

PLAYING THE GAME

FATES WEAVE THE PATTERNS OF THEIR WORLDS AND SPIN THE FINE FABRIC OF HISTORY. WHILE THE PATTERN WEAVES COMMON FOLK AS IT WILLS, HEROES OF LEGEND MAKE THEIR OWN DESTINY, WARPING THE PATTERN TO MATCH IT. THEY ARE A FAVORED TOY OF THE FATES, WHO AMUSE THEMSELVES WITH A HERO'S LIFE-THREAD LIKE KITTENS WITH YARN; CONCEIVING GAMBLER AND GAMBITS, PASSIONATE LOVE, AND BRUTAL DISASTER; ENACTING IMPOSSIBLE ODDS TO AMUSE THE GODS.

THE ARBITER AND STORYTELLERS

Storytellers and Arbiters work together to create a story, or Epic. While Storytellers control the fate of a single legendary hero, Arbiters control the fate of the villains who oppose those heroes, as well as that of common folk, and of the world as a whole. During a session, Storytellers' characters are opposed by the insidious forces brewed in the foul depths of the Arbiter's twisted mind.

Many characters band together as a party to combat those forces of evil, while others adventure without allegiance. Some players, called Foils, who cannot make it to every game session, or prefer to play characters that aren't heroes in a traditional sense. A Foil has no loyalties other than to their own plot-hooks, and may help or hinder either side of a conflict.

STORYTELLER = PLAYER WITH A SINGLE, CENTRAL CHARACTER
ARBITER = PLAYER WITH THE STORY-SETTING, VILLAINS, AND NON-PLAYER CHARACTERS
FOIL = PLAYER WITH A SINGLE, UNALIGNED CHARACTER

AN EPIC

Epics are the substance of our lore. Each Epic is a story, from start to finish.

Epics are made up of Arcs - individual conflicts between heroes and the forces they combat. Each Arc represents an important event in an Epic, such as a fight with an antagonist's favored henchman, the search for an ancient artifact, or the investigation of a long-standing mystery.

A Session is one evening of gameplay. Unlike Arcs, Sessions are defined by gameplay instead of by story. During an Arc, and indeed during a Session, there will be many smaller events, called Scenes, that form the backbone of the gaming experience. Every Scene is a single beat that blends into the next to give rhythm to the story being told.

A single Session may include multiple Arcs, or, multiple Sessions might span a single Arc. Often, a story calls for multiple Arcs to overlap as parties encounter various obstacles simultaneously. While each Scene and Session leads seamlessly into the next, every Arc is its own unique entity, with its own conflicts and resolutions. Like moving from one bar of music to the next, moving from Arc to Arc is a chance to alter tempo, spin a different melody, or reinforce a theme.

ROLLING DICE

Players in this game take control of chance and luck. Through their trusty dice, a player's luck becomes a hero's luck. Whenever a character does something that requires even a small blessing of fortune, the Arbiter will declare the sort of Check, or dice roll, that the Storyteller must make. This declaration is always in the verbal format, "roll a 'blah' check." For example, if a character leaps from one galloping horse to another, the Arbiter will say "make an Athletics check."

When talking about rolling dice, a common convention is to call the number of dice to be rolled, followed by the number of sides on that dice. The letter 'd' separates those numbers. E.g. four dice, each with six sides, are collectively called 4d6. (Out loud: four 'd' six.)

DICE ROLLS = (NUMBER) D (NUMBER)

ROLLS AND THEIR USES

There are three major sorts of rolls in this game: Combat, Checks, and Effect.

EFFECTS

Effect rolls are the variable effects of damage, magic, environmental changes, and any other miscellaneous bit of chance. These can be d6, d8, d10, or d12 rolls, and often require multiple dice in a single roll.

CHECKS

When a character does something, anything at all, they make a Check. The sort of check they make is determined by the situation that has called for it.

If a character has trained for and practiced doing something, they make a Skill Check. This represents their ability to do what they've already done before. It requires some innovation if they're really stretching their abilities, but for the most part a Skill Check is something the character approaches with a plan.

Skill rolls are made with a d20. The result is the die roll, plus the character's skill bonus, minus any circumstance modifiers. If the result exceeds the skill's DC, or Difficulty, the check is successful. If the result is up to 10 less than the DC, the character suffers a Failure. If the result is less than 10 below the DC, they suffer a Critical Failure.

If the character is consciously attempting to do something that stretches their physical or mental capacities, independantly of their prior practice, they make an Ability Check. This is done exactly as a skill check, but the character adds only the relevant Ability Modifier to the d20 roll result.

For example, if a character needs to continue cutting wood, stake after stake, tree after tree, no amount of knowledge will make them better at it. No skill is involved. But a character with an iron constitution will be far more successful than a melencholy sloth, so cutting wood requires a Constitution Check, not a Skill Check.

Saving Checks, are called for when the character isn't the primary actor at all, but are being acted upon.

When characters attempt to resist or evade situational ailments such as poisons, traps, or mind affecting spells, they do so by making a Saving Check. Each character has three Saves: Fortitude, Reflex, and Will. A character diving out of the way of an unexpectedly falling tree branch is making a Reflex Save. A character recovering from a cold is making a Fortitude Save. And a character resisting seduction is making a Will Save.

