can add Virtues and Limitations to achieve greater power

Fire Bolt, Superior

Sphere(s): Elemental Fire
College(s): Conjunction, Alteration, Apportation
PS Addition: +7

Limitations: Foci: Gestures, Voice (+3), Limited number of castings (3x's /day) (+4)
Virtues: Added Damage Dice, d10 (+4 Skulls)

Description:

As the regular fire bolt, but the caster rolls an additional d10 of damage. The caster can distribute these LPs amongst all targets that received at least 1 LP of damage from the spell normally, after Magic Resistance has been accounted for.

Fire Bolt, Ultimate

Sphere(s): Elemental Fire
College(s): Conjunction, Alteration, Apportation
PS Addition: +24

Limitations: Limited number of castings (1x/month) (+13), Foci: Gestures, Voice, Material (consumed) (+7), Target's Armor rating adds to MgR (+4)
Virtues: 10 yard radius, Full damage applied to multiple targets, d10 damage die, Increased range (10 Yards) (16 Skulls)

Description:

Not a spell for the unlucky, this powerful magic summons forth a searing ball of flame that imparts full damage (including an additional damage die) to each and every target that is within 10 yards (30 feet) of the spell's point of impact. Because the College of Alterations is used, the range of this spell is 10 yards per success allocated to the spell's Range category.

Gentle Fall

Sphere(s): Manna
College(s): Apportation
PS Addition: +9

Limitations: Can only be cast while falling (+3), Does not work if the caster is encumbered (+3), Spell automatically negated if in an area of strong winds (+3)
Virtues: Instant (8 Skulls)

Description:

This spell conjures a magical field around the character that reduces his rate of falling. Each Action Success will negate 20 feet of free-fall (20 feet and not 10 because of the College of Apportation). If the spell expires, or the character falls for more feet than the spell can negate, he will take the difference of the number of feet in damage.

For example, Brad falls off the edge of a cloud-castle. He casts gentle fall for 10 successes, negating 200 feet of his plummet. If it was 230 feet the castle's edge to the ground, he would take damage as if he had fallen only 30 feet.

Since the spell is instant and is without any limitation to the number of times it can be cast, it can be used to stop damage from falling at tremendous heights. It just might be, however, that the caster is manna aspected as he touches the ground...

Globe of Air

Sphere(s): Elements (Air and Water)
College(s): Alteration and Conjunction
PS Addition: +8

Limitations: Caster can not be under stress (+2), Spell always cancelled if Elemental Fire is present (+3), Foci: Gestures, Voice (+3)
Virtues: Radius Effect, 10 feet from caster (5 Skulls)

Description:

This spell creates a globe of air around the caster so that all within 10 feet of the caster can breath normally. This spell further allows torches and other fire sources (except Elemental Fire) to stay lit, and causes fish and other gilled creatures to drown. Unless the Virtue of *Increased Duration* is used, this spell only last for several minutes.

Globe of Light

Sphere(s): Energy
College(s): Conjunction
PS Addition: +0

Limitations: None
Virtues: None

Description:

This is the simple and very common light spell. Each success in the Action/ Damage category will summon a light-source equivalent to 1 torch. A single torch brightly illuminates a 20' radius, 5 torches will illuminate a 20' radius, and 10 torches will illuminate a 40' radius circle. As one moves further from this radius, illumination is still present, but is much dimmer, causing reductions to perception to a distance of 3 times the radius.

Heal Surface Wounds

Sphere(s): Life
College(s): Alteration
PS Addition: +3

Limitations: Gestures, Voice (+3)
Virtues: None

Description:

One of the most common spells, this spell heals one point of surface wounds for every Action Success. This healing is permanent until the target receives additional damage. A target can not gain more than his maximum number of Lifepoints by this spell. Unfortunately, it is also one of the major ways that an adventuring mage becomes manna aspected

Heal Minor Wounds

Sphere(s): Life
College(s): Alteration
PS Addition: +6

Limitations: Foci: Gestures, Voice (+3), Limited number of castings: 4 X's/day (+3)

Virtues: Heals Minor Wounds (2 Skulls)

Description:

As with the *Heal Surface Wounds spell*, but this spell initially targets minor wound damage. After minor wounds are healed, any extra Action Successes can be used to heal surface wounds. Again, healing is permanent.

Heal Major Wounds

Sphere(s): Life
College(s): Alteration
PS Addition: +16

Limitations: Foci: Gestures, Voice, Material (live cocoon, destroyed) (+7), Target must be bathed and clean (+2), Limited number of castings: 1/day (+7)
Virtues: Heals Major Wounds (4 Skulls)

Description:

As with the *Heal Minor Wounds*, but this spell initially targets Major (Body) wounds. After all the major wounds are healed, then the spell will heal minor wounds, and then will heal surface wounds, if the number of Action Successes allow.

Illusionary Warrior

Sphere(s): Energy
College(s): Alteration, Conjunction
PS Addition: +6

Limitations: Spell fails if caster is damaged (+3), Spell always fails if another spell is cast nearby (+3)
Virtues: None

Description:

The caster can conjure forth an illusion of a warrior both armed and armored. It will take 2 Action Successes to create the warrior itself. The distance the warrior can travel from the mage is equal to the Successes used for the Range. To manipulate what the illusion is doing requires a line of sight and concentration. If either is lacking, the illusion will be 'frozen' in it's last current position.

Action Successes over and above the 2 needed to initially create a man-sized warrior are used to make the illusion perform actions. Each success used

can make the illusion perform one action; that Action Success is then subtracted from the total. When the caster uses up his extra Action Successes, the illusion stops moving.

For example, Brad wants his illusionary warrior to attack this round. It will cost him 1 Action Success to do so. If the illusion is attacked, and Brad wants it to appear to take damage, then that too will require an Action Success. Finally, to move the illusionary warrior towards a retreating foe will require yet another Action Success.

Anyone can disbelieve the illusion, which will negate all damage caused by the warrior. To disbelieve the warrior, the target must not perform any action that would reinforce his own belief in the spell (like attack or defend from it's attack) and must accumulate more successes using his Perception skill vs the remaining Action Successes in the spell.

For example, if the spell has 6 Action Successes remaining, the target must stand and concentrate on disbelieving until 7 successes are rolled.

The target may receive automatic successes if he breaks through the illusion (most often caused by swinging a weapon through the illusion). This spell only manipulates light energy- the warrior will not make any sound. This too can give the spell away as an illusion if the target is savvy enough to pick up on it.

Any damage done by the warrior is treated as surface wounds. The warrior can attack at a rank equal to either it's Action Successes or the caster's own rank in the weapon being used. The weapon and armor is any that the caster chooses his illusion to have.

If the warrior brings a target's surface wounds to zero, the illusion's target might become stunned. Once stunned, additional damage may knock the target unconscious.

Instantaneous Spell Dismissal

Sphere(s): Manna
College(s): Alteration
PS Addition: +7

Limitations: Can only cancel a spell that is just being cast (+2), Limited number of castings (2x's/day) (+5)
Virtues: Initiative Increase: Reflexive-Instant (5 Skulls)

Description:

The *instantaneous spell dismissal* negates any magic that has just been cast. This spell can only be used immediately after the target (initial) spell has been cast (this is the *reflexive-instant* Virtue portion; it is like the Instant Virtue but is less powerful as there is a special requirement that must be met before it can be activated). Every Action Success of this spell negates an Action Success of the target spell.

Action Successes of the spell dismissal is applied first to the target spell's Action/Damage category, followed by the Duration, then Target and finally the Range categories.

For example, an enemy cast a mind-control spell at Torin, with 8 Action Successes, 2 Range Successes and 1 Target Success. Torin has his instantaneous spell dismissal and receives 7 Action Successes. These are then applied to the mind-control's Action Successes; since 7 have been negated, there is only 1 Action Success left in the mind-control spell- not enough to control Torin's mind. Therefore, the spell fails.

Lift

Sphere(s): Manna
College(s): Apportionation
PS Addition: +2

Limitations: Can only lift up or down (+2)
Virtues: None

Description:

This spell causes either the caster or some other nearby object (if any ranks are used in the Range and/or Targets category) to either rise or fall in a horizontal plane. The total amount of weight lifted is 50 lbs per Action Success.

Lightning Bolt

Sphere(s): Energy
College(s): Conjunction, Alteration
PS Addition: +4

Limitations: Caster may not wear metal armor (+2), Spell automatically backfires if the target goes out of range (+2)
Virtues: None

Description:

Another very popular combat spell, this spell conjures and directs a large bolt of lightning at a target. The caster must not have metal armor on or the electricity will damage him, and if the target goes out of range, the electrical force will discharge

into the nearest target- the caster himself! See also the *firebolt* spell for descriptions of direct damage spells.

Magic Armor

Sphere(s): Manna
College(s): Conjunction
PS Addition: +8

Limitations: Caster may not be wearing armor (+3), Foci: Gestures, Voice (+3), May not cast another Manna Spell while the Armor is in effect (+2)
Virtues: None

Description:

The *magic armor* spell conjures a mystical force that completely surrounds the caster or another (if at least one rank in Targets). The number of Action Successes is the value of the armor. Every attack success reduces the Armor Rank (or Action Successes remaining) by 1. Note: the spell stops any physical damage by first stopping attack successes. If any attack successes penetrate the armor, then the target will receive a damage die.

For example, a spellcaster has 6 Action Successes; his Magic Armor will then negate the next 6 LPs of damage. If he takes a total of 8 LPs of damage from a sword swing, his magical armor will stop all but 2 LPs. The spellcaster will then be subject to a damage die.

GM note: to preserve game balance, it is suggested that the Limitations not be changed.

Reveal the Hidden

Sphere(s): Manna
College(s): Divination, Conjunction
PS Addition: +11

Limitations: Foci: Gestures, Voice (+3), Caster may not be under stress (moderate) (+3), Caster can not cast another spell for 90 minutes (+5)
Virtues: Radius Effect 10 feet (5 Skulls)

Description:

This spell causes objects that are invisible or are under a spell or power that causes them to be either invisible or hidden to glow with a magical light. When first cast, the target can roll vs. its Magic Resistance (if any) to reduce the effectiveness of the spell. Every success in the MgR roll reduces the spell's Action/Damage rating by one.

To make an invisible object become visible requires a contest of Attributes, pitting the object's Action Successes or

Spirit Attribute against the Action Successes of the Reveal the Hidden spell.

For example, a Reveal Hidden spell has 4 Action Successes after factoring in the successful Magic Resistance roll, while a spriggan (a magical creature of the Overworld who is naturally invisible) has a Spirit of 6. The GM will roll 6 dice for the spriggan; if the GM rolls 3 or fewer successes, then the spell will reveal the hidden creature.

Mundane items such as hidden or secret doors do not gain any chance of resisting the spell, and will glow.

The spell will reveal 1 hidden object for each success in the Target category. Unless there are any successes in the Range category, the 10 foot radius will be centered on the caster.

Sense Spirit

Sphere(s): Spirit
College(s): Divination
PS Addition: +6

Limitations: Only works at Night (+3), Caster can not cast another spell while Sense Spirit is in effect (+3)
Virtues: None

Description:

This spell reveals to the caster a single spirit for every rank in the Target category, within the range of the spell. It does not tell the caster what type of spirit is present, just the presence of any creature of the Spiritworld. This spell may also detect items and other objects made entirely of spirit. When first cast, the target can roll vs. its Magic Resistance (if any) to reduce the effectiveness of the spell. Every success in the MgR roll reduces the spell's Action/Damage rating by one.

Silence, Lesser

Sphere(s): Energy
College(s): Alteration
PS Addition: +0

Limitations: None
Virtues: None

Description:

This spell alters vibrational energy in such a way that each target becomes silenced. Each Action Success can cancel out 20 <X> decibels on one target. A normally talking person emits 20 decibels, a shouting person emits 30 decibels, a sword-fight emits 80 decibels as well as a hammer hammering on stone.

To silence a sword-fight between 2 individuals, there would have to be 8 Action Successes. An 80 decibel sword fight will require a total of 10 successes because there are 2 targets (2 successes) each requiring 4 successes (8 more successes).

Silence, Greater

Sphere(s): Energy
College(s): Alteration
PS Addition: +14

Limitations: Foci: Gestures, Voice, Material (+5), Limited number of castings (2x's/day) (+5), Side effect: Caster also silenced as long as the spell is in effect (+4)

Virtues: Total Action Successes applied to multiple targets (5 Skulls)

Description:

Like the Lesser Silence spell above, but since the entire number of Action Successes are applied to equally to each target (instead of being divided between each target), the spell can affect many more targets.

For example, to silence a sword-fight between 6 combatants would only require 4 Action Successes and 6 Target Successes plus any success needed for the range (~11).

The Six Names of Xyth

Sphere(s): Spirit
College(s): College
PS Addition: +16

Limitations: Can only be used 6 times in the caster's lifetime (+10), Spell ages caster 2 years each time it's cast (+4), Spirit must be seen (+2)
Virtues: Damage Die (d10) (5 Skulls)

Description:

By choosing this spell, the caster has committed to memory the 6 horrific True Names of the entity commonly called Xyth, the Eater of Souls. Each time one of the true names of Xyth is uttered, that name is erased forever from the caster's mind. He can not ever even spend character points to relearn the spell! Also, uttering such a unholly name ages the caster by two years.

As a hidden bonus, any damage done to a spirit by this spell can only be healed by time. A spirit can not use magic to heal damage done to itself by the Names of Xyth.



Sleep of One

Sphere(s): Mind
College(s): Alteration
PS Addition: +9

Limitations: Caster can not be under stress (moderate) (+3), Foci: Gestures, Voice (+3), Spell broken if target is damaged by an attack (+3)
Virtues: Increased Duration, 10 minutes/success (2 Skulls)

Description:
This spell allows the caster to put to sleep a target if the Action Successes are higher than the target's Mind. When first cast, the target can roll vs. it's Magic Resistance (if any) to reduce the effectiveness of the spell. Every success in the MgR roll reduces the spell's Action/Damage rating by one.

The target number of successes needed are:

- Mind x1** Target will do what he is inclined to do normally
 - *Examples include: a lonely tower guard at the end of a 10 hour night shift*
- Mind x2** Target will perform an action that he wouldn't mind doing
 - *Examples include: a lonely tower guard during any boring guard shift*
- Mind x3** Target will perform an action that he is normally against
 - *Examples include: a guard outside the princes door*
- Mind x4** Target will perform an action that he is violently opposed to
 - *Examples include: a guard during combat*

For example, if the target (who is in combat) has a Mind of 3, then the caster would need 12 Action Successes. MgR reduces the number of Action Successes normally (so, if a target has a Will of 3, and the mage had 12 successes, then a single success vs. MgR would reduce the spell's Action Successes to 7, causing the spell to fail).

Casting on multiple targets causes the caster to split his Action Successes: a caster would have to have 24 successes to sleep 2 targets that both had a Will of 3.

Sleep of Many

Sphere(s): Mind
College(s): Alteration
PS Addition: +14

Limitations: Caster can not be under stress (moderate) (+3), Foci: Gestures, Voice (+3), Spell broken if target is

damaged by an attack (+3), Can not cast another spell for 90 minutes (+5)
Virtues: Increased Duration, 10 minutes/success, Total Action Successes applied to all Targets (8 Skulls)

Description:
Like the Sleep of One Spell, but the spell affects each target at full force.

For example, to sleep 5 soldiers (in combat) who each has a Will of 3 would only require 17 total successes (12 Action Successes to overcome the Will and 5 Successes applied to the Targets Category).

Slow

Sphere(s): Time
College(s): Alteration
PS Addition: +2

Limitations: Can only be used during combat (+2)
Virtues: None

Description:
Gives a target a -1 to initiative score for each Action Success. This spell causes the target's time to move at a slower rate than it's environment.

Spirit Slash

Sphere(s): Spirit
College(s): Alteration
PS Addition: +6

Limitations: Only works against non-corporeal spirits (+2), Spiritual Armor adds to MgR (+4)
Virtues: None

Description:
This is the basic attack spell designed to damage spirits. Each Action Success imparts a single LP of damage directly to the spiritual nature of such entities. Against spirits encased in a body of flesh (including normal living creatures) this spell deals 1 point of damage directly to the Spirit Attribute for every 5 LPs of damage.

Strength of Many

Sphere(s): Life, Manna
College(s): Alteration, Conjunction
PS Addition: +0

Limitations: None
Virtues: None

Description:
This spell allows the target to gain 1 point of Body (that can be used only for feats of Strength) for every 5 Action

Successes. If a character's Body rises above 10, then any damage done will be one damage die higher for every point of Body above 10. For example, Kyru the Martial Artist can normally do damage equal to his number of Action Successes plus a d4 damage die. If his Body was increased to 15, then his damage die would increase to a d20!

Suggestion

Sphere(s): Mind
College(s): Alteration
PS Addition: (+5)

Limitations: Both caster and subject must be able to communicate with each other (+2), Only can make simple suggestions (never more than a single concept, statement, or action) (+3)
Virtues: None

Description:
The suggestion spell is a form of mind control. When first cast, the target can roll vs. it's Magic Resistance (if any) to reduce the effectiveness of the spell. Every success in the MgR roll reduces the spell's Action/Damage rating by one.

As with any spell that targets the mind, the number of Action Success needed is relevant to the Will score of the target.

- Spirit x1** Target will do what he is inclined to do normally
- Spirit x2** Target will perform an action that he wouldn't mind doing
- Spirit x3** Target will perform an action that he is normally against
- Spirit x4** Target will perform an action that he is violently opposed to

The character can also implant ideas in the target's mind. The number of successes needed depends on how alien the idea is ('those red berries are poisonous' may only be Will x1, while 'your husband is a demon' may be Will x4). How the target acts upon his idea is up to the GM. It may take several suggestions of this manner before any action is taken by the target.

Summon Hornet Swarm

Sphere(s): Life
College(s): Conjunction
PS Addition: +15

Limitations: Can only cast 2x's per day (+5), Foci: Gestures, Voice, Material (dead hornet, destroyed) (+7), Spell duration is in combat rounds (+2)
Virtues: Increased Range: 10 yards/success (2 Skulls)



Synopsis: The spell summons a swarm of hornets. The Action Successes must be higher than 7; the caster summons 1 hornet for every point in his PS. The hornets are not controlled by the caster, although they appear where the caster wishes (within range) and are mightily pissed off. They then disappear at the spell's duration.

The *hornet swarm* has the following statistics:

Body	1	LPs	1/4 hornet
Mind	0	PR	0
Spirit	0	MgR	0

AR1/3 melee, +5/0 for missile

Attacks: Sting. Every 4 hornets attacking a single target will attack at a rank of 1. The attack dice is cumulative (so if 16 attack, they will have an attack of 3 dice against a single target).

Damage Die: none

Initiative Bonus: +8

Special Attacks: The sting attack can ignore parries, armor and shields. The sting itself does not cause damage; damage is from a 1pt cumulative poison. Being Stung with 3 successes is like taking a poison at a rank of 3. This can be resisted by PR.

Special Defenses: None

Weakness: increase of 2 ranks on damage die from fire or air attacks

GM Note: It is recommended that for play balance that the Limitation of duration be retained.

Summon Storm

Sphere(s): Elements (Wind, Water)

College(s): Conjunction, Alteration

PS Addition: +12

Limitations: Caster can not cast another spell for 1 day (+9), Spell takes effect slowly over 10 minutes time, and fades slowly also (+3)

Virtues: Increased Range (1/2 mile), Increased Duration (Hours) (8 Skulls)

Description:

A 'major' spell, this spell conjures forth a storm of a magnitude based on it's Action Successes. 1-3 Successes conjures forth a light summer shower, 4-6 Successes summons a hard summer/winter soaking, 7-9 Successes summons a thunder storm with winds up to 40 m.p.h., 10-13 conjures a storm with hail and/or sleet, and 14+ Successes summons a mighty tornado or winter blizzard!

Summon Sword

Sphere(s): Elements, Metal

College(s): Conjunction

PS Addition: +0

Limitations: None

Virtues: None

Description:

Summons one normal metal sword. The type and size of the sword depends on the Action Successes; 1 Action Success can conjure 10 Nobles worth of metal. For example, an excellent-quality longsword costs 100 Nobles, and a spell to summon one would have to have 10 Action Successes. The sword gives a damage bonus based only on it's type. The sword disappears at the end of the spell's duration. This spell is often learned by assassins.

Summon Sword of Flame

Sphere(s): Element (Fire), Manna

College(s): Conjunction, Alteration

PS Addition: +10

Limitations: Foci: Gestures, Material (small sword figurine, consumed) (+6), Spell's duration is in combat rounds (+2), Only caster can use sword (+2)

Virtues: Added damage: d20; Can not be parried (10 Skulls total)

Description:

This spell conjures a sword made of solid flame. Unlike the previous spell, no Action Successes have to be used to summon a specific type or size of weapon. Assume that any length/type of sword can be summoned. The only damage die is the d20.

The sword can not be parried although shields and armor are still effective. Any creature affected by fire will take damage as per the creature description, or be affected by the fire accordingly.

GM Note: It is recommended that for play balance that the Limitation of duration be retained.

Telepathy

Sphere(s): Mind

College(s): Apportation

PS Addition: +5

Limitations: Caster nor target may be under stress (moderate stress) (+3), Can not cast another spell from the Sphere of Mind for 90 minutes (+2)

Virtues: Increased Range (10 yards) (3 Skulls)

Description:

This spell gives the caster the ability to read the thoughts of a target. For the spell to be successful, at least one Success must be allocated to *Targets*. Furthermore, unless the caster wishes to have to touch the body of the target, there must be at least one Success allocated to the *Range* category. A mage may only understand minds that think the same way as he does: this spell does not work on animals, plants, undead, and monsters that are alien to the human psyche.

The degree of depth of a telepathic probe depends on the number of Action Successes over the target's Mind that was rolled.

Mind x1 Trivial thoughts or thoughts the target feel are unimportant. Can do a quick scan

Mind x2 Thoughts and feelings that the target would rather not be exposed, but will not cause lasting harm if they were to be exposed

Mind x3 Thoughts the target will try to protect

Mind x4 Deep subconscious thoughts and feelings. A deep scan is possible at this level

Like all spells, the target is allowed to roll against his MgR. If this spell is being cast on another player character, the GM should ask the player to roll X number of dice (where X is equal to the MgR), not tell him to roll against his MgR. Telepathy spells are subtle, and unless otherwise noted because of Disadvantages or new Limitations, a player will not know who has used telepathy against him, if it was successful, or how successful it was!

Teleport

Sphere(s): Life, Manna

College(s): Apportation

PS Addition: +7

Limitations: Foci (Gestures, Voice) (+3), Side effect (Disorientation, all Mind and Body skills are at 1/2 normal for 30 minutes) (affects all that are teleported) (+4)

Virtues: Increased range (100 yards) (3 Skulls)

Description:

The caster can teleport to any location that he observes, up to a range of up to 100 yards multiplied by the number of successes in the *Range* category.

The amount of weight a caster can teleport depends on the number of Action Successes; every 25 pounds of total weight requires 1 Action Success.



So to teleport a 200 pound fighter and his 50 pounds of gear will require 10 Action Successes, as well as at least 1 Success in the Target and Range category.

Upon arrival, the caster and every other person will experience disorientation, so that all skills involving Intelligence (including Colleges) as well as Dexterity will be halved.

Truth Tell

Sphere(s): Mind
College(s): Divination
PS Addition: +0

Limitations: None
Virtues: None

Description:
Truth Tell allows the caster to discern if a target believes he is lying to the caster (or anyone else). When first cast, the target can roll vs. it's Magic Resistance (if any) to reduce the effectiveness of the spell. Every success in the MgR roll reduces the spell's Action/Damage rating by one.

Those who lie usually have some important reason to do so, and so there must be more Action Successes than the Target's Mind x3, after Magic Resistance has been accounted for.

This spell will only detect falsehoods if the target believes them to be false. If the character truly believes that the world rests on a rotten celestial grapefruit, and tells this to the caster of the spell, then the spell will not detect the statement as being a lie.

Water Breathing

Sphere(s): Life
College(s): Alteration
PS Addition: +3

Limitations: Can not also breath air while spell is in effect (+3)
Virtues: Increased Duration: 1 hour/ success (3 Skulls)

Description:
Allows the target to breathe water as if it was air. Although the target can breathe transform the water into air; if the character decides to breathe polluted water, then all the small microbes and debris he was breathing in during the spell might be trapped in the lungs! This spell also does not allow normal movement in an aquatic environment.

Blood Magic

Of all the different styles of using the force of magic, Blood Magic is the universally shunned and despised form. Most countries reward the users of Blood Magic with burning at the stake, impalement, or crucifixion.

Blood Magic is not inherently evil, as some of the practitioners of this type of magic use only their own blood, or blood of animals. But not all. Some depraved and twisted magic users enjoy practising Blood Magic using unwilling human sacrifices.

It is a common belief: blood has Power. Does the belief cause magic to surge when blood is shed, or does the flow of blood trigger the flow of magic? Many of the ancient wizards tried to solve this riddle, but to no avail.

In game terms, a practitioner of Blood Magic sacrifices either his own Lifepoints or sacrifices the Lifepoints of other. Sacrificing others means that normal damage done during combat is not counted (unless the victim is helpless and/or can be assassinated in one fell blow).

What makes Blood Magic so powerful that many would willingly embrace it? The positive aspects of using Blood Magic follow on the next page...

Positive Aspects of Blood Magic

- Each point of Blood Magic adds one automatic success, and increases a spell's Power Score by one
- Spells powered by Blood Magic can automatically hit creatures of the Spirit World
- A spell powered by Blood Magic can increase the ranks of any secondary spell attribute for each success. For example, if a Death Touch spell initially has only 2 ranks (max.) in the Action/Damage attribute, by spending one point of Blood Magic the Action/Damage attribute can be increased to 3.
- A spellcaster using Blood Magic can add the Virtue of Longer Lasting at any time, as long as the cost of the Virtue is paid for in Blood Magic.

Conversion rate of Lifepoints and Blood Magic Points (BMP):

- Caster's own blood:
2LPs= 1 point of Blood Magic
- Other sentient's blood:
5 LPs= 1 point of Blood Magic
- Animal, semi-intelligent:
10 LPs= 1 point of Blood Magic
- Animal, non-intelligent:
20 LPs= 1 point of Blood Magic
- Sacrifice of a character with experience yields an additional amount of BMPs equal to 1/20 of the total experience points of the character

Negative Aspects of Blood Magic

- LifePoints sacrificed heal at 1/2 the normal rate, and are unaffected by healing spells below a PS of 20
- The use of Blood Magic changes a character's aura. This is detectable by Divination spells, and causes empathic people and animals to distrust the character
- The use of Blood Magic is permanent, and once started,



Advanced Spellcasting: Shielding

One of the most troubling consequences of using magic is the fact that a good, proficient user of magic can easily become manna aspected. This can quickly grow from a simple frustration to a deadly catastrophe. A mage has an answer to this problem, that is the use of a meta-spell called a **Shielding Spell**. A meta-spell is a spell that affects other spells, or affects the way magic in a spell is being used. Shielding spells are special, a veritable gift from the Powers, and breaks some of the rules of magic.

Every time a mage channels magical energy, some of it 'clings' to him and his surroundings. When an item is imbued with magical energy, it too leaks some small amount of the Sphere's mystical force into the surroundings. This will in turn polarize the environment to match the Sphere of the spell, much like a magnet will polarize metal placed near it.

For example, an item that is permanently enchanted using the Sphere of Life will 'align' everything around it so that every item and person is more in tune with the Sphere of Life. Because the item in question is now aligned (or manna aspected) to the Sphere of Life, the use of any other sphere clash with the new alignment. Because of this mismatching, spells that do not involve the Sphere of Life will be harder to cast as the mage must grasp harder at the flows of magic, and will have a higher backlash.

Shielding was created to combat this problem. A shield spell is an Alteration-Manna spell, and alters a target spell so that manna aspecting can not occur. It is a special linked spell that shields the area from warping of a Sphere of magic. The Shield spell *does not* alter the spell's actual College or Sphere; a shield spell just alters the way that the spell interacts with it's environment.

There are some difficulties when using a shielding spell. Foremost, shielding an item takes a tremendous amount of magical energy; it may require more energy to shield an item or spell than it would take to simply dispel the underlying spell itself. The main reason for this increase expense in shielding a spell is that the **strength of the shield must be greater than both the Power Score of the spell plus the value (of skulls) of any Virtues used**. Therefore, even a low-powered (low PS) spell may require a great amount of magical energy to shield if it includes any Virtues.

The Action Successes is the portion of the shield spell that actually does the work. Because the Shield spell must have more Action Successes than the target spell's PS, as well as have additional successes allocated to both Targets and Duration (as well as Range if applicable), the Shield spell will have a greater PS than the target spell. An example of this follows.

Porthos the mage wants his library well-lit; to accomplish this, he casts a light spell (Conj/Energy, PS 20, Init 0, Dur 15*, Targ 1, Rng 0, Action 4; Virt: Year (10 skulls), Disad: (12 points worth, with the majority being increased casting time and several foci). This spell, if fully successful, will cause an object to shine light equal

to 4 torches for 15 years. It will also aspect the entire library to the Sphere of Energy. To shield this spell, his Action Successes for his Shield spell must be greater than a combination of the spell's Power Score (20) and the value of it's Virtue (10), for a total of 30 Action Successes! Therefore the PS of his Shield spell must be at least 30; Porthos will then need to create at the very least a 30 point Shield to successfully negate the manna aspecting properties of a long-acting PS 20 light spell.

If a mage wishes to shield an item or spell that has already altered the environment in such a way to cause aspecting, then the power of the shield must be increased. If the area or item has been aspected for less than a year, the Action Successes of the Shield spell needs to be increased by 10%. If the area or item has been aspected for more than a year but less than 10 years, then the Shield spell's Action Successes need to be increased by 25%. For aspected areas that have been in existence for 11 to 100 years, the shielding needed is an additional 50%. If an item or region has been manna aspected for more than 100 years, only a doubling of the PS will shield the area or item. However, as long as the shield is in place, the area or item will no longer cause manna aspecting.

For example, the Sword of the Dyrvv is a magical item, and will need a Shield spell of 40. When created, this sword had a shield placed upon it that lasted for 100 years. But this weapon has also been missing for at least 150 years, and it has been 50 years since it was last shielded. Normally, the Shield spell would need 40 Action Successes. Since the Sword of the Dyrvv has lied dormant for so long, it will require shielding consisting of no fewer than 60 Action Successes (40 plus an additional 50%) to keep it's wielder from becoming manna aspected.

Because of the unique nature of the link of a shield spell, the shield itself can be permanent without causing the area to become manna aspected to the Sphere of Manna. This quality is only known to be gained by this particular spell; any other permanent spell will always aspect it's environment. Also, a shield spell can be incorporated into any spell after the initial spell has been cast. It does not have to be linked at the initial casting. For example, Porthos's light spells did not have to have a shield spell linked to them; Porthos could cast his shield spell at any time, and it's effect would magically link with the original light spell.

Also, any nonpermanent shield can be layered. A mage can cast one shield spell on top of another; when done this way, the Action Successes of both spells are added when determining what can be shielded. When layering, the entire shield will last only as long as the shield layer with the lowest duration. Several magi may combine together to create multiple shielding layers, or a single mage may cast the shield spell repeatedly.

For example, three different magi get together and each cast a single Shield spell at a target, giving the item 3 layers of shielding. Each mage had 10 Action Successes when casting the spell; therefore the layered shield acts as if it were a single shield with a Power Score of 30. This three-layered shield will last until the least duration of all three layers- if one mage conjured his



layer for a duration of 5 minutes, and the others for 10 hours, the shield will only last 5 minutes. Once one layer collapses, the entire shield effect unravels.

As another example, Portho has a Shielding spell at a PS of 15, with a total possible Action Success score of 5. His shielding spell also has the Virtue of Increased Duration- Years. To counter his light spells in his library, he will have to cast his shield spell 6 times to have (at the very least) a 6-layered shield, equalling 30 points of Action Successes, negating the PS 20 plus 10 points of his Virtues from the light spell.

Finally, the Shield Spell does not equal a kind of magic resistance or magical armor of any kind. It's sole purpose is to negate manna aspecting. It does not block magic in any way; it only converts the magic into a non-aspecting form. To create magical armor, mystical shields, magic circles and other effects will be a regular spell, using the Sphere of Manna and the Colleges of Conjunction and Alteration.

Advanced Spellcasting: Creating Magical Items

The Earth of the Fourth Sun abounds with magical items. These items not only help the day-to-day activities of the people, but also provide magical attacks, defenses and special powers.

Creating magical items is a seemingly easy process. A mage could imbue an item with a magical spell, property, or charge. The spell would have to either have a long duration or the Value of Permanency to become functional. The item is then enchanted, and the spell on the item will continue to function. This easy method has it's drawbacks, and there are other ways in which to enchant magical items, as well as new Virtues and Limitations that are used exclusively for item enchantments.

The Perils of the Permanency Virtue

The Virtue of Permanency creates a self-sustained conduit to a Sphere of magic. This is just the smallest of channels yet it is very dangerous. The smallest mistake can have devastating effects as raw magic can pour out of the ill-made link. In game terms, using this Virtue will add at least 15 skulls to the dice roll! On a truly horrendous roll, the GM may have to extend the backfire table out a couple of degrees- this will invariably destroy the caster and everything around him. Because of this, using this Virtue is perilous, and many enchanters are forced to work far outside inhabited areas. In many cities, creating a magical item inside the city limits/walls carries the same penalty as arson.

Once used, the nature of the magic causes manna aspecting. Eventually (1 day to approximately 3 weeks, depending on the PS of the object), the item will become manna aspected, as well as any person who carries it. Eventually, if the magical item rests in a single

spot over a long period of time, that local will also become aspected. To overcome this, the item will have to be shielded (see the previous section on shielding). Shielding, as stated earlier, requires a large amount of energy; as shielding requires that the mage takes into consideration the Virtues of the spell. For instance shielding an item that has an Aura of Flame (PS 20) spell permanently enchanted to it will require enough Action successes equal to the PS of the spell (20) plus the value of the permanency (15), for a total of 35 action successes!

Finally, although the mage incorporates the Virtue of Permanency in a spell, the mystic conduit may not last forever. Some un-shielded items can not contain the magical energy very well, and will tend to degrade it's pattern over time. In other instances, objects ensorcelled with the Virtue of Permanency may shed some of the energy into the environment in strange and violent ways. This could cause such things as: altered weather, altered life-forms, sentiation of inanimate materials, magical fires (and other destructive events), as well as the thinning of the walls of the Three Worlds (a common occurrence). Other times, an item may become warped, causing it to have undesired effects. For instance, it is said that all the unusual occurrences around Black Mountain arise from a great (and probably un-shielded) magical item that is said to be at the mountain's heart. And the mountain is about 8 miles in diameter!

Enchantment Basics

When a mage creates a magical item, there are several considerations that must be made. First, *the Spell and the Item become One*. Once the enchantment spell has been cast, the forces of magic permeate the item, and a special symbiotic melding occurs. All Limitations and Virtues used in the spell that enchants the item become part of the item itself.

For example, a mace has a spell permanently enchanted upon it that allows the user to cast a lightning bolt. If the lightning bolt spell had a Limitation of: can not be used against women, then not only can the wieldier not attack women with the lightning bolt, but he can not even use the mace physically against a woman.

Second, it is important that the mage creating the enchanted item have some free manna around or some extra character points. This is because there is a good possibility of a backfire occurring because of the

Action	Dice that can be re-rolled
Creating the item from scratch with no additional help	2
Using only the finest ingredients/materials	1
Spending a week making the item	1
Spending a month making the item	2
Spending 6 months making the item	3
Spending a year making the item	4
Each additional year of manufacturing	2/year





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amount of skulls that occur when using spells that have a long duration. Free manna is then used to counteract any skulls rolled. One point of free manna negates a single skull, or adds one success to any spell.

A mage that wishes to create magical objects usually acquires free manna. The free manna is locked into objects, and often those objects are strange and esoteric in nature. This accounts for the fact that magi are constantly buying strange objects (horn of a unicorn, satyr's blood) or sending adventurers on quests (fill the living cup with water from the Well of Troos taken at midnight on the summer solstice). When creating a magical item, not only can the mage extract the free manna from the object, but the object itself can serve as an expendable foci, increasing the spell's Power Score.

The third enchantment basic is that if a mage takes time when making the object, his likelihood of having a backfire reduces dramatically. In theory, a mage could cast a permanent spell on an item in round one, and then cast a shield spell in the second round, allowing him to create a permanent magical object in only two minutes of time. In reality, magi take much longer than this. Spending more time making a magical item allows a mage to avoid backfires. The number is equal to the number of dice that can be re-rolled during a spell, just as if the mage had *Greater Luck!* The first two categories are cumulative with the additional time.

For example, Roth the mage wishes to create a wand that will shoot forth fireballs. He spends six months (+3) by himself enchanting his item from scratch (+2), using only the finest ingredients (+1). When the time comes to roll his dice to enchant the object, he finds that he has a total of 10 skulls (which would cause him to roll 11d6 and consult the backfire chart!). Because he has spent time and effort in creating his item, he can re-roll 6 of those skulls, and afterwards, if needed, he can then use any free manna that he has saved.

The Fourth basic point to consider when making a magical item is aspecting. A mage who is already aspected can not create permanent items that have different Colleges and/or Spheres than those of the mage. An aspected mage who attempts to create such an item is almost certainly doomed to fail. If the mage still wishes to create an item, then all skulls rolled or acquired are counted double! If a mage is creating a magical item in an aspected area, and the College/Sphere of the spell on the magical item matches that of the aspected area (or the mage making the item), then the character is at less risk of receiving a spell backfire. In this instance, the mage suffers skulls rolled or earned at 3/4 the normal.

There are rumored to be some areas of the Overworld and/or the Spiritworld that allow any mage (aspected or not) to create magical items without fear of manna aspecting.

The Fifth and last enchantment basic is that the spell that the caster uses to imbue the item with magical forces can **only target a single item or small group of items**. For example, a mage may only enchant a single sword, even though he may have 8 successes in the Targets attribute. A mage could enchant a half-dozen

arrows or such if the GM will allow it. This alteration of how a spell works so far as enchanting items is strictly for game balance, and keeps a mage from mass-producing magic items.

Enchanting items that deal or negate damage

Instantaneous direct damage spells can not have the Virtue of Permanency, and hence, can not be incorporated into magical items. These kind of spells include fireball, lightning bolt, and spirit slash. How then does a mage create an item that can create such an effect? One answer is with the Virtue of Charge Pool.

The charge pool is not a conduit to a Sphere of magical energy, but a magical capacitor. It is stored magical energy similar to a reservoir of Free Manna. In game terms, a charge pool is simply a bank of magical energy incorporated into a magic item that is represented by a rank; that rank being the number of successes for the spell that will cause damage, or additional die that are to be rolled to see if the spell will cause damage. The spell that has been imbued into the object can be used at will, as long as a Trigger (as in the Limitation) is activated. Many times the Trigger is a command word.

To create the charge pool, the spell uses the value of the Action/Damage successes as a magical power source reserve. These Action Successes are then used to cast or conjure forth the desired effects from the object hosting the spell. The Action Success are used to empower all of the new characteristics of the conjured effect.

Once the charge pool is depleted, the item can no longer cast or summon forth the magical effect. The Virtue of Charge Regeneration can be used to prevent this. In order to have the spell (that was cast on the object) last, the duration of the spell must be sufficiently long. Normally, using an item is a quick action, and if the item is already present in hand, using it does not interrupt the flow of combat. If the artificer needs additional power in his enchanting spell (i.e., a higher

Roth's Lightning Dweomer

Conjuration/Alteration/Energy

PS 42

Duration 4

Targets 1

Range 3

Damage/Action 34

Virtues: Charge Pool, Increased Duration (Months), Trigger (Command Word) (18 Skulls total)

Limitations: Limited number of castings, 1x per month (+11), Foci needed (gestures, voice, materials (rare, consumed) (+7), Successes must be re-rolled (+7), Increased casting time, 90 minutes (+5)

Description: This spell creates a pool of energy (charge pool) holding up to 27 charges that can be used to conjure forth lightning bolts





Immoian's Enchantment of the Keen Edge

Alteration-Metal

PS 24

Duration 1 (permanent)

Targets 1

Range 0

Action 1 (One small dagger's worth of metal)

Virtues: Permanent (10 *b/c of Artificer*), Additional damage die d6 (4) (13 Skulls total)

Limitations: Item enchanted can not be used against wielder or an appointee (+1) Limited number of castings (1x peryear) (+13)

Description: This spell alters a piece of metal's properties so that it is perfect as a bladed weapon. This spell can only alter small pieces of metal, about a small dagger's worth.

Power Score) the Limitation of '*successes must be re-rolled to produce a magical effect*' can be used.

As an example, Roth wants to create magical items that will fire lightning bolts. His player spends 3 Character Points and creates his Lighting Dweomer spell.

These lightning bolts are only available to the wielder if he knows the proper command word. The pool of the potential lightning damage is limited to the number of Action Successes that Roth rolls. The user of the item can decide how much of the charge pool he wishes to use; once decided he rolls another dice for each charge he expends, and uses these new Action Successes to create a Lightning Bolt spell; the Action Successes that are to be rolled are used for the lightning bolt's *Target, Range and Damage* abilities. Once used, a charge can not be returned to the item.

After creating this spell, Roth gathers together his material components, as well as some sources of Free Manna that he has collected over the years. He spends an hour meditating and casting the spell, and chooses a small gemstone on which to place the spell. He rolls all 44 of his dice and after incorporating his Luck Advantage (by which he can re-roll any 2 blank dice), and after negating his 18 skull deficit caused by his Virtues, he has a total of 15 successes. He uses 1 success in the Duration (so his gem will hold the enchantment for 1 month), 1 success in Targets, 1 success in Range (his conjured lightning bolt can hit a target up to 10 feet away), and the remaining 12 successes in Action/Damage. This gives him a 12 dice charge pool.

While adventuring, Roth decides to use his magicked gem. He draws forth all of the power of the gem (he can bring forth/use as many points of his charge pool that he desires), and casts his lightning bolt. He then rolls 12 dice (he has to roll dice again because of the Limitation he used when casting the spell), and rolls 7 successes. He places one success in Range, one in Target, and the other five in Damage. His gem now becomes non-magical, but could be used again as a target for his Lightning Dweomer spell. (Note that if the duration of the spell was longer, or if the gemstone ring

was used often for this spell, it could easily become *manna aspected*. It would be to Roth's benefit to shield such an item in the future).

Immoian's Shield Spell

Alt (8)/Manna (5)

*** Immoian is an Artificer, so his Permanencies are valued at 10*

PS 29

Duration 1 (but permanent)

Targets 1

Range 0 (mage must touch item)

Action 27

Virtues: Permanent (10 Skulls)

Limitations: Can cast 2x's per day (5), Must study spell for 12 hours (4), Foci (voice, gestures, material- very rare/ consumed) (7)

Description:

This spell can effectively and permanently shield an item or spell that has a PS of 26. Like all shield spells, the targeted spells' Virtues are added to it's PS to determine how strong the shield must be.

Enchantment Specific Limitations

Can only use X dice from the charge pool in a single round	+1 to +3
Charge pool can only be used for either attack or parry	+3
Item can not be used against creator	+1
Item only works against a single type of opponent	+3
Item only functions if user has a specific skill, mind-set or attribute	+2
Item only works in a specific environment	+3
Item only works in a specific locale	+3
Item only works at specific times	+1 to +4
Item can not be concealed	+1
Item causes damage to user each time used	+2 for every damage class
Item imparts a Disadvantage to user	+5
Successes must be re-rolled	+7





Enchantment Specific Virtues

Can affect spirits	3
Charge Pool	3
Charge Pool Regeneration	
Rate of 1 die per:	
minute	15
half-hour	11
hour	8
12 hours	5
day	3
week	2
month	1
Doubling the rate increases the value by 50%	

Additional Damage Die

d4	3
d6	4
d8	6
d10	8
d12	10
d20	13

Another Example

Immoian is hired to make magical items. His commission is to make a minor magical weapon out of the ceremonial javelin given to him by Lord Somner. Immoian decides to impart a minor amount of additional damage, and will insert the Limitation that it can not be used against him, just in case Lord Somner has some nefarious plan in mind.

Immoian's player then decides that the magic will make the blade of the javelin especially sharp and strong, imparting additional damage. Looking over what he needs for a spell to accomplish this, Immoian's player realizes that the spell will be extremely simple. Because so very few Action Successes are needed to empower the spell, the mage should have enough successes to negate the 13 skulls that will be gained when the spell is cast.

Immoian's player rolls his 24 dice, and after adding the Skulls received from the Virtues, he has 1 net success. He places the success in Targets. He then must use two points of free mana to generate 2 additional Action Successes, one to be used in the Duration attribute and one in the Action attribute (the tip of a javelin is about equal to the amount of metal found in a dagger). Expending two points of free mana at this point in making a magical item is very good (and this is why there are many minor weapons in the Earth of the Fourth Sun). Now comes the cost-prohibitive part: the shielding.

To keep the item from mana aspecting it's environment, Immoian will have to shield it. The PS of the spell is 24, and has an additional 13 points of Virtues. He will need 38 Action successes to properly shield the javelin. Immoian gathers all of his free mana together, arranging a broad assortment of items, animal parts, strange fluids, ichors, and other eclectic objects before him. These are part of the magical wealth he has acquired through his adventures, and equals 60 points of free mana.

Immoian's Shield spell can only shield an item of up to a Power Score of 26; therefore, there will have to be at least two layers of shielding (unless Immoian wants to use an additional 3 character points or free mana points and create a new Shielding spell- something he does not want to do).

Immoian's player rolls his 29 dice for the Shield spell, and received 6 net successes, after counting the automatic skulls for the Virtues. Immoian allocates 1 successes for both the Targets and Duration, and 4 successes for the Action Attribute. Immoian decides to spend 23 points of Free Manna, giving him his maximum value of 27 Action Successes. This is then the first layer of the shield, permanently countering 27 of the 35 combined PS and Virtues for the Keen Edge spell.

Because of the Limitations used in his Shield spell, Immoian must spend the next 12 hours reviewing his shield spell before he can cast it again. Twelve hours later, he is ready to finish his magical javelin, creating the second layer to the shield.

Immoian's player again rolls his 24 dice, and receives 5 net successes. This will allow him to allocate 3 more successes to his Action attribute. Immoian then uses an additional 6 points of free mana, bring his total Action Successes on this layer to 11. Between this layer and the first, Immoian has a 38 point shield, which is needed to counter the mana aspecting potential of his magical javelin. It has cost him a considerable sum of 29 points of Free Manna! Free Manna is a precious resource, and although his enchantment is easy, it is very expensive!

Creating New/Unique Magical Spells

Basic Considerations:

• **All spells require GM approval.**

Spells may be game-unbalancing, and the GM has the right to disqualify a spell.

• **Check to see if your spell has been done already.**

Look first to see if your spell has a similar effect to one that is already described in the Appendix or in the Sample Spell List. If so, then only a cosmetic change of descriptions should be enough.

For example, a mage wants to make a new spell that summons forth a skullhead from the plane of spirit that will fly from his hand and damage a target. Except for the description, and the different spheres that he will have to use, this spell is essentially the same as any direct damage spell such as the *firebolt* spell listed in Appendix < >. The cosmetic changes may make a difference in some aspects, *but the damage that it can cause is dependant on the Action/Damage Successes*, just like the firebolt spell.





• **A spell can ultimately accomplish only one thing or one single act.**

As a non-inclusive list of examples, a spell can do one of the following: cause damage, heal damage, protect from taking damage, change one thing, summon one thing, mentally do one thing (change an emotion, change a memory, implant a new memory, dominate a mind), impart a single skill, or cause a single change in the environment (raise temperature, lower temperature, cause precipitation, cause wind to blow in a single direction, etc.).

• **Total damage done is equal to the actual successes in the Action/Damage category.**

For example, if a spell causes a target's face to melt, no matter what happens, the target can only take damage equal to the Action/Damage successes. Even if the spell's description states that the target's mouth and nose fuse, if the target did not die outright because of the spell, then the target can still breathe at the spell's end.

• Direct damage causing spells have an instantaneous duration, disregarding the time it takes for the spell to reach its target. For example, the spell above would be instantaneous because it will damage the target directly, disregarding the fact that in real life it may take several minutes before hypoxia sets in. Because of this, the GM might ask the player to modify his spell's description.

• **Spell effects are permanent only if the spell irrevocably changed or altered a target that was already in existence**

(And a tremendous amount of energy would be needed to replace the target back into its natural form...)

For example, a spell that conjures a wall is temporary, while a spell that destroys an existing wall has a permanent effect (because a broken wall takes far more magical energy to fix back into its original formation). A spell that repairs a broken wall is also only temporary. As another example, a spell that conjures a storm is temporary, while the effects of the rain (muddy ground, increased plant growth or crop damage) are permanent.

All healing or damage causing spells are permanent.

Most all Conjuration as well as Alteration spells are temporary; creatures, items and effects vanish at the end of the spell along and most altered substances revert to normal.

• **Spells that add/subtract/alter/create Mind, Body Soul, MgR or PR are at a 5:1 Action Success:Attribute-effect ratio. Spells that impart new skills or add/subtract from skills are at a 3:1 ratio. If a spell has an effect that will directly affect one of the above statistics, it's Action Successes ratios are as above. Finally, to duplicate an Advantage or Disadvantage requires 3 Action Successes per Character Point cost.**

For example, a spell is created to decrease another's Body. For every 5 Action Successes, a target's strength is reduced by one. Remember that the target's MgR gets to negate Action Successes. Summoning a gravity well that will mimic a force equal to Body of 10 will require 50 successes. As another example, a spell is created that turns water into poison. For every 5 Action

Successes, the water will have 1 rank of poison. For a mage to have a spell that gives him a 5M rank of the sword skill would require 30 Action Success. Finally, for a mage to cast a spell that duplicates the Advantage of Luck (lesser; costs 10 Character Points) would take 30 Action Successes.

• **When in doubt, a spell's ability to do what it's description implies is based on the number of Action Successes.**

The GM always has the final say, but use some sort of criteria and stick with it. A good rule of thumb is that every action success can alter something 10%. When in doubt fudge it, but keep a note so as to keep it consistent. Magic is used to break the laws of the game, so let it!

Creating New Spells: Specifics on Colleges and Spheres

Actually, the word 'specific' may be too specific! What follows are some rough guidelines on what a College or Sphere may do. These rules may be altered by the GM to suit his own campaign. They are simply a means to illustrate what should happen- not what has to happen. And of course, almost every 'rule' can be broken by a Virtue. Although not listed in Virtue section earlier, a GM may allow his player to create a spell that transforms an animal target to Swiss cheese (even if they do not have affinity to Alterations); however, this should be at least a 12 skull Virtue!

Spell Requirements

- Each spell requires specific Colleges and Spheres, depending on what the spell user hopes to accomplish.
- Each spell may accomplish one act, or do one particular thing
- Each spell costs THREE character points.

Also, both the GM and the Players should use the spell examples in the Appendix as guidelines to what is and is not allowed by the rules of magic in the Earth of the Fourth Sun.

College-Specific Considerations to Spell Design

Alterations

The College of Alterations is mandatory if the character wants to change or alter any target, energy, element, or mental process. Alterations are almost always necessary if the mage wishes to manipulate any item, subject, or force, including such forces as time and



gravitation. Any manipulation of an energy or elemental field (such as creation of swords of flame, bubbles of air or other gases, etc.) must include the College of Alterations.

Alteration of living matter can occur as long as several guidelines are followed. Living targets can only be transformed into another if they share the same kingdom. So, an animal can only be turned into another animal, plants into plants, fungi into other fungi. The mass and size difference of the change is limited to the Action successes; therefore some alterations may not be possible if the mage does not have enough Action Successes. The amount of weight increase is equal to 25lbs per Action success, or 1/5 per Action Success. A mage or any target shapeshifted into another form does not gain any innate magical abilities of that form. Intelligence, as well as LPs, and MgR remains the same.

When creating a shapechanging spell, the mage must dictate what class/family of animal he will be able to shapechange into (birds, cats, snakes, etc.). If the user can only change into a single type of creature in that class (snow owl, lynx, rattlesnake) then he will get a bonus to his Power Score as a Limitation.

Alteration of nonliving things follow the same pattern, but a mage must keep the new transformation to the same physical being; a mage can transform a gas into a gas, a metal into another metal, a mineral into another mineral, etc. The exception to this is water, which can be freely converted to any of it's states (solid, liquid or gas).

The Action Successes reflect on how much an item can be altered, if there are no other guidelines. For example, changing one's shape into that of another animal is already covered, but if a character wishes to only change his facial features, he would use the following rules. At least one Action Success is required for all alteration spells; one Action Success can cause a simple cosmetic change. The number of Action Successes needed depends on how severe the change. The following chart is used as a rough guideline for GMs.

Action Successes	Changes that can occur
1	Cosmetic change; <i>color changes, rose bud to full bloom, slight change of facial features</i>
2-4	Modification of existing parts, new minor parts; <i>gills or lungs that breath water, eyes that see in the dark, new/unique face altogether, horns</i>
5-8	Moderate change, new parts, alteration of the body; <i>growth of functional wings, extra arms, etc., duplicating exactly an existing face</i>
9+	Fantastic or inhuman parts or growths; <i>acid for blood, octopus tentacles, head full of eyes</i>

One Action Success in an Alteration spell can:

- Increase or decrease temperature by 1 degree
- Manipulate the amount of light by a single torch
- Cause or heal 1 LP of damage; prevent 1 LP of damage
- Allow caster to gain weight and/or mass of 25 Lbs, or transform into a creature of a weight/mass 25 Lbs heavier
- Allow caster to loose weight and/or mass of 1/5 of

current, or transform into a creature of weight/mass 1/5 current

- Affect 1 cubic foot of nonliving, nonmetallic substance
- Affect 1 pound of metallic substance
- Can increase or decrease an item's quality grade by 1/5 (requires 5 Action Successes to increase one full grade) (*Magical weapons gain 1 rank of MgR for every 10 points of their PS, including any Shielding!*)
- Create 5 cubic feet worth of an illusion
- Counter or subtract one success allocated to an existing spell

See the following for further guidelines of Alteration spells:

Breath Water, Charm, Counter Spell, Cure Disease, Dispel Magic, Fear, Haste, Healing, Illusion, Invisibility, Light, Might, Shapeshift, Silence, Sleep, Slow Fall, Suggestion, Turn Spirit, Weaken Magic. See also the Sphere of Mind to determine Action Successes needed to alter a living mind.

Apportations

This college involves any type of movement by magical or superhuman means. The type of movement is decided by the spellcaster when creating the spell, but the mage may teleport, fly, jump, levitate, swim or run, as well as move other objects and even forces and elements.

If the spell in question is a means of locomotion or movement, and the College of Apportations is the primary College involved, then each success allocated to Range will move a person or an object 20 feet. This is double the normal value of 10 feet per Range Success. Energy such as sound and light, move at relativistic rates, and does not involve the College of Apportation.

Many times the amount of weight that can be moved is dependant on the number of Action Successes, where every Action Success is equal to 25 pounds. So to move a 100 pound person would require 4 Action Successes.

See the following for further guidelines of Apportation spells:

Fireball, Levitation (especially for distance and weight allowances), Telepathy, Teleport

Conjurations

Any item, force, thought, skill or substance magically brought into being requires the College of Conjuration (if the subject was already present, an Alteration would be appropriate). In the Earth of the Fourth Sun, magi can literally create objects from the thin air. (Of course there is a raging debate over if the item or substance is created or summoned- it matters not for these discussions).

One of the key aspects of this College is the idea that the magic will disappear at the end of the spell's duration. This includes any object or creature that was conjured into being. Like previously stated at the beginning of this section, the effects caused by the summoned object will still linger. Fires started by a conjured fire will still burn, fields will still be muddy from a conjured shower, and wounds will still bleed after the



conjured monster disappears. Many elements and items summoned will still need to be *Altered*. Examples include summoning and forming flaming spheres, globes of pure air, etc.

A single Action Success in the College of Conjurations can:

- Cause direct damage equal to 1 LP damage
- Protect/Negate 1 LP of damage
- Summon 1 cubic yard of fire, stone or water
- Summon 1 cubic foot of nonliving, nonmetallic substance
- Conjure enough air to last one target one round of breathing
- Summon 1 pound of non-precious metal
- Summon something precious worth 1 royal
- Create light equal to 1 torch
- Create sound equal to 1 voice or instrument

A creature can be conjured if the Action Successes of the spell are greater than the sum of creature's three primary Attributes plus Magic Resistance. If the creature is a native of the Earth, there is no additional cost to summon. If the creature is from the Spiritworld, the cost to summon (in Action Successes) is increased by 10%. If the creature is from the Overworld, the cost to summon is increased by 20%. The creature summoned is a generic monster (unless the GM wishes otherwise...). Conjured monsters do not get to roll against their Magic resistance- they get conjured into being (or summoned from their home- it depends on what side of the Great Controversy you are on). Those magi who can summon large and terrible creatures are great in their craft; it is best to avoid making an enemy of a mage who routinely conjures *Overworld wyyvrns*...

A point in the conjuration vs. summoning debate: creatures that only exist in the caster's twisted imagination can also be conjured. (Of course, with a supposed unlimited amount of Overworlds, there could be a monster somewhere that will match the caster's desire...) The cost to summon such a creature is to be decided by the GM, but the amount of Action Successes should be somewhat excessive.

The masters of the Order of the Hourglass whisper something about the Conjunction of Time, but little is known about what such a spell would do. The only person who might know has been missing for quite some *Time*...

See the following for guidelines to Conjunction spells: *Armor, Beast Summons, Breath Water, Fire Ball, Light, Lighting Bolt, Slow Fall, Turn Spirit*

Divinations

This is a pivotal College for any spell that imparts any form of knowledge. The College of Divinations allows a mage to uncover the unseen, be it a closed box, another's mind, or even the future.

There are some who believe that the future of the Earth is fixed- others know otherwise. Those who know such things believe that the future is in constant flux. There are many actions that could change or alter future events. In such a way, all divinations of future events should be taken as if what is shown is only a possible

future and one that would occur if no outside influences manipulate the present to change it. It is not a matter of what *will* happen, just what *should* happen.

To see what will happen 1 minute in the future requires only a single Action Success. The same number of successes are needed to view what happened 1 minute in the past. To increase how far of a range the spell may have, use the Virtue of Increased Duration. For example, to see what will happen 10 years from now will require a 13 Skull Virtue (*Virtue: Increased Duration- 10 Years*). Seeing what happened 500 years in the past will require the Virtue of Permanency (15 Skulls).

Many uses of the College of Divination will mirror a skill. For example, a magical spell that determines the value of gemstones is like having the *Appraising* skill. Instances where spells mimic skills, there is a 3:1 ratio required. Therefore to have *The Eye of the Jeweler* spell (allows spell target to detect a gemstone as if the target was an appraiser at a rank of 4) would require 12 Action Successes. The 12 Action Successes making the 4 ranks in the skill satisfies the 3:1 ratio. Unlike a skill, the target does not have to have to roll 4 dice to then see how well his spell works; the 4 ranks are considered to be 4 successes. But once performed, the successes are used up; to appraise another gem will require the spell to be cast again.

The more Action successes a Divination spell uses, the more detail and information the divination imparts to the caster. For example, a spell that has 1-3 Action Successes may be able to divine the presence of magic, life or a spirit. With 4-6 Action Successes, the spell may reveal what College or Sphere of magic is involved, the type of life or spirit. With 7-9 successes a mage can determine what an item is best used for, or specific nature of the creature in question. With 11 successes, a mage can divine who cast a spell, the motivation of a spirit, or how many Lifepoints the creature had.

See the following for guidelines to Divination spells: *Analyze Magic, Divination, See Invisible, and Sense Spirit*

Sphere-Specific Considerations to Spell Design

Elements

Most spells that deal with the elements utilize the Colleges of Conjunction (unless the element is already present) and Alteration. Most effects will require the latter College. For example, if a mage has a spell that just summons stone, he will get a large asymmetrical pile of rock; in order to summon a stone wall, the stone he summons must be *altered*.

Of the elements, manipulation of metal may lead to the most player abuse. It is entirely possible to conjure several pounds of gold in which to pay your henchmen. Because summoned (or altered) gold does not last, this is not the best way of dealing with others. The Empire has a strict penalty for using magical currency- 10 years in the mines (of the currency in question: silver, gold or even diamond mines).

It is possible to 'rust' a metallic weapon; every 5



Action successes decreases the metallic weapon by 1 quality grade. Rusting is an irreversible chemical reaction, and therefore is a permanent Alteration.

Energy

The sphere of Energy is only relevant to the forms of electromagnetic radiation, their associated forms, and sound waves. This sphere does not pertain to kinetic, potential, or atomic energy.

Uncommon forms of energy such as laser, microwaves, x-rays and gamma rays are unknown to most inhabitants of the Fourth Sun. Manipulation of these highly energetic wavelengths are only possible by Dawn Immortals, and the ascended Powers. A character wishing to see through walls would use Divination, not X-rays.

Life

Any manipulation of living things (unless the spell targets only a specific area of a living object, such as the *mind*) requires the Sphere of Life. Note that the absence of Life is Death, and so this sphere is used many times to deliver damage. This sphere can also be used to target things that once were alive (like wood) and objects that were never alive but are closely related to a living being (such as hair, nails, and shells). As stated earlier, any spell that either heals or deals damage is permanent. If a spell instills Lifepoints greater than what the target normally has (going beyond the healing process), these additional LPs will disappear at the end of the spell. (See also healing, page < >).

Manna

This is the fundamental sphere of Magic. This is the sphere that is to be used if a magi wishes to manipulate the raw forces of magic, or even the presence of magic instilled in an object, person, or free spell. If a mage wishes to create a spell, but can not determine what Sphere to use, this one should be chosen. The Sphere of Manna is the ultimate 'catchall'.

Those spells that conjure a 'force' (such as a forcefield or force-sword) use the sphere of Manna. Forces are nearly invisible, but with some concentration, a character can determine a slight flicker in the air (needs 4 cumulative successes vs. Mind Attribute); a mage with *Magic Sensitivity* or *Manna Affinity* will notice a manna-force instantly.

Mind

In the early days of magic, the Sphere of Mind caused much harm, as it was easy for the magi to sway entire nations to their Will. In the beginning of the Age of Wrath, the Powers that were still present decided to invoke their considerable might to help limit the abuse that the magi were causing with the powers of Mind

Control. The Powers could not decide amongst themselves to completely stop the mental enslavement of the general populace (although many of the Powers argued to do so), so they compromised, and used their power to make it much harder to do so. Therefore, unlike other Spheres, to fully utilize the Sphere of Mind will require a certain number of Action/Damage successes, based upon what the caster hopes to accomplish with his spell.

Mind control spells can actually affect two different parts of a character's psyche: Mind and Spirit. Those spells that detect or alter **thoughts and thinking** target and are resisted by the Attribute of Mind, those that target or alter a character's **volition** are resisted by the Attribute of Spirit.

The number of successes required are a specific amount over the target's Attribute. For example, in order to control the mind of character as to have him fall on his own sword, the spell must have more successes in the Action/Damage than the target's Spirit times 4. In order for Maya (Spirit of 4) to be commanded to fall on her own sword, an enemy must have more than 16 Action Successes. Since Maya also has a Ring of Greater Magic Resistance (Rank 3), this spell would actually have to have more than 19 successes for this to occur! If Maya has some natural Magic Resistance, an even larger amount of successes may be necessary. Commanding someone to instant suicide is like a direct-damage spell-it's instant in duration. Creatures that have a Mind score of 0 are treated as if they had a 1 in that Attribute to resist mind spells.

Mind Control

Spirit x1 Target will do what he is inclined to do normally

- *Examples include:*

Spirit x2 Target will perform an action that he wouldn't mind doing

- *Examples include:*

Spirit x3 Target will perform an action that he is normally against

- *Examples include:*

Spirit x4 Target will perform an action that he is violently opposed to

- *Examples include:*

Soul/Spirit

In order for any spell or item to interact with a spirit, this Sphere has to be utilized. A single action success delivers 1 LP of damage to a spirit, or may heal a spirit of 1 LP of damage. Like corporeal creatures, such damage or healing is permanent until some other misadventure happens. More about the Spiritworld can be found in Chapter < >. Damage to the Attribute of Spirit occurs at the 5:1 ratio mentioned earlier. Finally, this is one of the two Spheres most likely to attract unwanted attention; greater Spiritworld denizens pay close attention to magi who affect the Spiritworld in any way.



Time

This sphere is one of the hardest to excel in, probably because those who master it tend to disappear. Some older beings who use this for divinatory purposes only tell others of a vague uneasy feeling when utilizing Time magics. The reason for this may be that some of the Powers have created servitors who are constantly scouring the Three Worlds for the use of this Sphere in order to prevent Time-Travel.

Time travel is quite possible, but is very dangerous. Time-travel to the future is most common-since the future is not yet formed, any action taken there is not permanent and does not affect the present. Any item brought back from the future disappears at the end of the spell's duration (much like a *conjunction*). Time travel into the past is another story.

What would happen if a character went into the past and killed his grandfather before his father was conceived? Would the character disappear because he couldn't be born? But he had to be born, because it was him who killed his father! This is considered a classic *paradox*. Even the forces of magic can not handle a paradox; to solve this problem, the forces of magic cause the character to cease to exist. The character will have never existed. Those who try to alter the past to manipulate the present will very soon be coming face to face of agents of the Powers, if not the Powers themselves. Unlike in other games, Powers do not have any restriction when dealing with their human brethren (the GM states that the Power expends 100 points of free mana to create a lightning bolt; 3 for the spell, 5 for range, 1 for target, and, by the way, your character takes 93 points of damage; you can roll vs. your magic resistance if you wish...)

Using Magic without Spells

The entire process of finding and teaching young children with the ability to tap into the magical Spheres is to prevent the use of magic without using a spell. In the early days of the Fourth Sun, there were very few instructors in the magical arts, and most magic was used in the spell-less fashion. This led to entire cities being destroyed by wayward magic and magical effects from backfires, and is the basis for many areas prohibiting the use of magic to this day. Others, however, survived long enough to develop the modern spell casting techniques.

Using magic without a spell is much like building a powerful bomb based on a single sketch. The bomb may work, but is much more likely to explode in your face. Just the same with magic, but it can have exponentially more severe repercussions. Even after all these dire warnings, there is likely to come a time when a mage must produce a magical effect without preparing and mastering a spell first.

A mage, by his connection with a Sphere, can produce any effect that the listed Sphere governs. A mage invested with the ability to connect to the Elemental Sphere of Fire can summon forth animals of flame, flaming spheres, or any other fire effect, with or without a spell. Just like in an actual spell, **the mage receives dice**

to cast his spell equal to his rank in the governing Sphere. A mage can not add Limitations to this magical use, but may use any Virtue. This normally only allows for minor magical effects to be created, unless powerful Virtues are used. **But there are two major penalties: any skull rolled counts double, and mana aspecting takes place twice as fast!** Skulls acquired by the use of a Virtue are not doubled. Once a dice pool is assembled, it is rolled normally, and any successes are allocated to the effect's Duration, Targets, and Action.

Other Spell Casting Notes:

- Spells last until their duration ends, or a counter-spell or other such magic is used. The caster may not stop the duration of a spell, once it has been cast, unless it is used to either cause or absorb damage.
- Most damaging spells are 'instant'; they do not have an extended duration. Some spells have the ability to damage over a longer period of time; this type of damage is called 'incidental' damage. For each point of damage done, the spell is reduced in either it's secondary attributes of duration or action/damage by one rank. The caster may choose which to decrease. This is an ablative effect, and is used to maintain game balance.
- There are no fatigue rolls, or any other imposed limit on the number of spells that can be cast per day. The player must realize that each time a spell is cast, the magic-user has a chance of a spell misfire.
- A player may update a preexisting spell by spending one character point. This usually happens when the character increases his rank in both Colleges and Spheres. Otherwise, once a spell is constructed, it remains the same no matter what the new rank is.
- Once the dice are rolled, the spell comes into effect. The caster must assign ranks; there are no take-backs!





Chapter 3: Combat

The combat rules presented are not intended to mimic a real fight, but rather a more cinematic engagement. Some elements of real-time fighting are included (i.e., both the attacker and defender must roll their dice representing their attack and parry) as well as some flamboyant special moves one might only see on the big screen (represented by Special Combat Maneuvers). Combat can run from deadly knife-fights to legendary encounters with horrific monsters. The style and pacing of combat is up to the GM, but the root of all combat actions in the Earth of the Fourth Sun RPG can be summed below...

Simple Combat

Step One: Determining Initiative

Every combatant rolls a d10 and adds their skill rank in the weapon they are using during the combat round. The person with the highest number gets to go first, followed by the second highest, etc. There may be modifications to the initiative based on the size and weight of the weapons being used, as well as tactical advantages.

For example, Rolph has a skill of 6 in the Spear and rolls a 10 on a d10. His initiative score is a 16. His opponent, a desperate outlaw has a skill of 4 in the Club, and rolls a 6 on a d10, giving him a 6+4 or an initiative of 10. With his score of 16, Rolph wins initiative and can act first during combat.

Step Two : Attack!

The combatant that rolled highest during the initiative phase can attack first. A character has a dice pool equal to his skill in his weapon. He can roll up to that many dice in a single combat round. Once rolled, the dice are subtracted from the dice pool; when the dice pool reaches zero, the character can no longer perform combat maneuvers that round.

Rolph will have a dice pool of 6 because of his skill rank in the spear.

To attack, the player simply states who he is attacking, and rolls as many dice from his dice pool as he wishes. He should then count the net number of successes.

Rolph's player tells the GM that he is attacking the bandit. Rolph's player decides to roll 4 dice. After rolling he has 3 successes and 1 blank, for a net of 3 successes. He has used up 4 of his 6 dice for this combat round.

A character only gets to attack once during a combat round.

Step Two(Simultaneous): Parry!

At the same time the winner of initiative gets to attack, the defender can try to parry the attack. Parrying can not be declared after the attack dice are rolled, only during the attack roll itself. A fully successful parry can negate the entire attack! From his dice pool, the defender can use as many dice as he wishes to parry the blow. Every success rolled negates an attack success. Parry dice are also subtracted from the dice pool.

When Rolph decided to attack, the GM decided that the bandit will use 2 dice to parry. While Rolph's player is rolling his attack dice, the GM rolls the outlaw's parry dice. The GM rolls 1 success, negating 1 of the 3 successes rolled by Rolph's player. Rolph now only has 2 successes against the outlaw.

Step Three: Armor?

Armor defends the character from damage. Some armor is so strong as to always soak up some damage, other armor types may still allow some damage to penetrate. Many armor types do both. Armor is listed as a value: X/Y. The value X is the amount of successes the armor always negates, the Y is the number of dice the player can roll for his armor. Every success rolled negates an attack success.

The bandit is wearing light leather armor which has a value of 0/1. After determining the outlaw's parry successes, the GM rolls 1 die for the outlaw's armor. He rolls a success. This then reduces Rolph's attack successes from his current 2 successes to a measly 1 attack success against the bandit.

Step Four: Damage!

If there are any attack successes left after armor and parrying has been applied, then the attacker hits and damages his opponent. The attacker does 1 LP of damage for every action success that gets through the armor and the parry. In addition to the damage caused by the character's skill, every weapon does a variable amount of damage. This is called the damage die.

Rolph's attack was successful, even though his opponent deflected some of the damage by both relying on his armor and by parrying. Spears inflict 1-8 additional points of damage when they hit. Rolph's player rolls a d8 and receives a 6. He adds to this the 1 success that penetrated his opponent's defenses, for a total of 7 Lifepoints of damage against the outlaw.



Step Five: Next in line...

The combatant who rolled second highest during initiative can now attack. Steps 1-4 are repeated until all combatants has had a chance to attack. Then a new round begins, and all involved re-roll their initiative.

Now the outlaw can attack Rolph. The bandit has 2 dice remaining in his dice pool with which to attack, while Rolph has 2 dice reserved for his parry. It is possible that the both the bandit and Rolph may roll 2 successes; this will indicate that Rolph has parried the attack, and will not receive any damage this round!

Advanced Combat

Advanced combat builds on the simple combat sequence presented earlier. It adds more options and complexity, but as with all rules, the GM has the final say on what's to be used.

Time and the Flow of Combat

Time is indeed relative, especially during combat. Each combatant gets an amount of time to perform his actions. The time increments are called **rounds**. How long is a round? The maximum range of a round is set at 20 seconds, although any action that takes more than 10 seconds creates a penalty against the character.

If the character wishes to perform actions that run longer than 10 seconds he opens himself to **attacks of opportunity**. So if a character wishes, he can make an attack against 5 separate targets, rushing madly about swinging his trusty blade. Even the most skilled swordsman will find it hard to attack 5 times with more than 2

dice for each target, and so by rushing his time and spreading his attack thin he runs the chance of not inflicting any damage at all, as well as opening himself up to attacks of opportunity from his fellows.

If an action will take more than 20 seconds, then the action of the character will carry through to the next round. A character who is already performing an action during the beginning of the combat round receives an extra +5 on his initiative. But if his action runs long the next round, then the combatants can once again gain an attack of opportunity.

For example, during a combat round Rolph decides to remove and string his compound bow to fire an arrow at an aerial target. The GM decides that this will be an extended action, and will take longer than 10 seconds. Because he is breaking the flow of combat, any enemy that has not yet attacked and has dice in their dice pool can make an attack of opportunity against Rolph. If no enemy decides to attack, then Rolph gets to attack. Time is advanced to the end of the 20 seconds, and the next combatant can now perform his action.

The Flow of Combat: Attacks of Opportunity

Combat is a fluid thing. The ebbs and flows of attack and counterattack are being calculated and readjusted second-to-second. But when a character performs a long action, or some action that breaks this flow of combat, then his opponents have the chance to respond to this action that precipitated the change.

An attack of opportunity is a special attack that can be made against a combatant that breaks the flow of combat. To make an attack of opportunity, a combatant must have some dice in his dice pool, and must not have made an attack previously during the combat round. Attacks of opportunity occur during the period of time between 10 to 20 seconds in which the extended action takes place (the character gets the first 10 seconds 'free' to perform actions uninterrupted; this may not be 'realistic' but it adds to the cinematic atmosphere of combat). If an attack of opportunity causes damage then the action trying to be performed is terminated. A character may dodge the blow and if the dodge maneuver is successful he may still perform the original, intended action. If the character has a weapon ready and dice in his dice pool, he can still parry if he chooses, even if an attack of opportunity is made against him.

Example: Rolph's enemy gets to make an attack of opportunity while Rolph readies his bow. During his 'free' action period, the GM tells Rolph that he has managed to pull his bow from it's case, and has his bowstring ready. While Rolph places his string in the bow's notch a low goblin makes an attack. If it is successful, then Rolph's action is halted, and must use part of his initiative during the next combat round to finish stringing his bow.

Time during combat...



Actions that break the flow of combat

- Single non-attacking actions that take longer than 10 seconds
- Moving longer than X feet (including retreating, moving and attacking, attacking then moving, and charging to attack)
- Changing from melee to spell combat after initiative
- Changing from spell to melee combat after initiative
- Readyng a crossbow
- Attacking more than 2 opponents
- Using the Foci of Gestures or Materials in spellcasting

Advanced Combat and Dice Pools

How well a character can perform in battle is based on his skill rank in his weapon. This is then translated into dice. A character gains one die for every rank in his weapon. If a character has a master rank, he does not get an additional die; he instead receives a bonus for certain icons rolled on his dice. A character with a higher skill has more dice and hence is allowed to perform more actions during a combat round.

The player keeps all of his dice together in a single pool. This represents the maximum potential actions (attacking and parrying) that a character can perform. The player may use his dice however he sees fit, either attacking or parrying. Each time he uses a die from his pool, it is gone until the next combat round.

The attacking and parrying ability is not decided before combat, but rather during combat. The player does not have to tell the GM or other players what is character is doing (except announcing any Special Combat Maneuvers before the attack roll is made), nor does he have to separate his dice pool into attacking dice and parrying dice. A character is expected to adapt to his enemy.

A player can divide his dice pools into smaller pools. For example, the player may divide a 6-dice pool into two 3-dice pools. He can then attack 2 opponents during his initiative phase for 3 dice each. Each **pool** of dice is equivalent to a single attack. Modifiers to an attack affect the whole pool of dice at once, not each and every die within the pool.

Initiative

In combat, the person who gets to attack first has the advantage. It is possible to kill or immobilize an opponent outright without taking any reciprocal damage. A character does not have to attack, and may hold his action during his attack round. A character with a held action may attack only after an opponent finishes his initiative. If a character has not attacked by the end of the round, then he forfeits his attack for that combat round.

When declaring initiative, the player must only declare what type of action he is taking (melee, magical, physical, or using a Power). He must state what weapon (or spell College or Power Sphere) is being used, but does not have to necessarily state who the target is.

Initiative is based on both skill and luck. The skill factor is that the base initiative score is equal to the character's rank in the governing statistic. These are as follows:

- **Melee Combat** (using any weapon or bare hands) uses the skill rank in the weapon being used
- **Spell Combat** uses the College rank of the spell, but is reduced by each Foci used: Gesture (-2), Voice (-1) and Materials (-3)
- Any **physical noncombat activity** including maneuvering uses the Dexterity rank
- Any single **Power** use uses the Spirit rank +5

If the player changes his actions from what kind of initiative he rolled, his opponents gain an attack of opportunity.

For example, if Christy started the round by rolling initiative using her skill in the mace and then changes her weapon during combat to that of a shortbow (or to spellcasting, or to running away, etc.), all opponents can declare an attack of opportunity against her. If her foes score a hit against her, she will loose her ability to attack with that weapon this round.

Lady luck's contribution is the d10 that the character rolls and adds to his base initiative score.

As an example, the Sadist has a rank of 6 in the College of Conjurations. For a conjuration spell's initiative, the Sadist's player will roll one 10-sided die and add his six ranks (1d10+6), giving an initiative range of 6-16.

If two creatures have the same initiative score, then the tie is broken with the combatant with the highest skill going first. If the skills are also equal, then the tie-breaker goes with the highest Dexterity. If all else fails, then break the tie by rolling a die; high roll wins.

Animals (natural and unnatural) receive a bonus to their initiative score based on their speed, aggressiveness and raw strength. Animal attacks such as claws are

Table X: Situational Modifiers to Initiative Score

* Note that the modifications are cumulative.

Action	Modification of Initiative Score
Dodged the preceding round	-3 plus -1 for every die rolled
Attacking from concealment	+2
Attacking while invisible	+8 to +5 depending if targets are aware
Surprising the target	+1 to +5
Encumbrance	-1 per 10 lbs over max weight
Stunned condition	-10
Performing a long action	+5
Other	-10 to +8 at GM's discretion



considered to have a weapon length of 'Small', while biting and crushing attacks are considered to have a length of 'None'. If a dog attacks a character who is wielding a spear, the spear should hit the dog long before the dog bites the character. Unless, of course, the character trips or does not have his spear pointed just right (low luck roll on the d10) or is just incompetent (low skill level).

Modifying Initiative

Both the weapon's length and it's maneuverability can alter the initiative score. Length of the weapon is important only if the combatants have different length weapons; a character with a longsword (size medium (M) weapon) who is attacking a low goblin wielding a scimitar

Player A Wpn Length	Player B Wpn Length
L	a) none: +3 initiative
	b) S: +2 initiative
	c) M: +1 initiative
M	a) none: +2 initiative
	b) S: +1 initiative
S	a) none: +1 initiative

(size M weapon) would not have any initiative bonus based on length, but would have an advantage if the goblin was rushing against him armed with only a small dagger. During a normal combat, the *person with the longer weapon receives the bonus to his initiative.*

The maneuverability of each specific weapon can add to the initiative score. Small, light weapons add more than large and bulky weapons. Each weapon has a bonus of 0 to +5. Table < > has a listing of each weapon's bonus to the initiative score.

There are some situational modifiers to the initiative score. These are 'stackable'; each adds to any other bonus that the character may receive.

Finally, those who are faster and more maneuverable than their opponents have an advantage in initiative. If a character's movement rate is more than 1 than his opponent, he gains a +1 to his initiative.

For example, Jocelyn has a movement rate of 3, her opponent has a rate of 1. Since she has a rate greater than the opponents +1, she gains a +1 to her initiative.

Melee Combat: Weapons

Melee combat involves two combatants attacking one another with either their bare hands or some close-contact weapon. Table < > has the list of standard melee weapons, which includes each weapon's damage dice and any other special information.

Each weapon is given a damage die. This is the additional, arbitrary amount of damage the weapon can inflict on an opponent. Some weapons may deliver more damage than others, and certain weapons have some additional benefits and abilities.

Melee Combat: Using an Unfamiliar Weapon

If a character uses a weapon that he does not have any skill ranks in, then certain penalties are incurred. First, the character may only make an attack at a value of his highest weapon skill -2. The weapon skill used is only the base level; no specialties are to be used.

For example, if Corin found a magical club that will damage spirits, but he can not normally use a club as a weapon skill. Corin does have the training in the use of long-bladed weapons at a rank 4, so he can only use 2 dice to add to his combat pool.

A second penalty is that no damage is dealt from Action Successes; the only damage dealt is that from the damage die. Even if Corin struck with 5 successes using an unfamiliar weapon, his magical club will only impart the damage that all clubs do, and Corin loses the extra 5 points of damage derived from his successes.

Finally, a person unfamiliar with a weapon has the disadvantage of each skull rolled counting double! If Corin rolled one success and one skull, then the attack would be unsuccessful, and the one skull in excess would cause some damage to his new magical club. People unfamiliar with weapons may still inflict some damage, but they are usually a liability to both themselves and others.

Weapon Damage

The amount of damage inflicted during a combat round depends on how successful the attack was (based on the character's skill) and how lethal the weapon was (compared to other weapons). Skill inflicts direct damage: each rank of skill equals one die that a character can roll when attacking; each success rolled on the die inflicts one LP of damage. The lethality of a weapon is reflected in it's damage die. This damage die is an additional amount of lifepoints of damage caused by the weapon. In other words, the damage done is equal to the amount of net successes plus whatever amount of damage was rolled on the damage die.

Weapon damage (and the damage die) is only calculated after the opponent's parrying and armor has been taken into account. If the parrying and/or armor reduces the successes to zero, there is no damage inflicted, and a damage die is not rolled.



The damage die is part of a hierarchy of increasing amounts of damage. There are many different instances where a weapon may deal more or less damage- this is reflected as a shift in the damage die. The ranks of the damage die are:

none, d4, d6, d8, d10, d12, 2d8, d20, 2d12, 3d10, 3d12

Finally, a character can choose not to inflict any extra damage by 'turning his blade' or 'pulling his blow'. This only works for slashing weapons or blunt-trauma weapons.

A Closer Look at Attacking and Parrying

There are two main actions that a character may perform with his weapon. One is to **attack**, causing damage to his foe. The other is to **parry**, using his weapon to deflect or block the attack of his opponent. A character can make one set of attacks during a round, but may parry as often as he has dice to do so. Each success from an attack will deal one Lifepoint of damage. Each success from a parry will negate one Lifepoints of damage.

How well a character attacks or parries depends upon several factors such as how skilled the character is with the weapon (his rank in his weapon skill), how many dice he has allocated to the action, how well he rolls the dice, what kind of defenses his opponent may have, and how lucky his opponent is.

Making an attack is simple: the player gets a group of dice together (called a *pool of dice*), the number of the dice equalling his skill rank in the weapon. The player then chooses how many of those dice he wishes to use for his attack. The more dice that are used, the more likely that the player's opponent will be struck and will take damage. After rolling, the number of successes are counted. If there are a net number of successes, then the attack might have caused some damage. To see if damage occurred, a player must first see if his opponent has parried the attack.

Each pool of dice equals a single attack against a single target. A character must choose how many dice he wishes to use to attack each opponents before initiative is determined. The character can modify his dice pool (and hence his attack) against an opponents by using special combat maneuvers.

Making a parry is simple: a character can uses his dice from his dice pool, allowing him to use his weapon defensively.

For example, if Torin had 8 dice in his dice pool, and decided to attack with 6 of them, he would have only 2 dice which can be used to parry. After rolling the parry dice, each parry success negates one attack success.

An important thing to remember is that **the parrying maneuver may only be declared before the attack dice are rolled**. There is no 'wait and see' approach to parrying; after the attack dice have been rolled, it is too late for the defender to try to parry the attack. Parrying occurs at the same time the attack occurs- the defender rolls his parry dice at the same time as the attacker rolls his

Weapon and Armor Quality

Rolling skulls while attacking denotes damage done to the weapon itself (or to armor, if defending); see page < > for details. Each time a weapon or armor receives a total of 5 skulls it is reduced by one quality grade. Although most armor and weapons are of average quality, they may be as high as superior to as low as damaged. If a damaged weapon is reduced by 1 quality grade it is broken beyond repair. The quality of the weapon or armor is reflected in the amount of damage it absorbs or deals. Penalties are not cumulative; going from average to damage armor results in a -2/-2 not -3/-3.

• **Damaged** quality weapons and armor typically sell for 1/3rd the normal price. A damaged weapon has a damage die 2 classes less (i.e., a damaged long sword has a damage die of a d4). Damaged armor has a -2/-2 penalty.

• **Poor** quality weapons and armor sell for 2/3rds the normal price. The damage die for poor weapons is 1 class less. Poor armor has a -1/-1 penalty.

• **Average** equipment sells for the normal price, and has the listed damage die.

• **Excellent** quality weapons and armor sells for 200% the normal value. An excellent weapon has a damage die 1 class higher than normal. For example, an excellent longsword would have a d10 for it's damage die. Excellent armor has a 0/+1 bonus.

• **Superior** quality weapons and armor sell for 400% higher than the normal value. A superior weapon deals damage as an excellent weapon, but delivers an extra 2 LPs of damage. Superior armor has a +1/+2 bonus.

Only a armorer with Master Ranks can make and repair Excellent quality armor and weapons. If a piece of armor or weapon is repaired by a poor smith (GM determined) then the weapon loses one grade of excellency. If a damaged weapon or armor loses a grade of excellency it becomes broken and/or nonfunctional.

attack dice.

Neither the attacker nor the defender have to tell the other how many dice they are using to attack or to parry with. This unknown factor illustrates the uncertainty of the combat arena.

As another example, suppose Fulfith and Torin

Max Parry (Max dice rolled)	
Weapon Size	S/M/L weapon
S	0/-2/-4
M	-2/0/-2
L	-4/-2/0

both have a weapon skill (longsword) of 8, and therefore each has a pool of 8 dice to split between parrying and attacking. They are not wearing armor, and Fulfith has a higher initiative score



• *Fulfith attacks first. He rolls all eight dice (an all-out attack). At the same time, Torin defends and rolls his three parry dice. Fulfith rolls 4 successes and Torin rolls 3 successes. Because each parry dice negates one success, Fulfith has only one success, but it is enough to cause damage. His attack with his longsword will do 1d8+1 Lifepoints of damage.*

• *Torin is only slightly wounded from the exchange, and can now perform his attack. He rolls his 5 attack dice and receives all five successes! Since Fulfith can not parry, and is not wearing any armor, he will take 1d8+5 LPs of damage from Torin's sword.*

A character can not parry attacks that he can't detect (attacks made from a blind-side, from darkness, or any other surprise situation). A character may only parry thrown missile weapons (such as javelins and spears). Missile weapons from slings or bows may not be parried. Certain animal attacks may not be parried, as well as certain physical magical attacks. To parry attacks from a spirit may require a specially enchanted weapon imbued with the magics of the Sphere of Spirit.

Some weapons, because of their size, are limited to the number of dice that can be used for parrying. For example, a dagger can not parry large weapons like a hand-and-a half sword very effectively. In like regards, a large weapon like a two-headed battle axe can not parry a knife as well as it can a longsword.

Armor and Shields

One of the best ways of preventing damage is by using of armor and shields. Unlike parrying, which keeps an enemy's weapon from actually striking, armor and shields absorb any damage done. Armor may absorb enough damage so that the weapon can not penetrate the armor to inflict it's damage die.

Some types of armor automatically absorbs damage, while other armor types have the *potential* to absorb damage. When describing armor in game terms, it is written as a fraction (X/Y), where X is the amount of damage that is automatically absorbed, and Y is the variable amount absorbed. For each rank in the Y category, the player can roll one die. Each success means that one additional LP of damage was absorbed.

For example, Justin has a set of magical armor, with the listing of 1/3. He is hit with a fireball that had the Limitation Damage Lessened by Armor. The fireball does 6 LPs of damage. His armor automatically negates one LP of damage, and after rolling three dice (the Y amount), he has two successes. This allows his armor to

absorb a total of 3 LPs of damage. Justin now rolls vs. his Magic Resistance to see if the remaining amount of damage actually affects him.

When rolling for the variable amount of damage absorbed by armor, an excessive number of skulls reduces the effectiveness of the armor. For every 5 skulls, the armor's quality is reduced by one grade. If Justin already had 3 skulls of damage against his average grade armor, and then rolled another 3 skulls, he will have a total of 6 skulls against his armor. This will lower his armor's quality from average to poor. Poor armor has a penalty of -1/-1, so Justin's overall armor effectiveness has been reduced from 1/3 to 0/2, and he still has 1 skull towards the next rank of damaged!

Unlike the parrying skill, armor can defend it's wearer from any physical attack, from any angle. A shield, however, may only defend against a certain number of frontal attacks, based on it's size.

Armor's drawback is it's encumbrance. Encumbrance has two penalties. First, it lowers the initiative score, causing the character to attack later in the round. Secondly, it decreases dexterity-based skills by a factor of how much over her maximum she is. For example, Rachael is wearing heavy chainmail, and carrying a tower shield. Her Str is a 4, and after totaling the weight of her equipment and looking at table <x>, she finds that her encumbrance will cause her to roll 2 less dice when performing any dexterity-based action, including attacking with her longsword. Either she needs to lighten up or she needs to hit the gym!

Many animals in the Earth of the Fourth Sun do not have a parry die, but their speed and natural ability equates to some form of protection. This is represented by many an animal having at least 0/1 for their armor. For example, neither bats nor wolves have a superior armor, yet each has their own means of protection. A wolf cub develops means of attacking and dodging that equate to a degree of protection from damage, while a bat uses it's speed and flight maneuver-

ability the same way.

Multiple Attacks and Multiple Parries

An attacker can attack as many opponents has he has dice. If a player has 6 dice, then he can attack 6 different targets with 1 die each. Or he can concentrate his attacks, using all 6 dice against one target, or 5 dice against one target and 1 die against a second. Each pool of dice (even if it's a single die) counts as a single attack. All attacks take place during the character's

Optional: Armor Types vs Weapons; Damage Reduction

Not only will armor protect a character from receiving damage, but it will further reduce the amount of damage inflicted. The materials from which the armor is made of is the deciding factor for the damage reduction. Damage reduction is a decrease in the rank of the damage die. For example, a longsword (slashing weapon) does d8 damage. Heavy chain has a -3 rank shift against weapons. So the damage die goes from d8->d6->d4.

The ability of armor to change the damage die is:

No armor	no reduction
Leather	no reduction
Chain	-1 reduction
Brigidine, Metal	-2 reduction
Shields	no reduction
<i>Strange metals may further reduce the damage die; for example, the Overworld metal eiru will have another -1 reduction to the damage die.</i>	



initiative. If a player decides that his character will attack more than 2 creatures, then his action will break the flow of combat, and will allow opponents to make an attack of opportunity against him (see page < >). If the attack of opportunity is successful, then the character can not perform any more attacks during his initiative.

For game-balancing reasons, **a character can only attack one opponent once during combat.** This means that a character can not roll 10 dice pools of 1 die, causing 10 damage dice against an opponent. It also means that a character can only use one Special Combat Maneuver against a single opponent each round. If the character has the Special Combat Maneuver of Offhand Weapon Attack, he can direct both weapons against the same target. Since he is already using a Special Combat Maneuver, he can not declare another one that round.

There is no limit to parrying other than that the parry roll must occur before or during the attack roll. A character with a rank of 6 could parry 6 attacks made against him, with each parry consisting of a single die.

Armor is taken into account each time an attack is made. Therefore there is a big disadvantage in a character dividing his attacks amongst well-armored foes.

Using Multiple Weapons in Combat

Using two weapons in combat requires a special combat maneuver (see page <X>). The secondary weapon is called the offhand weapon. Attacking and parrying with the offhand weapon are two different special combat maneuvers. The offhand weapon can not be used to attack or parry multiple targets, only a single one. *For example, if Justin has the special combat maneuver of offhand weapon attack for his dagger, then during a combat round he can make an extra attack against a single target at a rank equal to his skill in the dagger.*

Skulls During Melee

In the Earth of the Fourth Sun, attacks generally are successful unless they are deflected by either parrying or by the use of armor. Hence, combat is quick and dangerous. However, there is always a chance of a miss-blow, or a character damaging his weapon, himself, or a friend nearby. In game terms, this occurs when there are more skulls rolled than successes.

Skulls represent damage done to the weapon itself; nicks, stresses, and weakening of metal and welds. In game terms, each skull in excess contributes to the gradual weakening of the weapon. When five such skulls are reached, the weapon is reduced by a quality grade, and the damage die that is rolled is lessened.

For example, Kristin is rolling for her character, and receives 3 net skulls. She marks this next to her weapon on the character sheet. Later, she is attacked by a stone gholom, and her weapon is further reduced by 4 skulls from its impact on the creature. She has accumulated a total of 7 skulls- her weapon is reduced by one quality grade. Instead of using a d6 for the damage die, she can only use a d4. The weapon will be reduced by another quality grade if it receives 3 more skulls or 3 points of damage to it.

If a character rolls a skull while parrying, then not only was the attempt unsuccessful, but the weapon is further reduced in effectiveness. The skulls rolled in excess are added to the weapons running total.

For example, if Kristin later tried to parry with her damaged longsword, and rolled three net skulls, then her longsword would have acquired another 5 total skulls. This would further reduce the weapon's quality grade by one.

Weapons can be repaired by the use of the *Repair Weapon* skill. Each success rolled negates one skull. It takes 5 successes to increase a weapons quality grade, and a weapon can not be repaired to a quality grade higher than the one it had initially. Weapons can only be repaired by one quality grade unless the character has access to a forge and blacksmith tools.

Attacking Inanimate Objects

Sometimes it becomes necessary to damage or destroy an inanimate object. If a character is under a non-stress situation, it becomes a matter of time before the object is damaged enough to become inoperable (even a prisoner with a metal spoon and 40 years can carve rock); however a character with a metal sword can not pierce a granite wall. For objects to pierce metal or stone requires special construction or engineering, or some magical property. A weapon designed for specific destruction of an object (e.g., heavy chisel for the iron chains) the LP value is 1/3 the normal.

Each object below has a number of 'LifePoints', which is the amount of damage it must take before the object is rendered inoperable or damaged...

ITEM	LPs
Rope, Thin hemp	3
Rope, Thick hemp	5
Rope, Thin silk	5
Rope, Thick silk	8
Giant spider web	10
Door, Wooden Avg	15
Door, Wood, Thick	20
Door, Reinforced	30
Lock, Delicate	2
Lock, Heavy	5
Leather straps	4
Glass vial (thick)	1
Bag, Lg. and heavy	2
Bag, leather	4
Thin iron chain	15



Missile Combat

Missile weapons are designed as a penetrating attack at close to medium targets, and to assault lightly armored foes at a distance. Missile weapons are quite deadly at close range (especially the heavy crossbow and the Southern Longbow). To reflect the lessening amounts of damage that occurs as the target's distance increases, a bow or other missile weapon will have a different damage die based on range.

Hitting a target at a distance not only deals less damage, it is less likely to succeed. To show this, each distance increment lessens the amount of dice that can be rolled during the attack.

Table <X> shows the penalty to attack and damage based on range and other factors.

Weapon	Damage	Dice Modifier	Modifier	At-
range (per 10')	Dice	per	per	per
Dagger				
Hand Ax				
Javelin				
Spear				
Shortbow				
Longbow				
Crossbow, Light				
Crossbow, Medium				
Arabesque				

Missile Rate of Fire

To attack with a missile weapon, roll all the dice for that weapon at once. There can only be a single pool for a missile weapon- they can not be divided into smaller die pools. Each attack roll represents the firing of one missile.

For example, if a character has the skill of Longbow at a rank of 8, he can not subdivide the score into two dice pools of 4 dice each. He must always roll all 8 dice (equaling a single attack) every time he attacks with the bow.

Readying and shooting a bow weapon does not break the flow of combat. Readying and shooting a crossbow (during the same round) does count as breaking the flow of combat, and can be disrupted.

Mastery Levels

A character who has a weapon skill at a Master level can use the sword icon rolled on a dice as two successes. The number of icons that can be used is equal to the mastery level.

For example, if Brittany has Longsword 3/2M, she can roll 3 dice and count any two swords rolled as 2

successes each (for a total of 5 possible successes).

Combat is the only time during the game when a character can divide his dice pool. For game-balancing and fairness, a character can only count mastery successes once per rank per combat round.

As an example, Jen's character has mace at a rank of 6/3M. She rolls 4 dice to attack and has 2 mastery icons and 2 regular successes, for a total of 6 successes. Later during the round she parries an attack and rolls a single die, receiving another mastery icon. Her parry will deflect 2 successes. Finally, with her last die, she again parries another attack made against her. She rolls another master icon, but since she has already used 3 dice as mastery icons, she must use this master icon as a regular success.

Special Combat Maneuvers

Just about any true warrior has some tricks up his sleeve to help him gain the edge in a combat situation. Perhaps it is a special twist of the blade during a parry, or perhaps a well practiced counter to a common sword technique. These special tricks are called **special combat maneuvers**. There are many such maneuvers and counter maneuvers that a character may acquire, but only a few are available to a starting character. Receiving a special combat maneuver requires special training and practice, which is reflected by having each maneuver cost Character Points. The amount of Character Points depends on how hard the maneuver is to learn.

Declaring Special Combat Maneuvers

Since special combat maneuvers do not (normally) affect initiative, they can be declared any time, as long as they are declared before the dice are physically rolled for either an attack or parry. There are, of course, some expectations to this rule, each handled under the maneuver itself. A player must allow time for his opponent to declare if any counters (to his special combat maneuver) will be used.

Dice Pools and Special Combat Maneuvers

When a character declares a special maneuver, then the attack roll (and all dice that are rolled with it) is that maneuver. If the maneuver fails for any reason, the attacking player loses all dice in that pool for that attack. Each attack pool can have only one Special Combat Maneuver associated with it.

*For example, Rolph's player has 3 dice pools (of 3 dice each) for attacking. He chooses to use a **dishonorable strike** with one of them. When he begins his attack with his pool of 3 dice and declares a dishonorable*



strike, then the three dice that he is rolling are considered to be the dishonorable strike. If his opponents **counters** his special combat maneuver (using the special combat maneuver of '**counter dishonorable strike**'), Rolph then loses his entire attack. He can not even roll his three attack dice. This does not affect his other 2 dice pools, but he can not use those two remaining pools to attack the opponent he targeted with his dishonorable strike (remember, a character can only attack a target once per round).

Using the same Special Combat Maneuver in Consecutive Combat Rounds

A Special Combat Maneuver will always be effective the first time it is used, unless countered or some portion of the prerequisite is not met. Counter Maneuvers can be made as often as the character wishes (and has dice for), and are always effective. In certain instances, the same maneuver may be made multiple times against the same target...

- 1) Does the user have a higher Intelligence than his opponent? If so, then the maneuver may be made once more against the same target.
- 2) Does the user have a higher Dexterity than his opponent? If so, then the maneuver may be made once more against the same target.
- 3) Does the user have a higher weapon skill ranking than his opponent? If so, then the maneuver may be made once more against the same target.

Therefore, an attacker who has a higher Int, Dex, and weapon skill can use a single Special Combat Maneuver 4 times (once initially plus 3 additional times for his higher stats) against his opponent. After the fourth time, however, his maneuver will not work. This is not to say the attack failed; only the special effects caused by the special maneuver will not work, as the target has already adapted to the special combat maneuver.

Using multiple Special Combat Maneuvers in the Same Round

A character can only use a single special combat maneuver per dice pool (except counter- these may be made as often as necessary). However, if a character has split his attack into several dice pools, he could make several special combat maneuvers in the same round. Using multiple maneuvers within the same round allows an attack of opportunity to be made against him. Also for every Special Combat Maneuver made in a single round past the first, the character will have a -5 to his next round's Initiative. Just as a character can not use multiple attack pools against the same target, he can not use multiple special combat maneuvers against a single target.

Nullifying Special Combat Maneuvers- Counters

Every maneuver has a specific **counter-maneuver** associated with it. The counter-maneuver is considered a parry, and to use a counter maneuver requires a single parry die success.

A character who has a special combat maneuver used against him (and who has the counter to that special combat maneuver) simply rolls one or more parry dice. This must occur **immediately** after the attack and/or the special combat maneuver was declared. If the parry dice were successful, then the entire attack is nullified. Not only did the special combat maneuver not work, but all dice used in the attack pool are negated, and not even rolled; the attacker loses his attack against the target that successfully countered the maneuver! If there were no success on the parry dice, then the attack takes place as normal.

A target gets only one chance to negate a special combat maneuver. The counter is equivalent for the chance to parry the attack; a defender can not roll separately to counter the maneuver and to parry if the counter fails. If there were no successes on the counter maneuver, then the character will take the full effects of

both the damage of the regular attack and any special effects generated by the maneuver.

Critical Hits and Misses

Some people are entranced with the idea of critical hits and misses. To incorporate this into the Earth of the Fourth Sun, the GM is given this suggested rule:

When a player rolls his combat dice, he has the option of adding a special die, called the fate die. A fate die can be any 6-sided die. If the player rolls all successes and a 1 on the fate die, he has delivered a critical hit. If the player rolls all skulls plus a 1 or 6 on the fate die, he has received a critical miss.

Damage caused by a Critical Hit or Miss depends on the number of dice that are rolled; the more dice that are rolled the more severe the consequence. Some suggested consequences are:

# of Dice	Consequence
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	



Using Special Combat Maneuvers against Non-Intelligent Targets

Many of the special combat maneuvers presented here depend on subterfuge and trickery; these maneuvers work only against a sentient being that is capable of being fooled. Other maneuvers are only applicable if the opponent is using some sort of weapon. These maneuvers have a special criteria called 'usable against humans', but this can apply to any intelligent creature such as goblins, Sidhe, ur-trolls, etc. These maneuvers will not work against non-intelligent or non-weapon using monsters such as zombies, gholums, plant and fungoid creatures, as well as animals. If a character wishes to have a Special Combat Maneuver that can be used against such creatures, he should rename the maneuver and pay an additional 5 Character Points to purchase it.

Special Combat Maneuvers Performed by Creatures

Some creatures may have Special Combat Maneuvers. These function against their opponents in the manner they are described. They can be used once; the use of their maneuvers more than once must meet the Int/Dex/Skill criteria stated on page < >. Hence, monsters could possibly perform the maneuver 4 times against a single opponent. The GM is to decide if and when the monster will perform such an action.

A character could also develop a Counter against such an attack. This counter costs 10 Character Points if the counter is only good against a group of similar species (all within the same family, such as wolves, dogs, coyotes and foxes). A counter for any attack of a magical monster or creature, as well as any creature not native to the Earth of the Fourth Sun must be made individually. So even though a barghest is very close to a wolf, a counter-savage attack that target's a wolf's attack is useless against the savaging attack made by the barghest.

Personalizing Special Combat Maneuvers

Most all of the special combat maneuvers are given a 'generic' name. A player can come up with a special name for his maneuver. Although the maneuver is the same, it may seem that renaming it is simply a cosmetic change. This however is false; by renaming the maneuver, the player is essentially saying that his character has changed some aspect of the maneuver, making it different and harder to counter. The player should detail his extra added flourish that makes his maneuver special. If this is done, the player receives the advantage of having the defender to roll 2 successes on his parry die when trying to counter the maneuver for the first time.

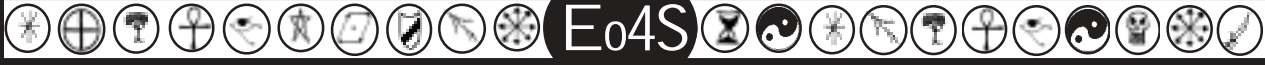
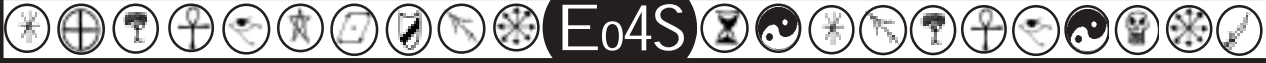


Table X: Special Combat Maneuvers

Name	Cost to Learn	Usable Against*	Description
Attack Armor	5	Any Armor	All LPs dealt in damage target only the target's armor. For every 5 LPs of damage dealt, the target's armor quality rating drops by one.
Attack Weapon	5	Any Weapon	All LPs dealt in damage target only the target's weapon. For every 5 LPs of damage dealt, the target's weapon quality rating drops by one.
Backslash	15	Any	The character can make another attack at 1/2 his attack dice pool immediately after the first if there were no skulls rolled in the initial attack.
Called Shot	10	Any	Damage done in one combat turn is applied to a single location/body part. The GM is to assign a secondary penalty (e.g., a shot to the hand may cripple it if major wounds were inflicted, dropping any weapons carried).
Dishonorable Strike	5	Human	A dishonorable strike adds 1LP of damage and the attacker gains +3 to his next round's initiative score.
Double Blow	15	Any	A type of all-out attack that does not require the attacker to use his entire dice-pool to perform. No successes are added to the damage die, but the number of damage die are doubled.
Falcon Wing	15	Human	A lightning fast attack, this maneuver increases the initiative score (first round only) by +10. Can be declared after the initiative roll!
Feint	10	Human	This is any subterfuge to get an opponent to expose his attack or parrying strategy. After a feint is declared, the opponent must declare how many dice are being used to attack or parry, and the user of the maneuver is allowed to change his dice pools.
Hardened Attack	10	Any	This attack can only be done with a piercing weapon. The attacker's first LP of damage inflicted is a minor wound. The attacker receives a -5 to the next round's initiative.
Lethal Twist	15	Human	This attack can only be done with a piercing weapon. The attacker's first LP of damage inflicted is a Body wound. The attacker receives a -10 to the next round's initiative.
Lucky Shot	5	Any	Usable against any foe, if max. damage is rolled on the damage die then the die is re-rolled and the new value is added to the first; this can happen indefinitely.
Mighty Blow	5	Any	Damage done is 1d higher; for example, instead of a d4 a d6 is used or a d12 instead of a d10. The round after this maneuver took place, the attacker has a -5 to initiative.
Minor Vulnerable Strike	10	Any Armor	A vulnerable strike allows the character to attack a weak point in his opponent's physical armor. Treat target's AR as if it was 1/2 the value, to a minimum of 1.
Major Vulnerable Strike	15	Any Armor	Like the maneuver above, but the character can ignore any physical armor worn by his opponent.





Name	Cost to Learn	Usable Against*	Description
Offhand Weapon Attack**	15	Any	The character can make an attack at his current rank in the offhand weapon against a single target. The damage die is lessened depending on the size of the weapon: -2 for L and -1 for M weapons
Offhand Weapon Parry**	15	Any	A character can make a parry at his current rank in the offhand weapon, deflecting a single attack.
Quick Reload	15	Any	Allows the character to make another missile attack at the end of his initiative. This will break the flow of combat.
Reverse Stroke	10	Human	This maneuver is announced before a parry. If the character has more parry successes than the attacker's successes, the character can roll a damage die and add the net number of successes of his parry. His initiative for the next combat round is at a -5.
Riposte	15	Human	This is used to reflect a strike back against the attacker. The character can only use this maneuver after a successful parry, and it allows him an automatic attack at a skill equal to 1/2 the number of dice that were rolled against him.
Sacrifice Move	5	Any	This move must be chosen before initiative is rolled/chosen. The user can not take any actions this turn, but receives a 50% increase in his next turn's dice pool. If the character aborts to a dodge, this maneuver's effects are cancelled.
Shield Bash	10	Any	This maneuver allows the character to make an extra attack using his shield. The amount of dice that are rolled is equal to the character's Str or Shield Use +2. Spiked shields gain a damage die
Throw Weapon	5	Any	Any weapon that is not a ranged weapon can be thrown a number of feet equal to the character's STR x's 2 for full damage. Every increment of STR (in feet) past this decreases the damage die by 2 levels.
Timed Attack	15	Any	Only usable if 2 or more attackers have this maneuver, and both must attack during the same phase (one will have to withhold an action). Both attackers attack normally, but their combined successes are applied against the target's armor. Each attacker rolls a normal damage die.
Swallow Wing	10	Human	This maneuver adds +5 to the character's initiative score (only) for the current round.
Weapon Swipe	5	Human	The character and his opponent must make a contest of attributes, each rolling vs. their Str. If the character is successful, he has batted away his opponent's weapon which can not be used to parry. The opponent can still attack normally. After declaring this maneuver, the attacker can make his normal attack.
Whirlwind Attack	10	Any	Allows the character to attack more than 2 opponents without breaking the flow of combat and incurring an attack of opportunity

** Each weapon for offhand parry/attack must be bought separately



Table X: Special Combat Maneuvers, Cont.

Name	Cost to Learn	Usable Against*	Description
Counter Maneuver	5	Any	There is a counter to every special combat maneuver listed here. A character must learn each one separately (e.g., Counter Shield Bash, Counter Falcon Wing, etc.). A counter must be declared immediately after the initial maneuver was declared, and completely nullifies the special combat maneuver. If a special combat maneuver is cancelled, the attacker gains no special benefit of the maneuver and loses all dice in his dice pool. To have a successful counter-maneuver, a character must roll at least 1 success on a parry die.
Advanced Counter	10	Any	As above, but the attacker's dice pool is reduced by 1/2 the next combat round.
Swing Counter	10	Any	Like a regular counter maneuver, but the character gains an immediate extra attack using any remaining parry dice as if they were attack dice.
Double Counter	15	Any Counter	This is a counter of a counter. It negates a specific counter maneuver. It does not work against an Advanced Counter or a Swing Counter. To use a double counter, the attacker subtracts a success from his attack roll.

Hidden Maneuvers

Not all of the special combat maneuvers should be available to starting characters. Part of any good roleplaying game is the advancement of the character, and by having the characters seek out masters of the sword and other weapons to learn new combat maneuvers the GM can encourage character advancement. Also, limiting the types of maneuvers adds excitement and trepidation when squaring off against a new opponent. Finally, other races such as the Sidhe will have their own version of the special combat maneuvers- the GM will have to decide if a human counter-maneuver can be used against this new Sidhe variation.

The following is a list of maneuvers that starting characters can learn: Backslash, Called Shot, Dishonorable Strike, Feint, Minor Vulnerable Strike, Major Vulnerable Strike, Riposte, Shield Bash, Weapon Swipe, and Counter Maneuver (for any of the preceding maneuvers). For any additional maneuver, it is recommended that the character search out tutors and masters to learn from.



A Combat Example

While exploring a ruin that lies partially in the Overworld, a band of characters were unknowingly being stalked by two barghests. The chaos of setting up camp presented a perfect opportunity for an ambush, and the fell doglike creatures are about to pounce on the unsuspecting party. Both creatures will attempt to use their savage attack as much as possible. Rolling randomly, the GM determines that Korin will be the target of the ambush.

Before the game began, the GM asked each character to roll several times against their perception skill, and recorded each player's result. Looking at the rolls made, the GM determines that there just are not enough successes to match the barghest's natural canniness. And so, an ambush is sprung...

GM: It's been another long day in this strange place. You have found a small place amongst the ruins and as you are setting up camp (making Guorner do most of the dirty work, as usual), you each get an intense feeling of dread. Suddenly, fur and teeth are launched, coming out of nowhere and aimed at Korin's throat!

Christy: What? I don't get initiative?

GM: Nope, they got full surprise on you. I checked those rolls I asked all of you to make earlier...

Christy: Wait, don't I get to dodge? (Korin has the skill of Combat Reflexes, which allows her to dodge during a surprise attack).

GM: Sure. You can roll your dodge dice as needed. Snarling and growling, Korin, a large doglike creature jumps out of the darkness and towards your face.

The GM rolls 4 dice for the barghest's attack. He rolls 2 successes, 1 blank, and 1 skull (for 1 net success). The Savage SCM reduces an opponents AR by 1/2, but Korin's armor is derived from a magical ring, and the Savage attack can not reduce the AR below 1 anyway. Korin's automatic armor of 1/0 blocks the beast's attack.

GM: Korin, the first beast leaps at you. As you're deciding to dodge or not, a faint glow shimmers around you, and your magical armor blocks the creature's attack completely. But let's see about the second creature...

The GM rolls another 4 dice for the second barghest. He rolls 4 successes. Korin's armor blocks one, leaving 3 successes.

GM: Korin, the second doglike beast is only slightly hampered by the magical field from your Ring of Armor. Do you wish to dodge?

Christy: Hell yeah! I have a dodge of 3. Korin rolls to the side!

Christy rolls 3 dice and gets 1 net success

Christy: One success. Did I dodge it?

GM: Partially (*her dodge roll will negate 1 attack success, leaving 2 net successes for the attack*) You tried to dodge but a piece of rubble got in your way. The doglike thing didn't rip out your throat, but it still got a piece of your neck and shoulder, savaging the exposed flesh in it's steel colored teeth.

Rodrick

Played by: Sam

LPs 15/3/2

AR 0/2, MgR 3, PR 4

Attacks: Longsword 4/2M

Damage Die: d8

Initiative: 9

Special Maneuvers: Called Shot, Backslash, Counter Riposte

Guorner the Black

Played by: Don

LPs 12/5/3

AR 0/0, MgR 5, PR 5

Attacks: Staff 3

Damage Die: d6

Initiative: 6

Offensive Spell: Firebolt, Minor (PS 10: D Inst, T 1, R 3, A/D 6)

(Base Spell Initiative: 5)

Korin Farstrider

Played by: Christy

LPs 18/3/3

AR 1/0, MgR 2, PR 2

Attacks: Mace 6, Shortbow 3

Damage Die: d8 (mace), d10 (shortbow)

*Initiative: 11**

**Advantage: Combat Reflexes (+3 to initiative)*

Barghest

Played by: the GM

LPs 15/4/2

AR 0/2, MgR 5, PR 2

Attacks: Bite 4 with Poison 4

Damage Die: d6

Initiative: 10

Special: Savage SCM: Minor Vulnerable Strike SCM, Howl 6

(insanity)

*** the initiative score does include the optional weapon bonus*

Since the attack was successful, the GM rolls a d6 receiving a 2. He adds the 2 net success (what's left after the dodge and the magical ring), for a total of 4 LPs of damage.

GM: Korin takes 4 surface wounds from the creature's attack. Korin, although the damage is not as much as it could have been, the bite has left your shoulder feeling unnaturally warm... Please roll against your Physical Resistance.

The barghest's poisonous bite will deliver 4 additional points of damage automatically if not resisted.

Sam: Poison? Damn, I hate poison!

Christy: OK. Here's my two dice (she rolls) One success; did I make it?

GM: Nope, not all the way. You take an additional 3 LPs of damage from the beast's corrosive saliva.

Christy: Ouch! Subbing out the 4 from the bite and the 3 from poison damage will leave me at 11/3/3 for Lifepoints.

GM: And that leaves the rest of the party at initiative.

Everyone decide how and what your going to attack or do this round, and let's roll initiative. Christy, since Korin





dodged with 2 dice, he's 2 dice short this combat round for his dice pool.

GM: Ok, let's get it on!

Don: Guorner will use magic

GM: OK, roll your initiative.

Don: I rolled a 2; added to 5 that gives Guorner a 7.

Sam: Rodrick attacks with his longsword; I rolled a 10! That gives me a 19!

Christy: Korin's going to use her mace; her initiative is a 11 and I rolled an 8, giving her a 19 also.

GM: Sam, since Christy's character has a higher base initiative, she'll go before Rodrick.

Sam: But she always go first...

Christy: That's because she's a bad-ass!

GM: *The GM now rolls for the barghests. he rolls a d10, adding a 10 for their base initiative and a +2 because they had full surprise the last round against the party. He rolls an 8 for barghest A (for a total of 20) and a 2 for barghest B (for a total of 14)*

GM: All right, the order of combat will be the darker grey-furred beast followed by Korin, Rodrick, a lighter colored and heavily scarred creature, and finally Guorner.

Don: Of course I go last...

Sam: Don't worry dude, we still got some of that healing draught left.

GM: *Rolls randomly to see who will be attacked by barghest A. A 1-2 on a die 6 will be Rodrick, 3-4 will be Guorner and 5-6 will be Korin. The GM rolls a 3.*

GM: Guorner, you are attacked by the first creature.

Don: Naturally

GM: *Rolls 4 dice for the attack. He rolls 3 successes*

GM: Guorner, you can see a little clearer the horrible wolflike beast that has just attacked Korin. It crouches in the rubble, small tendrils of smoke emanating where it's long nail tipped paws touch the stone of the ruins. It's green-colored eyes glow malevolently your way. It's legs seem twisted, and it appears to have a few more joints than a normal wolf/dog should. As it was deflected from Korin's magical barrier, it has landed close enough for it to attack you! I know you're not wearing armor; want to dodge?

Don: Guorner remains concentrating on his spell! Let this devil dog do it's worst!

GM: *The GM rolls for the additional damage caused by the bite itself and gets a 1 on the d6 damage die. Therefore the creature does a total of 4 LPs damage*

GM: OK, the creature snaps at you, tearing a good piece of your clothing and flesh in it's powerful jaws. Guorner takes 4 points of damage from the bite.

GM: Do you want to go ahead and see if Guorner will keep focused on the spell?

Don: Sure. Guorner has a Will of 5. I rolled 4 successes! That should cancel the effects of all 4 LPs of damage! For once, Guorner's going to do some damage.

Sam: 'Bout time.

GM: OK Guorner, like Korin, you too are starting to feel It's poisonous bite work it's way into your flesh...

Don: *Rolling 5 dice for his Physical Resistance*

Don: 5 Successes!

Christy: You're rolling a lot better tonight!

GM: And although the poison seeps through your system, you seem to shrug off the worse of it. Good rolling! Guorner only takes a total of 4 LPs of damage this combat round.

Don: That leaves me with 8/5/3. Still up!

GM: All right, it's Korin's turn.

Christy: Where are the two dog-things?

GM: One has just pounced on Guorner and stands almost toe-to-to with him. The other is near you. In fact, close enough for it's charnel-house smell to almost make you retch.

Christy: Korin swings her mace at the devil dog. Did she hit? *Christy rolls 3 dice (she can only roll 3 dice as her 3 die dodge the previous round reduces her 6 dice pool down by three dice); she rolls 1 success and 2 blanks for 1 net success.*

GM: *Rolls two dice for the creature's armor. He gets 2 successes.*

GM: Nope, Korin thinks he gets a bead on the monster, but at the last moment the best jerks away from the descending mace.

Christy: Damn! I knew I should've used all my dice!

GM: Rodrick, your turn.

Sam: Rodrick advances to the wolf-dog that is against his friend Guorner and with two hands arcs the sword in such a way as to use an all-out attack followed by his backslash maneuver! *Sam rolls 4 successes; although he has mastery, none of the icons appeared on the dice.*

Sam: 4 Successes! Take that, damn devil spawn!

GM: *Rolls vs the creature's armor and gets only 1 success.*

GM: 3 LPs of damage penetrate the creature's hide.

Sam: *Rolls for his longsword's damage die (d8).*

Sam: I'm bad! Rodrick does an additional 7 LPs of damage for a total of 10 so far! Now for the backslash. Look at that: I rolled a sword and a success for a total of 3!

GM: Rolls again for the creature's armor and gets only 1 success.

GM: Your backslash starts to turn on the creature's armor, but your locked wrist causes the tip of the blade to stay in the beast's ropy muscles. You have done an additional 2 LPs of damage, and can re-roll the weapon's damage die.

Sam: I rolled an 8! Korin may have went first, but Rodrick does all the damage!

Rodrick has done a total of 20 LPs of damage in one round to the barghest, reducing it's LPs to 0/0/1.

GM: Rodrick finishes pulling his sword from the creatures body, his backslash sending scalding blood in a great arc around and over his body. It sizzles on the ground and on your leather armor, ruining the appearance of both. The creature's eyes grow dim and it falls to the earth. It's mate, currently on Korin, sees this and howls a fore-lorn cry. The sound is horrible, it pierces your brain and the world seems to twist in front of you. You can't see straight; a instant migraine rushes across your brain like a wagon train carrying the Emperor's payroll. You all stagger under it's





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horrible mental onslaught. Everyone needs to roll vs. their Int.

Christy: Does Magic Resistance work?

GM: No.

Christy: Shoot! Ok, My Int is a 3

Christy: (rolling 3 dice) 2 successes. I think I'm going to burn a character point on this one, giving me 3 successes.

Sam: You wuss!

Christy: What happens?

GM: Just a moment. Don?

Don: With my superior Intelligence of 5 I rolled... 3 successes.

Sam: Ok, I roll my 2 dice... (Sam's face falls as he covers his dice quickly)

GM: What's you get?

Sam: 2 skulls?!

GM: Rolls against the 6 die howl of the barghest and gets a total of 3 successes

GM: Ok, first Guorner and Korin: you're both ok. The pounding in the head slowly dissipates and you can rationally think again. But Rodrick, well, You are receiving several commands from godlike voices, all at once. They are telling you to stand, to sit, to make a cheese sandwich, to destroy everything around you, all voices shouting at the same time. The earth is starting to split open, and small bugs are starting to crawl out, determined to crawl under your armor and steal your thoughts. Rodrick stands as if catatonic and I think Rodrick is going to be out of action for a while...

Sam: (stunned silence)

Christy: Wuss, huh?

GM: I believe it's Guorner's action.

Sam: How long will I be like this?

GM: Until the voices tell you so. Say, is that a giant centipede crawling up Rodrick's leg? OK Don, I think you had some payback to attend to...

Don: How far away is the creature on Korin from Guorner?

GM: About 15 feet or so, but say around range of 1 because Guorner can move that far this round.

Don: Good. Guorner has finished constructing his Firebolt pattern and has entwined 5 flows of elemental fire within it's structure. And with a flash of light....

Don rolls 10 dice for his spell. He gains a total of 7 successes.

Don: Guorner releases the magical energy of the spell. One die for range, 1 for target, 5 for damage!

GM: Rolls 5 dice for the barghest's Magic Resistance, getting 4 successes; the barghest will only take 1 point of damage.

GM: Guorner, the magic bolt launches itself towards the creature, but as it hits, most of the flame is dampened, turning from red to green, a color that almost matches it's eyes. You stand looking at a very, very slightly damaged, and dare I say, pissed off wolflike creature. New round!

Don: Magic resistance? A dog has magic resistance?

Christy: Glowing eyes, scalding blood, feet that blacken stone, howl that sends the not-so-sane straight to the looney-farm; dead giveaways maybe?

GM: OK, every roll for initiative. The GM rolls a 6 for the barghest, giving it a total of 16.

Don: Guorner switches from spell to staff. He'll take the -2 penalty for unstrapping his staff from his backpack. I rolled

an eight, giving me a total of 12.

Christy: Mace side-the-head! I rolled a 4, for a total of 15.

GM: Fine. The sequence is...

Sam: Do I get to roll?

GM: Nope. In fact, Rodrick has a sneaking suspicion that one of the bugs has gotten into his boots and is trying to steal his toes. He better hurry up and take off his boots and guard them before it gets there. The voices are urging you to be quick about it!

Sam: Rodrick sits down and starts to pull his boots off...

GM: OK, the initiative goes to the creature, Korin and then Guorner.

GM: Rodrick, the voices start screaming for you to duck (except for one that tells you to pound a rock on your dangerous toes). Before you get a chance to react, the beast is at your throat!

Sam: Arrgh!

GM: Rolls 3 successes. Rodrick, your armor seems only partially effective against the savaging technique employed by the beast. Please roll a die.

Sam: Rolls one die. A success.

GM: Well, the armor does holdout some against the attack. The GM rolls a 6 for damage.

GM: Rodrick takes 8 LPs of damage (two from the attack and 6 on the damage die). As creature rends your shoulder, thankfully not piercing your collarbone with it's powerful jaws. However, poisonous saliva drips into the gash on your neck, necessitating a resistance roll.

Sam: Rolls 4 dice for his Physical resistance 2 successes.

GM: Rolls a d4 for the poison's extra damage, getting a 3. This added to the 2 ranks of poison not blocked by Rodrick's physical resistance gives Sam's character an additional 5 LPs of damage..

GM: Sam, Rodrick takes a total of 5LPs of damage. The poison of the beast and the shock of the attack has lessened your depth of the hallucinatory world your madness has put you in, but you are nowhere near to coming back to reality quite yet.

Sam: Rodrick stamps about, with one boot off, scratching his neck and yelling about the bugs biting him.

GM: That's the spirit!

Rodrick now has LPs equal to 2/3/2

GM: I believe it's Korin's turn...

Christy: Korin all out attacks the creature's head. This time she's gonna do some major damage! Christy rolls all 6 six dice and gets 4 successes.

Christy: Four successes!

GM: Rolls against the creature's 0/2 armor and gets 2 successes.

GM: The steely grey hair of the creature blocks exactly half of your mace's impact. The rest gets transferred fully to the beast.

Christy: Damage time! (She rolls a d6) Four more points for a total of 6 LPs damage.

Don: As Korin strikes the creature, Guorner uses his staff's special ability when attacking. Using 2 please...

Unknown to the rest of the party, Guorner dabbles in blood



magic. His staff is magical, and triples the amount of LPs of the user's blood given to it (as minor wounds) as extra attack dice. Guorner loses 2 LPs of damage, giving him a 6/3/3, but allows him to attack with 6 more dice!

GM: Noted. Please attack...

Don: Korin strikes hard against the creature, his staff glowing bluish-black with its powerful energies. He rolls his 9 dice...

Don: 5 Successes!

GM: Rolls for the creature's armor, receiving one net skull

GM: Paydirt Guorner! As you attacked it, its body is moved from Korin's mace strike to place it perfectly before you. You even manage to inflict an extra LP of damage.

Sam: Good going!

Don: O ye of little faith... OK my damage die roll was a 4 (rolled on a d6), so a total of 10 LPs of damage.

The barghest is now reduced to 0/3/2 LPs. The creature will be stunned unless it rolls 3 successes against its Will of 5. Unfortunately for the party, it manages to do so.

GM: You see the creature shake its head, and bends awkwardly at several of its leg joints...but only for a minute. It looks you all squarely in the eye as the next round comes into play. Initiative.

The GM rolls a 4 for the barghest giving it a total of 14.

Christy: Going with my trusty mace. Eighteen total!

Sam: Rodrick decides to dance to the music his voices are conveying to him!

Don: 14 with the staff!

GM: OK, Korin goes first, creature goes next followed instantly by Guorner as you both tied initiative. Korin...

Christy: Time to drive it home! Christy rolls all 6 dice again

Christy: 4 successes

GM: Rolls 2 dice for the creature's armor and gets 2 successes.

GM: Christy, go ahead and roll your damage die please.

Christy: Rolls her d6. A four. What happens?

Christy has dealt a total of 6 LPs of damage (2 from action successes, 4 from the damage die), dropping the barghest to 0/0/0.

GM: Korin again swings mightily at the beast but only partially connects. But it was enough. She finally gets to whack the creature on the head, and with a muffled crack, the creature's head turns to the side, and the body hits the

ground. Good job everyone...

So we leave our party, much worse for wear from the 3 rounds of combat. Did the other barghests in the pack hear the howl? How is the party going to heal, defend themselves and take care of poor Rodrick? And why is Guorner's staff still glowing, highlighting those strange, new runes? (it's never done that before!) Adventures are never truly over in the Earth of the Fourth Sun...

Infections After Combat

One of the most (historically) feared aspects of battle was that of post-combat infections. In an age where there is little advanced medicine, and only a very small few know about germ theory, infections can claim more fatalities than the actual physical destruction of limbs and organs.

The GM can declare that all healing spells automatically destroy any infectious particle, or may declare a separate Cauterize Wound spell necessary (which would also be an Alter-Life). First-Aid, however, is a different story.

To the average character, most of the damage done is merely superficial bruises and scrapes (because they are, after all, the heroes!). But each time the First Aid skill is used, the GM may require the character to roll vs. his entire Physical Resistance. If the roll had skulls in excess past one, then the character loses that number of LPs per every 4 hours. These can only be negated by a character using Mastery Level First Aid, or by magic.

For example, Rolf is being patched up after a vicious fight in the sewers of Altain. When rolling vs. his PR, he rolls 2 skulls and 2 blanks! Rolf will take 1 LPs of damage every four hours until he is healed.

LifePoints, Damage and Injury

LifePoints

A character initially starts with a total of 20 LifePoints (LPs), and can add more if he wishes for a cost of **2 Character points (or experience points) per LP**. LifePoints can be thought of as a combination of how resilient a character is to damage (his constitution, *per se*) as well as his ability to escape from dangerous situations that would, in normal conditions, kill an average denizen of the Earth of the Fourth Sun. Simply put, the more LifePoints a character has, the less likely he is to die during the course of an adventure. The player can distribute his 20 LPs amongst his Minor and Surface wounds; his Major wounds are unaffected unless the character increases his Body Attribute.

Damage Levels

Not all damage received is the same. Some blows land only on the surface and cause minimal damage, while other attacks may rip and tear muscles. Some injuries may even pierce internal organs, break bones, or sever arteries. To reflect the different types of damage that can be afflicted onto a character, the use of *damage levels* have been used.

A character's LifePoints are structured into damage levels. There are three damage levels: *Surface Wounds*, *Minor Wounds*, and *Major Wounds*. Major wounds are equivalent to the character's Body Attribute. There is also a fourth (and optional) category of *Maim/Disfigurement*. As a character takes damage, LifePoints are subtracted from his total.

LifePoints are normally subtracted as the player sees fit. The player usually has free reign to subtract LPs from Minor, Major or Surface wounds. However, when a character drops below -1 Major wounds (or has a Body Attribute of -1 or less) from any source, he dies. Also, dropping below a -1 in either the Mind or Soul Attribute also means death.

Certain attacks, as well as conditions such as poisoning and disease, cause damage to specific health levels. When such an attack removes the last LP of that category, the damage will automatically progress to the next, more critical level.

For example, the spirit-inhabited corpse of a Gharu delivers all of it's damage directly as minor or major damage, bypassing surface wounds altogether!

As another example, Chagoth has his 20 LifePoints and a Body Score of 1; his LPs are distributed as 19/1/1. This poor soul was attacked and bitten by a poisonous Death-watch spider. The spider's bite does 1 LP per round, but the damage done starts with minor wounds! If Chagoth does not find some help fast, he will die in four rounds:

*round one: 19/0/1
round two: 19/0/0*

*round three: 19/0/-1
round four: death (19/0/-2)*

Even if Chagoth had 100/1/1 Lifepoint distribution, he would still be dead in 3 rounds!

A character has free reign over how to assign his character points amongst his three levels of damage, but once assigned, he can not change them, only add to them.

For example, Rolph may have 15 Lifepoints in surface wounds, 4 Lifepoints in minor wounds, and a Body score of 4 (four Major wound levels), listed as 15/4/4). After taking 16 Lifepoints of damage by a Manitou, Rolph's player decides to spread the damage out, taking 14 from his Surface wounds and 2 from his Minor wounds. This will leave him with 1/2/4 and will impose some penalties during the rest of combat. He will die with 9 more points of damage (which would reduce him to 0/0/-2, no matter how he assigned the Lifepoints.

Effects of Damage

As stated earlier, a character has three levels of damage. All effects of wounds are cumulative and persist past combat. So a character who has 2 minor wounds and 2 major wounds would roll one less die and receive one automatic skull for **all his endeavors** until the wounds heal.

Surface Wounds

These are minor cuts, scrapes, bruises and overextensions, coupled with muscle fatigue and soreness that one acquires from heavy exertion and combat. Damage done by surface wounds is negligible and does not truly slow or stop a character from his performance until the total number of surface wounds are reduced to zero. At that point, a character might become stunned.

When a character loses all of his surface wound levels he automatically becomes *stunned* until he rolls more cumulative successes (which he can roll each round) vs. his Spirit than the number of dice used against him last.

Optional Rule: Knockouts

A character who's minor wounds are reduced to zero may become knocked out.

A character who is knocked out falls unconscious to the ground, and can not perform any voluntary action. After being knocked unconscious, a character remains that way until he has a total of 5 successes when rolling versus his Will. Once brought to consciousness, a character is then stunned until he rolls another 3 successes. A character who has taken a major wound becomes knocked out unless he rolls a number of successes equal to the number of untreated major wounds he has currently plus three



As an example, Chagoth is attacked by a 6 dice bite from a gryphon. This reduces his wounds to 0/2/1, causing him to be stunned until he rolls 6 successes against his Spirit Attribute.

A character rolls vs. his Spirit at the beginning of his initiative. When stunned, a character can not perform any innate ability, cast spells, or mentally trigger any spell-like effect. While stunned a character can not perform any action that has Intelligence as a requisite. A character is further penalized by not receiving an initiative die (although he still has his base initiative).

Minor Wounds

Minor wounds are more dangerous than surface wounds, yet they are not completely debilitating like Major wounds. Minor wounds are those that cause a small to moderate amount of blood loss, a decrease in extension of extremities, and/or cause a moderate to great amount of pain.

The agony and pain of minor wounds accumulate; for every two minor wounds a character has, he rolls **one less die** for any physical action that he wishes to undertake, or for any magical action he wishes to undertake.

For example, if Rolph has taken 4 minor wounds, he will have to subtract 2 dice from his entire combat pool, his spell pool, and even from his move-silently pool. Because he has to roll 2 less die for a magical action, he must also roll 2 less dice when using his Will to invoke an innate talent.

Major Wounds

A character's Body level is equal to the number of Major wounds he can sustain. Major wounds include broken and shattered bones, complete muscle detachments and cuts, and internal injuries. The Player is encouraged to describe each major wound in detail, because these will make up the true scars that are shown as 'badges of honor' in the brothels and taverns throughout the Empire.

Although very serious, a character can still take a fair number of major wounds and still keep living. A character who has used up all of his major wounds dies if he reduces his Major wound/Body level to a -2 or less. For every two major wounds taken, a character receives **one automatic skull** to every physical action that he performs.

Maiming and Disfigurement

This optional wound level allows a player to have his character receive less damage for a price. A character can, once per adventure, declare that instead of an attack doing a multitude of major, minor, and surface wounds, the entire combat sequence affected only a single limb, organ or region of the body. Declaring maiming and/or disfigurement negates the loss of LifePoints and all of their effects.

The rules on maiming and disfigurement are not to be realistic, but cinematic in scope. In many roleplaying

games, there is a kind of safety-net for characters once they reach a certain amount of damage. Not so in the Earth of the Fourth Sun. Running out of Body/major wound levels is death, and it is all too easy to reach. With maiming and disfiguring, you can give the character a break (as far as death is concerned), but saddle him with a penalty for getting so close to entering the Spiritworld. It allows the character to take the proverbial licking and still remain ticking. In short, it is this game's safety-net for those players who tend to wear a target every time they go adventuring. But, just like every rule in this game, the GM can disallow maiming and disfigurement if he so desires.

A player can negate 10 surface wounds, 4 minor wounds and 2 major wounds by declaring that the attack disfigured the character. A disfiguring attack does just that: it leaves a horrible mark or scar that can not be removed except by Alteration- Life magic cast with the Virtue of 'Permanent'.

Examples of disfigurement include: loss of an ear, small fingers, or toes, scalp cuts and other skin loss, gruesome facial scars, body scars, burned or other skin disorders, speech impediments, visual impediments, hearing impediments, and or severe limbs. A character does not get any additional character points for a disfigurement, and a character with a disfigurement receives one automatic skull during any social encounter for each disfigurement received.

A player can also negate 20 surface wounds, 8 minor wounds and 4 major wounds by declaring that the attack maimed the character. A maimed character has some major portion of his body removed or rendered permanently unusable. Examples include missing hands, legs, feet, eyes, and severe neurological disorders (violent fits, seizures, etc.). A player does not receive any additional character points for having this type of disadvantage. A character who is maimed is automatically rendered unconscious until treated, and then may only regain consciousness after combat, and after a period of time equalling 1 hour for every major wound that was negated. Reductions in the dice pool of such a character is warranted until enough game time has passed so that the character has had time to adjust to his handicap.

A character can declare a maiming or disfigurement at any time, even if he was to receive a blow that would kill him. This may be a considered another aspect of a hero's "luck". (It is usually considered lucky to loose something like a hand rather than a life). Again, **maiming or disfiguring can be declared only once per adventure.**

Until healed, maiming or disfigurement reduces both the character's Mind and Soul stat by one for disfiguring and by two if maiming. These two misfortunes go way beyond the physical in their penalties; they also affect both the mind and the animating spark of the character.





Healing the Effects of Damage Naturally

As a character takes damage, his Lifepoint total drops, but this loss of LifePoints is not permanent. LifePoints that are lost due to combat and other forms of stress are regained naturally from resting. Resting does not include any strenuous activity and/or exercise. A resting character can heal the effects of his damage based upon what level of damage he has taken.

Surface Wounds: All LifePoints of surface wounds are healed in 24 hours with complete rest. If a character rests for a fraction of that time, then he receives that fraction of LPs (the smallest fraction of rest is suggested to be 8 hours).

For example, if Ancar has lost 18 surface LPs and then rests for eight hours, he will receive 6 LPs at the end of the resting time (1/3 of a 24 hour period).

A character can still heal surface wounds even if he is not resting completely. Light physical activity (walking, craftsmanship-type skills, light physical exercise) increases the time that surface wounds are healed. A character's LifePoints are fully healed in 48 hours if the character is performing only light physical activity. A character performing heavy physical activity (like combat) does not heal at all.

Minor Wounds: Minor wounds heal at a rate of one per day, but only if the character is resting completely. A character who is not resting completely or has some surface wounds heals only 1 minor wound in a single 48 hour period.

Major Wounds: A character can heal one major wound every 10 days if there are no minor wounds present. As long as a character is suffering from minor wounds, major wounds are healed at a rate of one every two weeks!

Disfigurement/Maiming: Disfigurement can be healed by time or very powerful magic. Normal healing of a disfigurement occurs after 6 months. After a disfigurement has been healed, the character's Mind and Spirit stats are increased to their original levels. Of course, an Alteration/Life spell may cure the effects temporarily, but it would require the Virtue of *Permanence* to have a lasting effect (and would automatically cause the character to become *manna aspected*, unless magically shielded).

Healing the Effects of Damage with Magic

Damage can be healed by magical means. Spells that heal damage are variations of Alteration- Life. Spells heal a character at a rate of one Lifepoint per Action Success (Surface and Minor wounds) or one Lifepoint per 5 Action Successes (Major/Body wounds). All wounds that are healed are done so permanently (or until the character loses them due to a misadventure).

For a spell to heal Minor Wounds requires the

Advantage of: *Can heal minor wounds* which is a 2 point Advantage. Any damage healed is done so permanently. For a spell to heal Major Wounds require the Advantage of: *Can heal major wounds* which is a 4 point Advantage. Major wounds healed are done so permanently. A character wishing to heal multiple levels of damage (like both surface wounds and minor wounds healed at the same time) require a linked spell, coupled with the appropriate number of Advantages.

Maiming can only be healed permanently by an Alteration-Life spell specifically crafted to heal that particular type of handicap. Such a spell must also have the 15 point Advantage 'Permanent'.

Optional: Stunning & Non-Lethal Damage

Many times it is more prudent to capture a foe, or even render him unconscious (rather than sending him straight to the Spiritworld). In these instances, a character may try to inflict stunning damage. The goal of using stunning damage is to render the target unconscious (a knockout).

To inflict stunning damage, a character needs to use a blunt weapon, or one that can cause stunning damage. The flat side of a gladius, greatsword, longsword or scimitar may be used, as well as the handle or haft of such weapons as a spear or halberd.

When declared, for every 5 points of actual damage, a character receives a temporary -1 to his Mind and Spirit Attributes. When both Attributes reach zero, the target is stunned and knocked unconscious. A very willful or intelligent creature could be killed (reduction of all wound levels) long before he is rendered unconscious (reduction of Mind and Spirit stats).

Other Forms of Damage

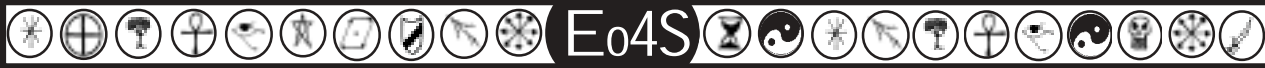
Falling

Typically, a character takes 1d6 worth of damage for every 10 feet that he falls, up to a maximum of 12d6. In certain instances, the damage taken may be more (falling on spikes) or less (falling on a giant feather mattress).

Fire

Being hit with flaming object, or being exposed to a heat source will increase any damage given. Being hit with a flaming object will increase damage by 1-2 LifePoints, while standing in a bonfire may do 20 LPs of damage per round. The damage done by fire may not be healed by a first-aid roll, and must be recovered normally.





Chapter 4: The Earth of the Fourth Sun

A Brief History Lesson

by Dr. Tvashtri

Part One: The Cycle of the Sun

In the long past, I was once engaged to a young woman who came from a long line of archeologists. She not only was a determined explorer of past relics and buildings, but also one of stories and fables. One night, as we sat by the fire on one of her dig sites, she told me a story from one of her own people, a group of people called the Aztecs.

The story goes that the earth undergoes periods of transitions, when the laws of reality change. Each of these ages between transitions were called Suns. During these different times, great magic was able to be made, and at the end of each, the world was destroyed and reborn. In the legends of these people, this was an eternal Cycle of the Sun.

This got me thinking. Were these stories that were passed down from her people actual accounts from those who came before? This was my current desire: to find out about the enigmatic folk that predated our current notion of humanity. The spirits of my youth related stories of these people, and members of my pantheon had their own mysterious brushes with people who may have been a survivor of a previous Age.

I started using this nomenclature with others of my ilk, and the labeling stuck. We began to call each Age where magic entered our world a Sun (and while remarkably short in the geologic sense, it is the time that matters most to us). Immortals and spirits took up this parlance, and now even the common mortals speak of this age as the Fourth Sun.

Part Two: The end of Heaven

Part of what I am bout to tell you is fact, some is a distillation of a thousand legends. Other information was extracted from spirits, other was found using some of the most potent of magics of the Weave of Time. Yet to explain how it first began, I will have to tell you a fable, for none now walk the earth that knows the true beginning, and those that try to learn play with forces that could destroy us all. So instead of telling you what I know of the beginning of All, let me tell you what I believe...

In the beginning there was Heaven. Heaven was God, and God heaven, for God was the only sustenance of Heaven. The power of God was infinite, for it filled all of Heaven, the only place that Was. What was outside of Heaven was Void. Between the two, there were no

measurements. Compared to Heaven, the Void was infinitely small. Compared the Void, Heaven was an infinitely small mote. Time itself did not exist; there were only three states in existence: Heaven, God and the Void.

There then arose a great disturbance, and Heaven split asunder. There are as many reasons why this happened as there are religions, but suffice it to say that Heaven was cracked open, and part of it's inhabitant (God) spilled into the Void.

Heaven was made up of a substance unlike any other that you can find here on this world, so far out in the void of space; the stuff of Heaven was lighter than sunlight yet more substantial than the heaviest atom. It was the perfect material, for all of Heaven was God. But once ejected from Heaven, this substance could not maintain it's identity in the cold reaches of the Void. Once a piece of God entered the Void, it became separate from what it once was. There were now many different pieces of God cooling the vastness of the Void, and because of this, comparisons could be made. And because comparisons could be made, different states of matter came into existence. Solid matter took form, as well as energy. Other parts retained some aspect of Heaven; it is this kind of material that make up the Spiritworld and it's denizens.

Before the great perturbation there was no time, nor any measure thereof. But after the shattering of Heaven, there arose one of the first forces of the new Universe: that of Time. The force of time was chaotic at the beginning of the Universe; it was raw and uncontrolled, not like the steady flow that we experience here on the Earth in these later days. Some of the pieces of Heaven were aged to the end of existence by the chaotic time-flux, while others were arrested at the time they first entered the vacuum of space. This uncontrolled aspect of time also had another effect on the material that once was Heaven.

At the beginning of time, while the pieces of Heaven were being ejected into the Void, and time was fluctuating, there was no pattern to the cooling of the substance that was once part of the collective of God. Some pieces of Heaven cooled in such a way as to become familiar to us, and became parts of our own reality. For instance, those parts that cooled down to have a radius that was governed by the value of Pi became the spheres of the atoms of our universe. But since all was in a state of chaotic flux, some portions of Heaven cooled down to have a radius that was governed by a number that was Not Pi. These other pieces of Heaven were just as 'real' as all the other substances out in the Void, but since they were of a fundamentally different material, there could be no interaction between the material of Pi and the material Not of Pi.

So today we classify three main types of material in the Void: material and energy that conforms to





the values of reality that we know, material and energy that conforms to completely different values and make up different realities, and material made up of Spirit. These three materials make up the Three Worlds. Our world is the Earth, and comprises the bulk of material that became solid matter. The Overworld comprises of matter that does not conform the Earth's laws of physics and dimensions, while the Spiritworld consists of the etherial material that most resembles Heaven.

Eventually, time started to progress at an orderly pace. Many of the atoms and pieces of solid material collapsed upon itself to form larger pieces. Some people called this force gravity, and assign it mundane values. But to me, it is as if each atom knows that it once belonged to all others in the fullness of Heaven, and only wishes to partake of that long ago time. Anyway, as time gained momentum, many of the larger pieces of matter condensed further to form the stars, and ultimately, the planets. And one of the first miracles happened- biological Life.

Why one cluster of atoms divided and made copies of itself is still not known. I believe that it is caused by a force that was once Heaven Itself, and that God orchestrated the whole series of events to make this piece of living atoms. But to most, it is merely sufficient to say that it did happen. And life flourished where ever it could. And unto this strange vista of the earth, covered with a multitude of primitive life, burst forth the magical radiance of the First Sun.

Part Three: The Earth of the First Sun

You see, magic came like a wave across the universe, touching all the different parts of Heaven that made up the filling Void. Where did this magic come from? There are many different answers, but there are two completely different theories that I like equally: one is that magic is a time-echo of the first sundering of Heaven, and the other is that Magic itself came from outside Heaven, and was responsible for its shattering.

So, the force of magic washed over the entirety of creation. As it touched the remains of Heaven (the Earth matter, the Not-Earth matter and the Spirit) for the first time, it somehow excited the pieces, and caused them to fuse. What a joyous occasion! For the first time since the sundering of the Heaven, the pieces of God were one again! The spirit was joined to the material, and all material was joined by the waves of magic, even if they did not share the same values and realities of physics. But this was not Heaven; this joining was artificial, caused by the forces of magic, and it took place in the Void.

Now as it was said, Heaven Itself was God and could be said to be sentient, and into the Void came pieces of Itself that reflected this sentience. The powers of magic crystallized these strange fragments into individual portions of sapience, and so evolved out of the swilling foundation of this artificial Heaven different beings who could not exist in the fullness of Heaven, like God existed in the fullness of Heaven before the Great Perturbation.

These portions of Heaven spun great bodies out of elements, atoms, and energy that was to be found, and dwelt upon the Earth of the First Sun. Although these creatures thought, their mental processes and reasoning

were not, in any way, human or even close to human. These then were the first gods of the Earth; creatures of vast size and potential, the first physical, thinking things in the Void.

These eldritch creatures ruled the new composite Earth-Realm. It is believed that they took some of the simple natural life-forms and twisted them into more complex shapes. They eventually lashed out in anger and fury at their brethren, who where blocking the way for them to expand to cover the entire realm, much like God covered all of Heaven. One such intelligence consumed another entirely, and found that it's power and existence could add to it's own, allowing it to cover and expand into more of the new Heaven.

After discovering this, great wars broke out amongst the elder gods, and from the many that were first formed, most were un-created, and unwillingly gave their portions of Heaven to their stronger brothers. Eventually a kind of truce took place, for the strongest of the gods could not make war on their brethren or else all others would combine and expand to cover the free portion of the new Heaven in the Void. And then, for reasons unknown, the force of magic waned, and ceased to be.

When the force of magic was no more, the material of the universe was rendered apart into the three states of matter and energy. Again the Spirit was separate from the material, and each portion of the physical universe was segregated to it's own reality made from it's own natural laws. Now some of the ancient gods foresaw this occurrence in the winds of time, and so fashioned for themselves bodies that could survive the rendering of the time without magic.

You see, the elder gods had fashioned for themselves great bodies that embodied all of the aspects of Heaven (Spirit, material of made from different realities, energetic forces and the alien force of magic), which gave them unprecedented might. But such a body could not survive when each portion of itself was split apart. Different elder gods came up with different strategies for surviving the new reality they would face. Several of the elder gods became enraged, and sought to slay all others, hoping to gain enough power to halt the withdraw of magic. Some of the gods created for themselves pockets of Time that would not be touched, and so went to sleep until they could exist again. And of those ancient beings, only those known as the Greater Dragons and Elementals (who converted their bodies into the material solely of one type) and the strange entity known as the Ravager have survived complete until this, our Fourth Sun. But I'm getting a little ahead of myself.

Now that the First Sun was over, and magic had fled from the universe as mysteriously as it had arrived, the forces of life were left to their own devices. Some of the constructs of the elder gods also survived, and in the course of time, influenced and warped the evolution of life on the earth. During these primeval times, the strong flourished, the weak perished, and the earth was shaped once again into a lush planet of life. Great creatures born both of evolution and tampering of the elder gods roamed and ruled, and later died when the earth became too cold. Millions of years passed until magic once again ushered the age of the Second Sun.





Part Four: The Earth of the Second Sun

By the time of the Second Sun, the passage of time was too great for much of the material of Heaven, and so the memory of being one with God was absent from the different parts of creation. And so, with the coming of the Second Sun, there was no blending of the different aspects of Heaven. The material of the Spirit World was segregated and could not meld with the material worlds. But not all was lost, and some of the material remembered enough as to allow passage from one state into another. And so it is even unto this day, the day of Fourth Sun: we are able to cross from our own earth to that reality made up of Heaven that does not correspond to our values (the Overworld) and to cross bodily into the substance of Heaven called the Spiritworld. So there was and still is a separation of the material of Heaven- that of the Earth, that of the Spirit, and that other material that makes up the place we call the Overworld. During the times of the magical Suns these areas are all accessible, and during the times between Suns the passage is one way, usually by the means of the soul escaping into the Spiritworld.

Just as the First Sun crystallized and focused the sentience of the first gods, so did the Second Sun enhance and clarify the sapience of all forms throughout the universe. Some of the primitive life-forms on the earth began to think and reason, and magically pulled themselves up to form the first true civilization. Many new creatures made entirely up of Spirit also found themselves born into sapience. And into the Earth of the Second Sun, all these creatures came, for from the Earth, passage was easiest into the other realms..

At first, many of lesser elder beings of spirit (those that were around during the Earth of the First Sun) were afraid for the awakening of the elder gods, but when they realized that the elder gods could not exist (even though magic was present) they made for themselves bodies that could function on the earth. Other spirits were enamored of the Overworld, and so made bodies that could survive in those physical locations. And with the magic of the Second Sun, both types of beings could enter and traverse freely amongst the three separated forms of Heaven. And so this was the age of lesser powers, where many creatures tried to mimic the might of the elder gods, but lacked the power to do so. But many did not lack the savage joy of gaining power by consuming the essence of others (like the elder gods), and so there were the Asuras, what others would call demons, that warred and enslaved others of their kind.

Now remember that there was a native intelligent being on the earth, a creature magically (and mentally) evolved 'overnight' as it were by the magic of the Second Sun. These creatures were much like you and I; they came from an ancestral stock that were like cousins to our forbearers. They were of great stature and of great and noble intelligence. Many were of an equal match of the Asuras, and they lived together harmoniously, and warred not with the other beings that inhabited the Earth. These people were the lords of the Second Sun. They were a race of builders, and erected many great monuments and buildings. They were also compassionate, and this state of being affected many of the spirits that had built for themselves bodies of flesh. They instituted ways to bring the other hominid stock that

roamed the earth up to sapience, and tamed many of the wild creatures. Their greatest city- a man-made continent that floated on the ocean would be known even after they themselves were gone as the fabled continent of Atlantis. They were great scientists, inventors, and explorers. Their power eventually grew into hubris, and it was this trait, common into today's godlings, that lead to their downfall..

As I stated earlier, one of the few life-forms that managed to survive the Earth of the First Sun were the Great Dragons. One such Great Dragon befriended the race of natives of the Earth, and told them tales of the First Sun. Unfortunately, the Dragon also told them tales of the elder gods. Thinking only of the knowledge that they could gain, they devised a way to enter the time-pocket of such an entity. Spirits from those early days tried to warn them, but such warnings only stoked the fires of their vanity. They thought they could tame such an elder entity with the love and compassion that they used to tame other wild Spirits.

The Dragons were dismayed, and with many other spirits, fled the Earth. Now this is not to say that as a race they were completely for this foolish breach; no, there were two camps, one for and one against the action. The group that heeded the warnings of the ancient Dragons and other spirits was in the minority, and so authority was given to pierce the time vault of an elder god.

The being that came out was terrifying in it's fury. After having the time walls of it's fortress penetrated, it knew that it would be unable to fix it's haven and survive. And so it, the survivor of a millennium of violence by it's brother entities, issued forth into the Earth of the Second Sun. Maddened by it's pain (for it's body could not fully function or even fully exist in the hostile environment of the Second Sun), it laid waste to the Earth. The people tried to contain it, but they had not the power. Destroyed was their great civilization, gone were their monuments, and utterly consumed was their great continent-city in the wrath of the elder god. It is unclear how long the creature could ravage the earth, for fortunately, the magic of the Second Sun left the universe yet again. And with the magic gone (the main force that held the elder god to the fabric of the Second Sun), the elder god dispersed back into it's individual components, and so was unmade.

Part Five: The Earth of the Third Sun

Between both the destruction of the elder god, and the natural shifting of the great tectonic plates by the resumption of the natural laws of a universe without magic, the skin of the earth buckled and writhed. New continents were formed, and the face of the earth was altered forever. Of the great race of evolved hominids, very few survived. And although their bodies could survive without the magic, their great mental powers were diminished, and their children were less than they themselves were. And because of their few numbers, they found themselves having to breed with the wild hominids just to keep their race alive. Although they were long lived (to the point of near-immortality) the anguish of their overwhelming pride and vanity caused many of them to lay down their lives and send their souls onto the Spiritworld. And so countless years passed, and eventually the race died out.

The wild tribes of emerging *Homo sapiens* resembled in form the last of the noble race of the





Second Sun; in fact, many had inherited some of the germ plasm of that race. The humans spread throughout the earth, and almost every land was colonized by one tribe or another. To these diverse tribes of humans eventually came the light of the Third Sun.

Now in the previous Suns, the force of magic awoke in the material of the universe the memories of Heaven, and both sparked and clarified the light of intelligence. But now on the earth, there was already a race of creatures that were self-aware. To them, the force of magic seemed to amplify their minds and body, and in some, the magical energy caused a strange resonance, and stored itself in their bodies. Each tribe or group of tribes seemed to have at least one member of this new phenotype, and such persons naturally became their leaders. Later, some of these humans managed to find a way to cross into the other realms, and with the advent of the first human to cross into the Spiritworld, the natural course of human society would be forever altered.

During the times between Suns, the tribal humans were fearful of the natural forces of the earth, and sought means to placate them. Some developed a kind of primitive shamanism, while others worshiped and sacrificed to abate the wrath of nature. When the tribal leaders, enhanced by the power given to them by the Third Sun, entered the Spiritworld they discovered something unique. Those tribes that worshiped the leader as a god while on the earth contributed a portion of their soul to that leader upon death, as long as that leader was in the Spiritworld.

Enhanced by this soul energy, the tribal leaders became more powerful still, and so were born the first of the new gods. Many of the tribal leaders (and sadly, myself included) were corrupted by this power, and fled en-masse to the Spiritworld. Great pantheons of gods were developed, and many went to battle over the spiritual resource of the terrestrial humans, the source of their greater power. Also at this time, some of the spirits and creatures of the Overworld also learned of this new power, and so enticed many humans to worship them.

This then was the first age of the human gods. Followers of the gods, with powers granted to them, became roving priests, converting others to their god. Great wars were fought on the earth, not only for the natural resources, but for the souls of the people. And the gods found, just as the elder gods did, that the destruction of another godling enhanced one's power even further. And so many of the weaker gods, as well as countless spirits, were utterly consumed by their stronger brethren. By the time a relatively stable power base was to be shared amongst them, the end of the Third Sun was rapidly approaching. From hearing of the talk of the spirits that were around during the earth of the Second Sun, the gods thought that they would have several millennium to live and influence their patron tribes. The winds of time are fickle, and fate decreed that their time was to be fatefully short.

And so the relatively sudden close of the Third Sun saw the end of the direct rule of gods. Since most were in the Spiritworld, the demise of magic halted their ability to affect the earth, and to receive the power of their follower's souls. Those of us physically present on the Earth still had some of our residential magical energy that charged us like a capacitor, and so we were able to survive the long years. The ending of the Third Sun was also unique in the fact that much of the earth was spared

the destruction that accompanied the ending of both the First and the Second Sun.

Part Six: The Earth of the Fourth Sun

Although many historians count the years of magic as being the only important epochs of time, I must state that the time after the Third Sun was probably the time of mankind's greatest achievements. No longer buoyed by the forces of magic, the humans pulled themselves out of ignorance by the power of their own native intelligence. And so it was during this time between Suns that humans truly did rule the earth, and not only that! By the time of the Fourth Sun, humans had found a way to transverse the very Void, and so sought out the countless planets that were formed from the cooling of Heaven. To this age of marvel and wonder came the shattering blows of the Fourth Sun.

The Dawn of any Sun brings forth change and upheaval, but the Dawn of the Fourth Sun was utterly disastrous for the inhabitants of the earth. All of the great cities were destroyed, and the majority of the inhabitants of the world perished in the first few hours of the Fourth Sun. As to make up for the gentle ending of the Third Sun, the earth heaved and bucked, and the shape of the continents were changed. The oceans rose up and covered much of the low-lying areas before receding into newly formed beds. And the magic once again altered the very bodies of the humans on the earth. The force of magic once more collected into the beings of humans, and although they were fewer in number, the magnitude of their power was far greater than any human formed into Godhood by the power of either the Second or Third Sun.

For those of us who were left on the earth by the diminishing light of the Third Sun, our powers were returned, but we were as infants to these new and terribly powerful godlings. Why they were given such power was is still unknown to me. Perhaps the germ plasms and genetic potential of the elder humanoids of the Second Sun were somehow condensed into these modern humans, or perhaps since they were so far away from nature and rhythm of the world they could handle better the mystical energies of the Fourth Sun. But I will give these new gods some credit- as powerful as they were, they were as a whole not as petty and vindictive as we were during our reign in the Third Sun.

Many of these new gods, instead of forcing humans to worship them, instead took care of their mortal comrades. They found and established safe-havens from the violent earth, and protected them from the influx of creatures that entered from both the Overworld and the Spiritworld. Many of the new godlings built shelters and formed mini-paradises for their people, and ennobled by their spirit and compassion, many of us older relics did the same to those survivors that we came across. Saddened by the wars of mass destruction, the most powerful of all the newly formed deities invoked his Will and altered some of the laws of the Earth of the Fourth Sun. No longer could fearsome projectiles be fired by the untrained to kill and maim others, no longer could small canisters of lethal metals destroy entire cities. And for all the good that these newly formed gods did, I applaud them. But eventually many of the new godlings grew weary of the earth and their mortal charges, and so left the earth to parts unknown, leaving a tremendous power vacuum behind.





We humans, elevated immortals or otherwise, are slaves to our ancestors, and many of the injustices of the past once again rose up to haunt this reformed earth. War and strife, plague and pestilence arose. The lesser gods, those with far less power than the mystical titans that changed the reality of gunpowder and nuclear forces, were swayed by the corrupting whispers of spirits and beings that sheltered in the Spiritworld, and started again the age-old struggle for the power of human souls. Religions have once again flourished, and without the protection of the powerful new gods, wars now flourish on the earth. What the future holds is uncertain, even to a being such as myself, but already this Sun is completely different from any other. Where this will all lead will be a mystery, but it is one that I am unsure whether or not I want solved.

We have come a long way from the purity of Heaven, yet I do believe that time itself is cyclical. If so, then one day we will be reunited with God in the fullness of Heaven. To him who reads this treatise I implore you to use the best of your nature, and so create a little bit of Heaven here on the Earth of the Fourth Sun.

Limitations List for Spell Modification

Limitation Value or Increase to the Spell's PS

Can only be cast with others +2 for every person casting the spell, up to +16 max.

Caster must have familiar present +1 line of sight, +3 touching distance, +5 while touching

Can combine 2 stats to break a spell's effect +4
 Can Shapechange only into a specific animal +3

Can not cast another spell (depending on spell's duration):
 For 30 min. +3
 For a 90 min +5
 For 10 hours +7
 For a full day +9
 For a full week +11
 For a fortnight (14 days) +13
 For a full month +15
 For six months (1/2 year) +17

Caster can not be under stress +2 high stress, +3 moderate stress

Spell fails in presence of a substance +3 nearby, +1 on person, Double PS if it is a common substance

Caster can not have magic on body +2
 Can not cast another spell while current spell is in effect +1 to +5, depending on the non-instantaneous spells only

Caster may not wear armor +3, +2 if only metal armor
 Caster must be fully healed +2
 Caster must be in the nude +4
 Caster must have fasted +1
 Character must make a skill check +1 for every success needed (past 1 success)

Does not work in battle (damage spell only) +3

Focus needed Gestures, Materials +2, Voice +1; +2 if focus is unique, +2 if focus is destroyed

Increased casting time, combat only +1 for every -2 to initiative

Increased casting time, non combat
 5 min +1
 15 min +2
 (30 min or higher use 'can't cast another spell for...')

Limited number of castings:
 4x's per day +3
 3x's per day +4
 2x's per day +5
 1x per day +7
 1x per week +9

1x per month +11
 1x per year +13
 Must study the spell +1 for every 2 hours needed to study

Only caster can benefit from spell's effects +2
 Only during a specific moon phase +7
 Only during day/night +3
 Only during twilight +5
 Only during eclipse/rare event +13
 Only during battle (non-damage spell only) +3

Only vs a single College +3
 Only vs a single Sphere +4

Only works when bound and gagged +4
 Only works on the opposite sex +3

Only works vs. living or non-living matter +2, +3 if a specific creature
 class, +5 if against a specific type
 Protects only a certain area of body +2 Lg to Med area, +4 if small area
 Recipient must be willing +1; +2 if both willing and conscious

Reduction of caster's Skills or Attributes +1 for every rank reduced

Side Effect +1 to +5, GM discretion

Spell ages caster +2 for every six months or less
 Spell damages caster +1 for every three LifePoints damage; +3 if damage is a minor wound, +5 if a major wound

Spell's duration is in combat rounds +2
 Spell can only inflict surface wounds +3

Spell always canceled by outside influence (e.g.: specific element, color, emotion, etc.) +3
 Spell unaffected by blood magic +1

Spell canceled if caster is damaged +3
 Target must be seen (noncombat spell only) +1
 Target must be seen (Spirits only) +2
 Target's Armor Rank adds to MgR +5
 Target's PR adds to MgR +4
 Teleport leaves all materials behind +3

Virtues List for Spell Modification

Virtue Skulls added when casting spell

Increased Duration

Minutes	Normal
10 minutes	2
Hours	3
Days	5
Weeks	7
Months	9
Years	10
10 years	13
* Spell is 'Permanent'	15

** -3 skulls for future/past Divinations

Contagious 1 for every 1.5 people affected

Healing/Damaging Minor Wounds 2
 Healing/Damaging Major Wounds 4

Initiative Score Increase +2 for every 5 points
 Instant Spell +8

Increased Range

10 Feet	Normal
10 Yards	2
100 Yards	4
1/2 Mile	6
Mile	7
20 Miles	9
100 Miles	11
Unlimited, Same Dimension	13
Unlimited, Any Dimension	15

Spell may be dispelled at will by caster 3

Standard melee physical attack that could normally be resisted can not:

Be parried	2
Be blocked by shields	1
Be blocked by armor	2

Trigger 1 pnt for every 5 ranks of Power Score

Caster Immune to spell's effect 4

Total Action successes (Full damage) applied to multiple targets 7

Radius effect (does not rely on Targets Attribute of the spell; affects all inside the radius)
 As *Increased Range* Virtue + 5

Damage Die or additional Action Success:

d4	2
d6	3
d8	4
d10	5
d12	6
d20	7

Appendix B: Weapons and Armor

The ranks of the damage die are as follows: --, d4, d6, d8, d10, d12, 2d8, d20, 2d12

Weapon Name	Init Bonus	Damage Die	Size	Notes
Bar-Dirk	5	d4	S	Cost to get this as an offhand weapon is reduced to 10
Fal-Dirk	5	d4	S	Cost to get this as an offhand weapon is reduced to 10
Battle Ax, Heavy	1	d10	L	First LP damage is a minor wound, requires 2 hands to wield, can only be used to parry once per round, Half of all damage is applied to chain armor
Battle Ax, Light	2	d8	M	Can be used 1 handedly by a character of Str 5 or higher
Club, Reinforced	3	d6	M	Increase stun recovery due to damage to 4 successes
Club, Simple	3	d6	M	Increase stun recovery due to damage to 4 successes
Dagger	5	d4	S	Can be thrown; throwing negates a damage die unless weighted
Flail	2	d6	M	Negates AR of shields, can parry only 1 weapon per round
Gladus	3	d6	M	Can be used 1 or 2 handedly
Greatsword	0	d12	L	First LP damage is a minor wound, requires 2 hands to wield
Halberd	0	d10	L	Max parry is -4/0/0
Hand Ax	3	d6	M/S	Can be thrown with a damage die of d4
Hands (Hand Combat)t	4	--	S	1 Character Point=2 ranks , excess skulls rolled on attacking causes a loss of LPs, can only inflict surface wounds
Lance (Mounted) t	0	d8	L	Damage die increases by 1 rank per round of charging; can not be used to parry
Longsword	3	d8	M	Requires a Str of 3+ to be used 1-handedly
Lucerne Hammer	0	d10	L	Increase stun recovery due to damage to 5 successes, can only parry once per round
Mace	3	d6	M	Increase stun recovery due to damage to 4 successes
Martial Arts	4	d4	S	Can specialize, extra skulls like Hand Combat, can not inflict Major Wounds
Maul	1	d12	M	Increase stun recovery to 6 successes, requires 2 hands to wield
Military Fork	2	d10	M	If all successes are rolled, the fork is impaled. Can roll d6 damage without rolling vs. skill for next 3 rounds
Morning Star	2	d8	M	Negates shield AR bonus, can be used to parry once per round
Pick, Heavy	0	d12	M	Only blocked by automatic AR reduction, first LP is a minor wound, can only parry once per round
Pick, Medium	0	d10	M	Only blocked by automatic AR reduction
Rapier/Ribbon Sword	5	d6	M	Can only parry weapons weighing <X> lbs or less
Scimitar	3	d8	M	Requires a Str of 3+ to be used 1-handedly
Shortsword t	4	d6	S/M	Can be used 1 or 2 handedly without penalties
Spear	2	d8	L/M	Can be thrown, if damaged by 3+ skulls, the spear breaks
Staff, Reinforced	3	d6	L/M	Can be thrown, if damaged by 6+ skulls, the staff breaks
Staff, Simple	3	d6	L/M	Can be thrown, if damaged by 5+ skulls, the staff breaks
Warhammer	3	d6	M/S	Ignores the first point of armor
Whip	4	d4	L/M	Can not be used to parry, only inflicts surface wounds

The classes of weapons are:

- Unarmed/martial arts
- Short bladed weapons
- Long bladed weapons
- Axes
- Hammers, mauls and clubs
- Quarterstaff and short pole weapons (including spears and javelins)
- Long pole weapons including lances
- Missile weapons
- Mechanical weapons (including crossbows and seige equipment)
- Exotic or specialized weapons

Weapon Name	Damage Die	Size	Notes
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The following are common missile weapons; those that enter a combat round readied for fire has an initiative bonus of +5 for hand-propelled weapons and a +10 for stringed missile weapons

Dagger	d4	S	
Hand Ax	d6	M	
Javelin	d6	M	
Spear	d8	L/M	
Shortbow	d10	M	
Longbow	d12	M	
Crossbow, Light	d12	M	
Crossbow, Medium	2d8	M	Only automatic successes of AR are counted against quarrel
Arabesque (Heavy X-bow)	d20	M	Only automatic successes of AR are counted against quarrel

Armor is listed as X/Y, where Y is the number of dice to be rolled (and each success negates one LP of damage) and the X is the number of Lifepoints that are automatically negated.

Armor	Protection	Notes
Helm		
Cap, Mask	+0/+1	for called head shots
Metal 'bucket	+1/+1	for called head shots, automatic 1 skull on perception rolls
Full metal	+0/+1	for entire AR; +2/+2 for called head shots, automatic 3 skulls on perception rolls
Arm Grievances		
Leather	+0/+1	called shots, only if no armor
Metal	+0/+3	called shots, only if leather or no armor
Arm Grievances		
Leather	+0/+1	called shots, only if no armor, movement reduced by 1
Metal	+0/+3	called shots, only if leather or no armor, movement reduced by 2
Arm and Leg Grievances, Pair		
Leather	0/+1	bonus can not be combined with other armor
Metal	0/+1	if combined with leather armor or 0/+2 if no armor
Light Leather Shirt	0/1	No encumbrance penalties
Studded Leather Shirt	0/2	
Studded Leather Pants	0/1	Movement reduced by 1
Leather Cuirass	0/2	May only be repaired in town, 1 automatic skull when using bow and arrow
Brigadine/Leather Shirt	0/3	-1 damage die rank
Brigadine leather Pants	1/0	Movement reduced by 2
Light Chain Shirt	0/3	-1 damage die ranks
Heavy Chain Shirt	1/2	-1 damage die ranks
Breast Plate	1/2	-1 damage die, 2 automatic skulls when using bow and arrow
Partial Plate Shirt	1/2	-1 damage die
Partial Plate Leggings	1/1	Movement reduced by 3
Articulated Plate Suit	3/3	-2 damage die ranks, movement reduced by 2
Shield, Buckler	0/1	
Shield, Normal	0/2	Decreases Dex Skills by 1
Shield, Kite	0/3	Decreases Dex Skills by 2, -1 damage reduction
Shield Spike		Spike adds a d4 to damage die for a shield bash

Appendix C: Monsters and Foes

Barghest

Intelligent Wolf Hybrid of the Overworld

Str	4	LPs	20/4/2
Int	3	AR	0/2
Will	5	MgR	5
Dex	4	PR	2

Attacks: Bite 4 (+d6)

Damage Dice: d6

Base Initiative: 10

Special Attacks: Poisonous Saliva at rank 4, Howl (insanity, 120' radius, once per night)

Special Combat Maneuvers: Savage (target's AR at 1/2 normal)

Other Special Abilities: Second Sight, Travel to Overworld, Can travel over any surface (including vertical walls)

Skills of Note: Tracking 6M

Size: 3' high at the shoulder; size of small pony

Weight: 180 lbs

Disposition: intelligent, cruel and vicious, the barghest will attack any prey that is weaker than it

Weaknesses: Can not cross running water, all attributes and attacks are at 1/2 value when in the sunlight on the Eo4S

Description:

Larger than most wolves, the *barghest* is a lupine-like creature native of the Overworld, with short fur the color of dark coal. The eyes of the barghest glow in a reddish hue, and shows the intelligence of the animal (it's intelligence is as great or more than many humans). When traveling in the Earth of the Fourth Sun, the barghest always leaves black, slightly smouldering paw-prints, even on stone. The blood of the barghest is made of a very strong poison and once killed, the carcass of the barghest rots very quickly, poisoning the ground beneath it for no less than a full century. Their magical nature allows them to travel over any solid surface, including walls, the sides of houses and even trees. The barghest can not travel over water. They are malevolent and evil, delighting in chaos and relishing the taste of human and especially Sidhe flesh.

Combat Techniques:

True to it's wolflike appearance, many barghest hunt as a pack. It usually emits it's piercing cry first, followed by their fearsome bite.

The **howl** of a barghest may drive a character temporarily insane. A character must roll vs. his Int and compare it to the 6d howl. If the barghest has more successes, then the character is driven insane for 1 minute per difference. If the character rolls more skulls than successes, then the duration of the insanity is listed in hours. Insanity comes in many forms, but to act in melee combat requires 4 cumulative successes vs. Will for *each combat round!*

The jaws of a barghest are incredibly strong. Add that to teeth that are as hard as steel, and you have a very powerful bite. The bite of a barghest can penetrate armor easily (treat opponent's armor as if it was at 1/2 maximum value). Also any bite that actually causes damage poisons the target at a rank of 4.

When hunting as a pack, the pack splits, with one half the pack attacking a single target, usually the weakest member of the group, while the other half distracts the target's comrades. Many, however, have proven themselves too unruly and cruel even by their own standards, and have been driven out of the pack. Others have been driven out because of insanity, which is quite frequent. These loners usually mercilessly attack anything weaker than themselves, yet will cowardly run away from any potential threat.

These creatures are somehow attracted to movement between the the Three Worlds. They can sense such movement within 5 miles of their location. If a character has Second Sight, then their sensory range is increased to 20 miles. They will attack a character with the Second Sight Advantage to the exclusion of any other.

Ecology: The barghest is a natural predator in the Overworld, and comes into the Earth only at night. They form small packs, and hunt other intelligent and more powerful animals in the Overworld. They also eat many of the more weaker but more numerous and aggressive creatures.

Basilisk

Magical Lizard Hybrid, Origin Unknown

Str	10	LPs	40/8/4
Int	2A	AR	1/3
Will	8	MgR	5
Dex	2	PR	10

Base Initiative: 6

Attacks: Bite 7 (d12) or Tail Slap 5 (d4)

Special Attacks: Special Combat Manuever: Gaze of Stone (7)

Other Special Abilities: Immune to Elemental Magics

Skills of Note: None

Size: 5' long, about 2' high at the shoulder

Weight: 300 lbs (very solid)

Disposition: Lazy, not intelligent, but easily exited by the lure of prey

Weaknesses: None

Description: The *basilisk's* appears as a dull mottled green and brown giant lizard with 6 legs. The eyes of the basilisk are said to be a beautiful golden-blue color when the animal is alive. After death, the eyes become a dark blue with a few gold streaks. Because of it's close association with the Sphere of Elements (mostly Earth), all the bodily systems of the animal are far denser than a mundane reptile.

Combat Techniques: The most dreaded ability of the basilisk is it's gaze of stone. Any creature that meets it's hypnotizing gaze runs the risk of being turned to stone (even a quick peek out of the corner of your eye can do you in). It is relatively simple thing to avoid: roll 2 suc-

cesses vs Int or Will to avoid meeting the gaze of the creature; this roll is required after every attack or parry. If unsuccessful, then the full might of the creature bears on the character. The GM then rolls 7 dice for the creature, and the player can roll vs. his MgR. If there were any net successes on the basilisk's part, then the character is turned to stone. If the creature has enough time (i.e., a Special Combat Manuever which takes an extended attack), it can force it's gaze. When this happens, a sickly yellow light is emitted from it's eyes, and a creature is turned to stone (if there are more successes vs. it's gaze attack than the target's successes against his MgR).

Ecology: The basilisk feeds on the ossified remains of animal life of all sorts (beware it's bite- it is strong enough to crush rock!), and so it's role is that of a predator. Because many animals are lacking in the awareness of avoiding it's eyes, it does not have to hunt very aggressively. These rare creatures are found in rocky areas, and can most often be found in areas that are Elemental Aspected.

Bear, Adult

Common woodlands mammal

Str	9	LPs	28/6/6
Int	4A	AR	1/2
Will	3	MgR	-
Dex	3	PR	4

Base Initiative: 5

Attacks: Claws 8 (d6) (can hit 2 targets), can also Bite 3 (d4) if close range

Special Attacks: Special Combat Maneuver: Bear Hug

Other Special Abilities: Gains one extra claw attack while berserked

Skills of Note: Berserk 9M

Size: About 7' tall

Weight: About 300 lbs

Disposition: inquisitive, very protective and territorial, reacts violently at perceived threat

Weaknesses: could suffer from olfactory overload

Description: All bears have natural coloration of their environment. They range from black, to light brown, to even the white fur of the polar bear. This thick hide also gives them extremely good protection. The swipe of the bear is unparalleled in the animal kingdom.

Combat Techniques: Rake with the claws, bite if close by. They loose whatever intelligence they possess while attacking; they are even worse when berserked

Ecology: Bears are omnivores that inhabit anywhere from the polar regions to the tropics. The values above are for the common brown bear. The grizzly and polar bear are both larger and more aggressive.

Beetle (Giant Stag)

Magically enlarged insect

Str	6	LPs	10/6/1
Int	1A	AR	2/2
Will	1	MgR	-
Dex	3	PR	1

Base Initiative: 4

Attacks: Mandible 6 (d8) or Horn 8 (d4)

Special Defense: Gas Attack

Other Special Abilities: None

Skills of Note: None

Size: 4' Long

Weight: 150 lbs

Disposition: Scavenging, eating machines

Weaknesses: The underbelly has an AR of 0/2

Description: A magically enlarged version of the common 3 horn stag beetle. It's chitin shell is also magically enhanced to be stronger than steel, and it's mandible can chew trough hardwoods and even stone! The colorations are usually bluish-back.

Combat Techniques: Horn, then chew, chew, chew!

During combat, if it is struck it releases a caustic gas.

This gas has the effect of reducing the Str of all w/in 10' of it for one hour. Treat the attack as a rank 1 poison that is cumulative to the amount of minor wounds inflicted to it. For example, if it has taken 4 points of minor wounds, it's gas will be at a rank of 4. For every pt of gas 'damage' unaccounted for by rolling PR successes, the target loses a point of Strength.

Ecology: The common stag beetle eats wood and detritus, as well as dead animals. The magical giant beetle has been instinctively taught to kill animals; these creatures can devastate forests by eating both the trees and the animals therein.

Boar, Wild

Wild forest herbivore

Str	3	LPs	12/1/1
Int	2A	AR	0/2
Will	1	MgR	-
Dex	2	PR	1

Base Initiative: 5

Attacks: Tusks 4 (d4)

Special Attacks: Special Combat Maneuver: Savage (allows a d8 damage die)

Other Special Abilities: None

Skills of Note: Berserk 5

Size: 2' high at the shoulder

Weight: 120 lbs

Disposition: Aggressive, protective of young

Weaknesses: none

Description: The wild boar is a hog, with brown skin and a dark 'mane' of hair on it's back. It is a tusked animal, and uses it's teeth to root for tubers and to defend itself

Combat Techniques: Charge and gore the closest threat.

Ecology: These forest animals are herbivores, and serve as a food source for predators and other carnivores.

Doppleganger (Natural Form)

Magical constructs left over from the Wizard Wars

Str	7	LPs	22/2/2
Int	7	AR	0/1
Will	7	MgR	10
Dex	7	PR	10

Base Initiative: 15

Attacks: Weapon 5M+2

Special Attacks: SCMs: Enraged Crush, Mighty Blow

Other Special Abilities: Immune to piercing weapons in natural form, Shapechanging, Immune to Sphere of Spirit, Immune to College of Alteration magics

Skills of Note: Dodge 7, Disguise 7M, Jumping 7, Swimming 7, Hide in Shadows 7M, Move Silently 7M

Size: 6'

Weight: 160 lbs

Disposition: Placid countenance but in reality is insane, paranoid and hates users of magic

Weaknesses: Blood magic is twice as effective against it, a strong dispel would kill outright if it's immunity to Alterations was somehow removed. Each doppleganger was given a specific list of special codes by it's creator-one is to 'deactivate' it.

Description: During the first part of the Age of the Ravager, the mages were consolidating their power, usually to the demise of other wizards. Wars broke out amongst the magi, and so the *doppleganger* was created as the ultimate assassin of mages. In it's natural state, it is a vaguely humanoid shape made up of a magical substance appearing as thick, semisolid and opaque paste. All of it's senses are magical in origin, and are only slightly superior to a human. For such a magical creature, it is very frail, and damages easily by slashing and crushing weapons. It's best trick is it's shapechange ability. It takes about 5 minutes to change shape; that shape can be any 'natural' (non magical, non spirit and non Overworld) animal. The animal form can be as small as a house-cat, and as large as a pony. The doppleganger also can take the shape of a human, and if it has consumed the blood of a specific individual, it can take on an exact likeness. However, using a victim's blood causes all of it's Attributes to drop by half for 24 hours. As an additional side effect, the doppleganger receives some memories from the blood. Treat this as a Knowledge Skill at a rank of 5. When in human form, use the stats listed above. When in animal form, it gains all the abilities of the animal at a value of 1/2, unless it has had practice in that shape, or unless it has tasted that kind of animal's blood in the past. In any form, the shape is magically held, and there are no internal organs or skeletal structure. Because it has no bones, a doppleganger can slide through the smallest of cracks or holes.

Combat Techniques: A favorite tactic of the doppleganger is to kill and take the form of a loved one. It then moves

close to it's target and eliminates it, usually as violently as possible (they are *quite* insane).

Ecology: Dopplegangers do not eat, breath, procreate, or defecate, and seem to exist on ambient magical energy. They are outside the food-chain, and exist only to kill their targets. Since most of their masters (and targets) are dead, those that are left are on their own, a situation which causes them to go insane. They are essentially immortal, but many were killed by violence during the Age of the Ravager. Those that survive have fled throughout the empire, and many may have infiltrated human settlements.

Lesser Elemental, Fire

Primeval spirit wrapped in a body of fire

Str	0	LPs	45/0/0
Int	1	AR	0 (Spirit)
Will	6	MgR	5/10 For Elemental Sphere
Dex	3	PR	10

Attacks: Fire Engulfing 5, Fire Ball 4

Damage Die: Engulf d12, Fire Ball d4

Initiative: 15

Special Attacks: None

Other Special Abilities: Spirit, Secondary Fires, Control Flame

Skills of Note: None

Size: 5' Tall

Weight: Negligible

Disposition: Inscrutable, Alien

Weaknesses: True Water

Description:

Combat Techniques:

Ecology:

Other Notes:

Goblins, Low-Born

Humanoids originally from the Overworld

Str	2	LPs	8/4/2
Int	1	AR	0
Will	1	MgR	1
Dex	2	PR	1

Base Initiative: 5

Attacks: Club, Shortsword, or Javelin 2; Dagger 1

Damage Die: d6 (d4 for dagger)

Special Attacks: Special Combat Manuever: Swarm (like a Timed Attack, limit 6 goblins for each man-sized target)

Other Special Abilities: Minor Fey Talent (see below), Immune to Spirit Magics

Skills of Note: Scrounging 2, Stealth 2

Size: S (2-4' tall)

Weight: 30-100 lbs.

Disposition: Sycophants to more powerful fey; bullying and mean spirited to creatures less powerful than themselves, or to human of the Earth

Weaknesses: Iron Poisoning (see below)

Description: The low-born goblins are the lowest of the low in the lands of the Overworld. They are typically used as cheap slave labor, cannon fodder, experiments, and even sometimes as livestock by the other creatures in the Overworld. The body types of the low-born goblins vary according to what clan they belong to, but the average goblin of this order has long spindly arms and legs, a short bulbous torso, large head with exaggerated facial features such as a large nose, bulging eyes or facial growths and deformities. Skin tones vary widely, from dark black to bright red. Sometimes low-born goblins have animal or bestial features like hooved feet, feathers, scales, etc. Again, each clan will have it's own features. Low-born goblins differ from the other goblins as being both physically and mentally weak, as well as having only a token amount of magic.

Although all goblins are derived from fey stock, low-born goblins are so removed from the normal fey as to be completely different species. Some fey, especially the Sidhe treat low-born goblins as something less than their own animals. But although goblins are the weakest creatures in the fey-lands, they still have some things in common with their more illustrious kinfolk.

First, low-born goblins suffer from iron poisoning, but not to the extent of other fey-born creatures. Low-born goblins treat each wound caused by iron weapons as if they were Str 1 poisons. The rank of the poison is cumulative with the number of wounds. Each pool of dice/attack equates to one wound.

For example, if a low goblin was struck 3 times by an iron pin, then on the fourth wound, the pin would inflict damage equal to that of a rank 4 poison. Like all the fey, a simple iron hatpin can lead to death.

Low born goblins are unaffected by steel and iron alloys. Being in contact with iron causes no additional LP loss, but prolonged contact (over 2 hours) causes their Str and Dex to decrease to 1, and after extensive contact (4+ hours) both their Str and Dex are dropped to 0. Because of their greater iron immunity, some creatures of the Overworld use low-born goblins to smelt and handle iron weapons and implements.

Secondly, some low-born goblins have a magical ability. Treat this as a minor fey talent (Power) that is usable once per day. The rank of the Power is 2.

Combat Techniques: Singularly, goblins do not pose much of a threat to an adventuring character. However, in large groups, goblins can overcome a larger and more talented foe. They do this by *swarming*. Firstly, it takes at least 5 goblins to swarm a single target, and the goblins can not use anything larger than a dagger.

The goblin swarm attacks at an overall rank of 8, doing a total damage die of d8. Every 3 goblins past the first five increase the rank of the attack by 1 and increases the damage die by one class.

What makes a swarm so bad is that they are damned hard to kill. Damage to the swarm is spread out amongst the goblins, where each goblin takes as much an equal amount as possible. For example, Ten Red Turtles attacks a goblin swarm of 5 goblins, doing a total of 4 LPs of damage. Instead of dropping one goblin, 4 goblins each take 1 LP of damage.

Manticore

Cunning, human-faced lion hybrid

Str	9	LPs	45/10/8
Int	7	AR	1/4
Will	7	MgR	6
Dex	6	PR	6

Base Initiative: 10

Attacks: Bite 5 and Claws 4 or Claws 8

Damage Die: Bite d10, Claws d8

Special Attacks: Poison, Possible spell use, Charm; Special Combat maneuver: Tail Sting 7 (d8 + poison)

Other Special Abilities: Change Appearance, Second Sight, Flight (Limited)

Skills of Note: Stealth 6M, Area Lore 7, Fast-Talk 7

Size: 7' long, 5' high at shoulder, 10' wingspan

Weight: 480+ lbs.

Disposition: Cruel, manipulative, evil, slick-talking

Weaknesses: All manticores suffer from a fixation, and can not resist anything pertaining to it

Description: The manitcore has the body of a lion, wings of a bat, tail of a scorpion with a male human face framed by a lion-like mane. They are usually dun colored, but may have reddish or black fur. These twisted creatures are said to hail from the Overworld, and most all have the ability to see into it (like the Advantage of Second Sight).

All manitcores are egotistical, maniacal, and suffer from a superiority complex bordering on megalomania. Because of this, manitcores are not usually found as a group, but as lone wanderers.

The feared attack of a manitcore is it's powerful poison found in the scorpion's tail. This virulent poison has a rank of 5 and is so strong that it starts with minor wounds. The manitcore can only store so much poison (enough for about 3-5 stings) but constantly produces much more than it needs. Therefore, much of the poison leaks out of the stinger and into the ground, which poisons the land around the lair of the manitcore. Manitcores are not immune to their own poison, and will not eat meat that they have poisoned. Not being immune to their own poison causes a manitcore to constantly change their lair, as they will eventually foul their own surroundings with their poison. Apart from the stinger, a manitcore's bite is an awful weapon- some sages claim that an adult manitcore may have upwards of 30 rows of teeth!

Some manitcores will have dabbled in magic (many have magic as their fixation), and will have a College rating of 1-4 and a Sphere rating of 2-8 (with an 8 in the Sphere of Mind). These creatures tend to have 3-6 spells. All manitcores have the ability to Charm (like the Power). This is at rank of 3 (usable 3 times daily) and has a corresponding rank of 8 in the Sphere of Mind.

Finally, manitcores possess the ability to change their appearance. They typically choose to appear as an innocuous animal or as a human. This is a cross between a minor shapechange (in human form, a manitcore can use his 'hands' to manipulate objects) and a very advanced illusion. There are some telling clues that may give the creature away: no matter how the manitcore may look, he will never cast a shadow and he will always have multiple rows of teeth in his mouth.

For whatever reason, manticores become obsessed with a project, idea or object. They will do whatever they can to learn and acquire more information about their obsession. One of the best ways to escape the manticore's lair is to trade freedom with the object or knowledge of the manticore's fixation. For example, the Manticore of the Ochre Hills was fixated with collecting predawn artifacts, a well-known obsession that eventually ended with his death by one of his ancient devices. Rumors state that he actually died happy, after finally learning what the item did.

Beware, however. A manticore will cheat, lie, steal and backstab. They can not normally be held to an oath or promise. Manticores relish human flesh; it's their favorite (and some say only) meat.

Combat Techniques: Talk to your opponent, to both lull them off-guard and to start the digestive juices a-flowing. Then if hungry, claw and bite; if not, or if in danger, then use the poison (but try to sever the portion poisoned as to not give the rest of the flesh a bad taste).

Ecology:
Other Notes:

Skeleton, Animated (Lesser)
Human skeleton animated by a lesser spirit

Str	2	LPs	8/4/2
Int	1	AR	0/1
Will	2	MgR	0
Dex	4	PR	Undead

Base Initiative: 4
Attacks: Sword or weapon 4
Damage Die: per weapon
Special Attacks: None
Other Special Abilities: Undead

Skills of Note: none
Size: M
Weight: 35 lbs
Disposition: Follows orders
Weaknesses: Crushing weapons do 1 damage die higher damage

Description: An animated skeleton is a creature borne of magic that is normally used as guards and warriors. The spirit animating the skeleton is usually very weak. Many religions advocate that a person's soul is split into two parts, a weak earth spirit and a stronger celestial one. Those that create these creatures state that they awaken the earth spirit that resides in the bones of a creature.

Most animated skeletons are physically weak, and are from a human corpse. This is the example posted here. The typical skeleton obeys orders very well, but can not follow complex orders, or even remember to follow complex orders (usually their order are: "kill all who enter or kill anyone that is alive").

Missile weapons and piercing weapons do little damage to a skeleton; the damage die of these weapons are 3 classes less! Equally, their light frame and unprotected bones make them especially vulnerable to damage from crushing weapons. These creatures are undead, and enjoy all 'benefits' as such.

Combat Techniques: All-out attack every time.

Ecology: NA

Other Notes: There are greater animated skeletons. Sometimes magi will immerse the bones in special solutions that give them special powers, greater AR, magical resistance, etc. Sometimes, the greater celestial spirit will come and inhabit a bone corpse, giving it tremendous abilities. Finally, there are other entities and monsters that are skeletal in appearance; the brave adventurer must beware...

Vampire
An soulless predator of humans

Body	8	LPs	40/12/8
Mind	5	AR	0; Special
Spirit	0	MgR	5, Immune to sphere of Spirit
		PR	Undead

Base Initiative: 10
Attacks: Hands/claws 7/3M; Weapon 7
Damage Die: d8; Weapon + 2 classes
Special Attacks: Special Combat Maneuver: Blood drain, must be immobilized via Strength or Charm
Other Special Abilities: Charm (Like the Power, usable once per night, at a rank of 8), Form of mist or carrion eater, Summon carrion eater, Command carrion eater, Undead, Regeneration, Specific death requirements

Skills of Note: Area Lore, Detect Lies, Dodge 5, Hunting, Tracking, Stealth, + any other skills from previous life including magic (if once a mage)

Size: M
Weight: 120-180
Disposition: Calculating, cunning and evil
Weaknesses: Sunlight, running water, organic weapons, requires fresh blood

Description: Creatures who have died yet return to the earth soulless to feed off the living are called vampires. There are many different types of vampires, each with their unique feeding habits, but what is featured here are the blood drinkers.

A vampire is an undead being that preys on the humans just as the humans prey on animals. Having lost his soul, a vampire has very little feelings towards those he feeds upon (and with no soul, a vampire is immune to spells that use the sphere of Spirit). They are monstrously strong, with cunning and intelligence. They are one of the most feared undead. Also, if a vampire was a spell-caster before his indoctrination into undeath, then he will still possess most of his abilities and spells. The same is true if the vampire had innate talents or special combat maneuvers.

The special attack of blood drain is especially feared. If a vampire can incapacitate a victim (either by holding him tight with his superhuman strength or by charming him into a docile state), he can kill the victim in three rounds by draining him of all of his blood. The first round that the vampire feeds depletes a character of all of his surface wounds. The second round of feeding drains a character of all of his minor wounds, while the third round finishes off the victim by removing all of his

major wounds. After the third round, all that is left is a shriveled husk. Armor, physical resistance and magic resistance are ineffectual once the target is held or charmed. If the vampire is struggling with his victim, then they will need to have a contest of Skills, using their strength. And vampires normally don't lose this battle.

A vampire can create another vampire by draining a human of all of his blood and then feeding him back the vampiric blood. Vampires who are created this way have 1/2 the LPs that a normal vampire has, and the original vampire has his LP total reduced by 1/2. Both the original and the new vampire can increase their LP totals by feeding; the original vampire will regain his full strength within a month of feeding, while a new vampire takes several years to increase his LP total. Also, the powers of the full vampire take one to two years to develop. Hence, vampires rarely create others of their kind. Newly created vampires are also in thrall to their creator, until the original vampire dies or releases the newly formed offspring.

Vampires have the ability to charm another human. The average vampire has this ability at rank of 8 (other vampires may have this ability at a rank all the way to a 10M!). The vampire's Charm Power works just as the regular Charm power with one exception- the social reaction is automatically one level higher!

A character under a vampire's command gets to re-roll every sunrise to break the vampire's hold. Also, if the character is asked to perform some act that he is diametrically opposed to, then the character can roll vs. his Will. To break free once charmed is hard to do initially, but can be successful over time. Breaking free requires a total number of successes greater than the vampire's Will (normally seven). For example, at sunrise the next morning after being charmed by the vampire, Faustus rolls vs. his Will and receives 4 successes. He is halfway to getting free from the vampire's control. If later that night, the vampire commands him to slay his beloved mistress, he can roll again against his Will. If he receives 4 or more successes, then he can break free of the creature's charm.

A vampire can summon and command those creatures that feed upon the dead (such as rats, hyenas, wolves, ravens and vultures). He can summon and/or command a number of creatures up to a total of LPs that do not exceed his own Will X10. So an average vampire can summon and control around 25 rats, 4 wolves, or 70 ravens. If the vampire is actually in the form of the animal he wishes to summon or control, then the LP total is Will x20. A vampire can take the form of mist or any carrion eater at will; it takes 1 full round to change between forms.

Vampires can also regenerate their LPs. This process mostly requires, however, the blood of humans. A vampire regenerates 1 LP per night. Consumption of blood accelerates this process- a vampire gains 2 LPs for draining all of a human's surface wounds, 5 LPs for the complete draining of a victim's minor wounds, and 8 LPs for the victim's major wounds. (So a total of 15 LPs per death of a human by blood drinking). Vampire hunters beware- damaging a vampire without killing it only increases the death toll of the innocent the next night.

Vampires are immune to non-organic weapons. Metal swords may cause a horrible looking slash the round they are given, but inflict no real damage. Piercing

weapons made entirely of wood, bone or other organic matter does do full damage, Arrows that have metal tips cause only slight damage if they manage to pierce the unnaturally hard flesh of the vampire. Arrows with only a wooden tip do full damage, but the damage die is 2 ranks less (d6 or d8).

Vampires take full damage from magic (except spells cast from the Sphere of Spirit). Vampires are immune to cold. Sunlight can destroy a vampire; strong direct sunlight inflicts 1d6 LPs of major wounds per round, strong indirect or weak (occluded) sunlight deals 1d6 LPs of minor wounds per round, while weak (occluded) indirect sunlight deals 1d6 damage of surface wounds per round. Being immersed in a very fast current of a large source of water (like a large creek, river or major water main) destroys a vampire in a single round. A vampire will also loose 1LP per day if he does not feed (notice this will counter the 1 LP of daily regeneration). Contrary to popular myth, a stake through the heart does only normal damage, although it does immobilize the creature. Staking a mobile vampire requires the special combat skill of *called shot*.

Once a vampire has taken damage equal enough to kill it, it falls to the ground, but is not dead. Permanent death can truly only be caused by burning (either with normal fire or sunlight) or immersion in running water. Cutting the head off a vampire only immobilizes it until the head is reattached- if headless, a vampire is in a coma-like state.

Combat Techniques:

Ecology:

Other Notes:

Str	LPs
Int	AR
Will	MgR
Dex	PR

Attacks:

Damage Die:

Initiative:

Special Attacks:

Other Special Abilities:

Skills of Note:

Size:

Weight:

Disposition:

Weaknesses:

Description:

Combat Techniques:

Ecology:

Other Notes:

Appendix D: Magical Items

Here are some examples of magical items found throughout the Earth of the Fourth Sun. This listing by no means is inclusive of all the types of items you can find, but it is rather a representative listing of those items adventurers can hope to come across in their journeys. Each item found has a particular Power Score for the purpose of Dispelling. The PS of any permanent magical item will range from 35-100+.

Weapons

Random Magical Weapons

Table 1: Common Magical Weapon Types of the Westlands:

(roll 1d12)	
1	Battle Ax
2-3	Dagger
4-7	Longsword
8	Mace
9	Staff
10-12	Other (roll on table 2)

Table 2: Other Magical Weapon Types of the Westlands (Roll 2d20)

2	Arabesque
3-5	Arrow
6-7	Bar-Dirk
8-9	Fal-Dirk
10	Club
11	Greatsword
12-15	Javelin
16-19	Longbow
20	Morning Star
21-22	Pick
23-25	Shortbow
26-30	Shortsword
31-34	Spear
35	Warhammer
36	Bar-Dirk, Fal-Dirk Combination
37	Paired Longsword, Fal-Dirk
38	Paired Longsword, Shortsword
39-40	GM's or Player's Choice

Table 3: Common Weapon Enchantments

1 in 6 weapons will be magicked in such a way that they can hit creatures made up of Spirit or creatures from the Spiritworld.

(Roll 1d12)	
1-3	Addition of dice to combat pool*
4	Addition of dice to attack pool only* (+1 to die roll on table)
5	Addition of dice to parry pool only* (+2 to die roll on table)
6	Automatic successes**
7-8	Weapon has additional damage die***
9-10	Roll on Table 4
11-12	Roll once more on this table and then on Table 4

* The number of extra dice are (roll a d12):

1-5	1 die extra
6-8	2 dice extra
9-10	3 dice extra
11	4 dice extra
12	5 dice extra

** The number of automatic successes (roll a d6):

1-3	1
4-5	2
6	3

*** The additional damage die (2d20)

2-19	d4
20-25	d6
26-30	d8
31-34	d10
35-37	d12
38-39	d20
40	roll twice on this table

Table 4: Other Weapon Enchantments (Roll 3d10)

3	Armor is at 1/2 normal value against weapon
4	Weapon negates random armor value
5	Weapon negates any nonmetal nonnatural armor
6	Weapon negates any metal nonnatural armor
7	Weapon negates any nonnatural armor
8	Weapon can not be parried
9	Weapon imparts a Special Combat Maneuver
10	Weapon imparts 1d4 Special Combat Maneuvers
11	Weapon can counter a Special Combat Maneuver (if parry die are allocated)
12	Weapon can counter 1d4 Special Combat Maneuvers (if parry die are allocated)
13	Weapon has a greater initiative speed (1d20)
14	Weapon has double normal damage die
15	Weapon has a special die pool that are reduced by using the pool.
16	Weapon imparts a skill to the wielder (such as Missile Parry, Disarming, or Lightning Draw)
17	Weapon can cast a spell (chosen randomly)
18	Weapon is intelligent
19	Weapon can 'parry spells' by allocating parry dice to the MgR
20	Bared weapon increases MgR
21	Bared weapon dispels magic
22	Weapon can change shape
23	Weapon returns to wielder if dropped or thrown
24	Weapon imparts life energy to wielder
25	Weapon can detect a specific target or substance
26	Weapon imparts an advantage
27	Weapon imparts an innate talents
28- 30	Roll twice on this table

Table 5: Weapon Restrictions
(Roll 4d10)

4-10	No Restrictions present
11-20	Weapon can not be used against it's creator or his family
21-25	Weapon can not be used against another person, family or organization (mostly against the Imperial Family)
26-27	Re-roll generating a restriction below; the restriction happens only at a later date or after some event occurs
28	Weapon Enchantment only works against a single class of opponents (i.e., only against spirits)
29	Weapon Enchantment only works against a single type of opponent (i.e., only against vampires)
30	Weapon will function only for a character with a certain Attribute (Str, Dex, Rank in a skill, etc.)
31	Weapon functions only if a character has a certain Advantage or Disadvantage (like Truthful)
32	Weapon forces the character to behave in a certain manner (may be baneful)
33	Weapon functions as long as a certain criteria is met (items sacrificed, jewels added, souls eaten, etc.)
34	Weapon works only in a certain environment
35	Weapon works only in a certain locale
36	Weapon works only for a certain sex
37	Weapon works only for a member in a group/nationality/religion
38	Weapon only works at certain times (only during daylight, darkness, twilight, summer, light of the moon)
39	The weapon can not be concealed
40	Roll twice on this table

Table 6: Other Weapon Characteristics
(Roll 3d10)

3-10	Weapon is of Excellent Quality
11-15	No other Characteristic is present
16	Weapon has embossing or inscribing
17	Weapon has jewels or is 'fancy looking'
18	Weapon is of an unusual shape (like kris blade)
19	Weapon is rustproof
20	Weapon made of an unknown or unusual metal
21	Weapon made of a nonmetal substance (bone, wood, stone, mineral, etc.)
22	Weapon made of an unusual element (ice, water, fire, etc.)
23	Weapon floats
24	Weapon moans/sings or makes a noise when used
25	Weapon glows or sheds light
26	Weapon is invisible
27	Weapon is unbreakable by normal means
28	Weapon is non-reflective or highly reflective
29-30	Roll twice on this table

Misc. Magic Items of the Westlands

Weapons

Defender's Staff- A defender's staff is commonly made from enchanted oak, bound at both ends by bronze. The defender's staff allows the character using it to add 3 extra dice to his parry. *The Sidhe favor such things, and grow entire woods of magical trees for their staves.*

Hrothgar's Flaming Mace- When found, these items appear to be short metal rods, approximately two hands in length. When a command word is spoken, from one end of the weapon appears a ball of magical flame. This weapon can be used by anyone at a skill level equal to the user's Str-3. If a person has the skill with the mace, then this weapon adds 2 points of damage to any damage that gets past the target's defenses. For example, Justin has 4 successes with his Flaming Mace. His opponent parries (for one success) and at the same time has his armor stop an additional point of damage. Justin would then do 2+2, or 4 LPs of damage to his opponent. Note that the user is by no means immune to the effects of the ball of fire from the Flaming Mace. *Hrothgar is famous for his red hair and Flaming Mace, neither which is too rare in the Northlands of the Empire.*

Skill Sword- These swords add dice to the combat pool. The number of dice is variable, but commonly it is anywhere from 1-5 dice. For example, if Kyra has Longsword at a rank of 4, and a *Skillsword* +3, then she would have 7 dice to divide amongst her attacks and parries. Many of these weapons have the additional limitation of not being able to inflict damage upon bearers of Imperial blood. *Lorgan crafted better than anyone, for he put a little of his own expertise into each sword he made.*

Spellbreaker- This weapon appears as a four-foot piece of heavy, black chain. Each link is inscribed with a magical sigil. To use this weapon, a character needs ranks in the Flail weapon skill. Spellbreaker has a unique feature- it allows the user to add any parry dice (that he has reserved) to his Magic Resistance. For example, Rolph has reserved 4 dice to parry with. If he is attacked by a spell, he could add all four dice to his MgR; if did so, he could not use them to parry any attack that same round. *It is said that the chains that held the ArchMage are precious for more reasons than one.*

Spirit Slayers- These sets of Fal/Bar-dirks are specially enchanted to hit creatures from the Spirit World. They can also hit creatures summoned with the Sphere of Spirit. These weapons glow with a cold, red to blue glow when a spirit is within 40 feet of a naked blade. *When the wars against the Necromancer began, King Illisia commissioned a hundred blades forged from the temple's bells.*

Iron Axe of Tseubo- Tseubo is credited for making about

fifty of these magical axes. These weapons do not scratch, nick, or receive any damage done to them. Skulls rolled in excess when using Tseubo's Axes are ignored- in no circumstance can the axehead of an Iron Axe become damaged. *The Emperor praised Tseubo for his skills, but Tseubo instead praised the Goddess for providing him with the raw iron.*

Armor

Spider Silk Cloaks- These enchanted cloaks are extremely light, but protect as well as light chainmail (1/2). These magical garments are also 100% waterproof, and give the wearer an additional 2 dice to his MgR when resisting any attack dealing with the Sphere of Element (Water). *The natives of the Southern Isles do not have metalsmiths, but their Weavemasters are unparalleled in their craft.*

Blessed Mail- Most often, Blessed mail is comprised of heavy leather armor (1/2) with small brass studs. On each stud is an engraved symbol of either the Horned God or the Goddess of the Northern Clans. As long as the mail is undamaged, it allows the wearer to add three additional die to his MgR. *The Boar Clan prepares the hide, the Bear clan forges the brass studs, and the Fox clan engraves the holy symbols. Thus, with cooperation do the Clans make war upon their enemies.*

Dragon Mail- Although not truly made from a dragon, this magical armor is enchanted to provide an additional +1/+0, making it a 2/3 piece of armor (it automatically absorbs two LPs of damage). *Imperial heavy infantry in full Dragon Mail is enough to scare even the beastmen of the Ravager.*

Staves and Wands

Witchwood Staff- These staves are reportedly made by the Sidhe out of Witchwood trees that grow only in the Overworld. Apart from the normal damage done by using the staff during combat, the user of the staff has 25 additional dice that he can at anytime for attacking and parrying. Each die used from the original 25 is 'consumed', never to be used again. For example, Logan is attacking an elemental with his Witchwood Staff, which has 19 dice left in it's special pool. Knowing that he is in deep trouble, he makes an all-out-attack, and adds an additional 7 dice from his staff. He will add seven dice to his attack, and afterwards his Witchwood Staff will have only 12 dice left in it's pool. *When the White Guards saw the Sidhe, they snickered. When they noticed it was only a hundred warriors, they laughed. When the walls of the Western Fortress fell, and the Sidhe rode in with their staves held high, they cried.*

Fire Wands- A fairly common device among Fire Mages, these wands usually have a pool of about 70 dice. The user desires can use the wand to shoot streams of magical fire from it's end. The caster simply rolls as many dice as he chooses (from the remaining dice in the wand) and uses the successes rolled to empower the

attributes of Range, Targets, and Damage. The use of this wand is considered to be a 'Quick' attack (like in the spell description, pg. < >). For example, Ten Red Turtles has a fire wand with 30 remaining dice. He is attacked by a small band of Oni, and decides to use 15 dice of his wand. He rolls a net number of 9 successes, and uses 1 success for Range, 3 successes for Targets, and 5 successes for Damage. Afterwards, his wand has only 15 dice remaining. *Eye of Tiger/ Scale of Drake/ Shaft of Wood/ Bone of Snake/ Blessed Fire that all consumes/ Engulf with flames all I view (reputed command words for a Fire Wand).*

Julian Toranson's Staff- A very powerful magic item, this staff is typical of the items that were created during the Golden Years of the Guild of the Silver Star. Carved from a single piece of Ivory, this item is imbued with magics from the Sphere of Life. It's known powers include:

- Allows user to treat any ranks in the Sphere of Life as if they were Master Ranks, as long as the staff is held
 - Adds +5 to users MgR, only against spells of the Sphere of Life
 - User can detect the direction of a single living thing (including a particular person), up to 50 miles away, 3Xs per day
 - The user can invoke a magical barrier that keeps small flies, bugs, and vermin away. The diameter of the sphere is 10 feet, and keeps out all creatures less than 1/2 lb. in weight. This barrier can be invoked once per day, and lasts for 1 hour
 - The staff has 50 dice that can be used for the following functions (the dice are used to provide magical energy for the spell's secondary Attributes). Each function can be used as often as possible, as long as dice are available,
 - *Healing:* Targets, Action
 - *Charm Beast:* Targets, Duration, Action
 - *Winged Messenger:* Duration (in Hours), Range (in 5 miles). This ability causes a raven to appear. It will deliver messages given to it, if it can fly to the location in the given amount of time (and if within range). The message can be as complex as the user wishes it to be, and the raven can find it's target and repeat the message verbatim, as long as the target does not have anti-scringing magic in place.
 - The staff can be recharged by planting it in fertile soil for one day per die.
- Of all the magi from that time-period, only the fate of Julian is unknown. Many say that he became part of his famous staff, others say that it is a key to finding his resting place.*

Rings

(There are no limits to the number of rings that can be worn at the same time, unless specifically stated otherwise; all rings worn will function independently of each other)

During the Third Dynasty, the Magi of the Empire denoted their rank with magical rings of varying power. Raw Manna was plentiful, and so many items, the least amongst them rings, were crafted. Each ring varies in style and workmanship, but some common themes are

presented here...

Lesser Luck Ring- These rings allow the user to re-roll any one blank dice. This can happen only once per roll, or once per dice pool (in combat situations). *It is said that the Mage in Blue had ten of these rings, but his luck still turned on him. 'Luck is fickle' is written below his feet encased in living stone, like the rest of his body.*

Greater Luck Ring- These highly coveted items allow the wearer to re-roll any one die, including skulls. This can happen only once per roll, or once per dice pool (in combat situations). *Jonovan the Lucky blessed the stars at his birth, but all knew luck came from the rings he stole.*

Ring of Spirit- There were many variations of this ring, but most allowed the wearer to see spirits, and to hit them when attacked. These were also known to attract entities of varying amounts of power, but of uniformly evil disposition. *The Wizards learned quickly during the Wars of the Necromancer, and taught their pupils well.*

Ring of Vigor- Rings of Vigor add Lifepoints to the wearers total, as long as the ring is worn. When the ring is removed, these LPs are taken away immediately! The amount given by the ring can be as low as 1 LP to the fabled Crystal Ring of Hassan, which was rumored to impart 100 LPs. Damage done to the wearer is first taken from the ring's amount. *I thought that I fought a Daemon, but when I removed his ring, and his body turned to dust, I knew that it was the power of Magic, not the power of Spirit, that gave him his strength.*

Vampire Ring- These are a variation of the Ring of Vigor. Made and used by evil cults, Vampire rings can drain the LPs of a person, and impart them to the wearer. The user of the ring would have to transfer the LPs of the victim to the ring by the use of Blood Magic (not covered in the Basic Game). The wearer of these rings are to be impaled by Imperial Decree, made early in the Second Dynasty. *It is said that these rings were not made, but were given...*

Skill Ring- This type of ring imparted a Skill to the wearer. The rank of the skill was inherent in the ring, and could not be changed, increased, etc.. If a character already had the same skill imparted by the ring, then only the highest of the two could be used. Some examples of Skill rings include: Imperial Ring of the Fifth Rank (*Beurocracy-5*), The Garnet (*Savoire-Faire-5M*), and Lesser Ring of the Cricket (*Jumping-5*). *Prince Torrin did nothing for himself; it is said that even his ability to speak the Imperial Tongue came from the Rings left by his infamous Uncle.*

Blood Biter- This ring allows the character to shoot lightning bolts from it; there is a drawback, however because the ring does exactly what the name implies- it uses the character's blood (LPs) to empower it's magic. The character can roll two die for every LP of damage that he is willing to sacrifice. A character heals from the damage normally- the LP sacrifice is only temporary. These dice are used to empower the Range, Targets, and Damage category of the ring's Lightning Bolt. *His hand a mass of cracked flesh, Marrat gritted his teeth and let loose a final bolt of lightning. Even though he may die,*

the butchers of his sister would meet him again in Hell.

Other Magical Items

Belt of Strength- Just as the name implies, the Belt of Strength adds 3 to the characters STR attribute, as long as the belt is donned. If this raises the characters STR above 10, then he gets an additional success on all STR based skills for each point above 10. For example, Kroth (with his belt) has a STR of 12. When Kroth attacks with his club, he gets an additional 2 successes. *The first of the Magi made these items, basing them on a story told to them in their youth of a great barbarian God who used his Belt of Strength to wield a mighty weapon.*

Familiars

Some adventurers have animal companions that seem to do thier bidding. They range from clever tools to good friends. Don't only watch the black raven of the mage, but look closely at the yellow dog that seems to always be with the warrior. You assume that thiers is a natural friendship, but those with the Sight can see that it is much more...

A familiar is an animal that has first undergone a spiritbond with a character. Through the spiritbond, the character can sacrifice some of his own attributes and send it as magical energy to invigorate the animal. Essentially, the character places a portion of his essence into the familiar. Because it is a sacrifice, it can not be returned. Such a sacrifice should always be completed after a character is created, or after experience points have been used on an attribute. The physical erasing of the points from the character sheet will reinforce the idea of sacrifice.

A familiar can only be an unintelligent animal, or a creature without a spirit of it's own. Another human or creature with human-like intelligence, or a creature of the Spiritworld can not become a familiar. Once a character who has the Advantage of spiritbond has sacrificed his Minor Wound and created a spiritbond with an animal he can proceed to sacrifice one or more points from his Attributes.

By empowering the familiar with a single point of any Attribute, a character gains unwaivering loyalty from the animal. This does not change the fundamental nature of the animal; a cat will still be self-centered, and will not leap infront of the character to shield him from every sword-stroke, but it will run and get help. And if the situation is really tight, it might just take that fatal blow. But in true cat-like fashion, it just might seek revenge instead.

Another interesting aspect of familiars is that by giving up a portion of thier own Attributes, the character can impart special abilities to thier animal companion. For example, by giving up a point of Spirit, a charcter not just increases the animal's Spririt attribute, but may also give it the ability to see and detect creatures of the Spiritworld. These special abilities are 'bought' by the sacrificed Attribute points. The first point sacrificed by the character gains a one-time bonus of another point of the same type. These points must then be used to purchase the familiars special abilities. Attribute points can be sacrificed at any time, but the character must be in personal contact with the animal for it to transfer.

There is no penalty in game terms for the death of the familiar. The sadness and loss of a valuable friend and companion should be penalty enough. And for the more hardhearted, the loss of personal Attribute points may yet be something to cry over.

Familiar Example

Unwavering Loyalty (Free)
Empathic Link (Free)

See Through Eyes

Meta Form (morph into stronger form)

Intelligence

Tongue of the Master (speak with humans)

Tongue of the Folk (speak with other animals)

Increased health (body) every 1 Body point increases the animal's body by 1 and gives it an additional 6 points to be divided amongst surface/minor wounds

Spirit Attack

Increased Resistance

Increased Armor

Shift to Spiritworld

Shift to Overworld

Regeneration

Assume Familiar's Shape

Return to the Master (Summon Familiar)

Enhanced Attack

Enhanced Sense
Smell
Sight
Hearing
Living Things
Spirits
Free Manna
Magic

Posess Familiar

Anchor (character's image superimposes over familiar; spells can be cast, the charcter can see andtalk to others, etc.)

Mental Link