Fortitude determines a character's capacity to combat internal ailments, and resist exhaustion.

Reflex represents a character's ability to evade external hazards and react quickly to events.

Will represents a character's resistance to mental attacks or temptations, and to maintain presence of mind.

Sometimes a situation involves multiple circumstances, some within a character's control, and some outside it. For example, running a long distance is a decision a characters makes, but that doesn't mean they can control the heat of the day. In these cases, two rolls should be made. In this example, a Constitution Check determines whether or not the character can continue to run, while a Fortitude Save determines whether they suffer damage from heat exhaustion. If they succeed in both, they will jog all day and take no damage.

Continually successful Constitution Checks but failed Fortitude Saves would allow the character to continue running until eventually they fall unconscious from the damage done by the dire heat. Similarly, failed Constitution Checks with successful Fort-Saves would see a perfectly healthy character give in to discomfort and slow to a walk.

Skill Checks convey success to a practiced action.

Ability Checks determine innate ability to perform simple actions.

Saving Checks mitigate actions performed on or against a character.

FATE AND DESTINY

Players bear the responsibility of bringing such glory to their hero that songs of their deeds are sung for millenia; and their visage is immortalized in the stars. To that end, players may tug at the strings of fate directly.

Once per Session, a Foil or Storyteller may place any of their dice on the table in whatever configuration they choose, and declare the showing faces to be their hero's Destiny.

DESTINY = PLAYER'S CHOICE OF CHECK RESULT

In addition to controlling their own hero's Destiny, a player may manipulate the die roll of any character in a scene. This is a Fate roll. A player may add or subtract a Fate Roll to/from any Check. A player may only manipulate the fate of someone who's story is intimately connected to their own, gaining fate rolls only in scenes in which their character is present. (The character need not be aware of what is happening - only near enough that their presence might influence events.) Players receive one Fate roll every Scene. It must be spent that Scene, or be lost.

FATE - A NUMBER ADDED TO OR SUBTRACTED FROM A CHECK

While characters receive many abilities that augment their formidable powers, Fate and Destiny are not among them. These are a player's boons. They should be used to enhance a story even above the wellbeing of that player's character. If a mundane Check fails so horribly that it threatens to end the Epic, a Foil might see Destiny work against their favor, in the interest of bringing about a more entertaining conclusion for everyone. Similarly, if a Storyteller finds that their character has dispatched a villain too completely, they may push Fate to enhance the antagonist's ability to hold on to life, allowing their legend the chance to pull the poor soul from the disparing recesses of evil, and into the light.

ABILITY SCORES

A character's ability scores modify every action they take. They represent a character's natural characteristics. Every character possesses six ability scores: Constitution (Con,) Dexterity (Dex,) Analysis (Anl,) and Intuition (Int.)

Constitution measures a character's health, stamina, and capacity to generate physical power. Constitution is a character's maximum capacity for creating force. It is applied to hit points, fortitude saves, damage rolls in combat, the amount one can carry, and exhausting physical skills.

Dexterity represents a character's agility, hand-eye coordination, and reflexes. While constitution generates force, dexterity puts that force to use. Dexterity is applied to critical range, armor class, reflex saving throws, and agility based skills.

Analysis measures a character's ability to assimilate information in a way that is useful to them, recall memories, and extract what is meaningful from a situation. Analysis determines skill points and feats gained at first level, affects the outcome of intellectual skills, and will saving throws.

Intuition represents a character's ability to apply knowledge and experience to a situation, notice and consider details, and maintain awareness and concentration. Adaptation determines how difficult it is to resist a character's spells, their initiative, the outcome of perception and experience based skills, and defense.

SKILLS, FEATS, AND SPELLS

As characters go about their legendary tasks, they call upon their prior training to perform well. This training, and hence the outcome of their performance, is represented by Skills, Feats, and Spells.

Skills are open-ended maneuvers. They allow a player to express creativity in their role-play by using a skilled character to leverage advantage from the environment, people, and equipment.

Feats are enhancements to a character. Bonuses, special abilities, and additional maneuvers can be gained through Feats.

Spells are woven out of basic components that, like skills, are open ended. A character must decide how large, how powerful, and what shape a spell takes, as well as its final effect on the world. They may be channeled in-the-moment, or woven into an item by an alchemist. Both casters use the same spell components, and render the same effects.

The difference between each of these parts of a character are found in their use.

Skills and Spells are most similar. Some spell attributes, like heal, even require skill use to function! However, while skills can be used indefinitely, spells require fuel. Every character has a finite amount of this fuel, and must construct their spells efficiently if they are to make good use of it. Feats, on the other hand, aren't open ended at all. They give a specific and precise bonus, an explicitly defined special ability.

Skills, Feats, and Magic are described in detail in their own chapters later in this book.

LANGUAGES

At the start of the game, each character knows a number of languages equal to their Analysis Modifier. Every character of every culture in a setting speaks their own native language, and this language does not count against bonus languages gained through a high Analysis score.

PLANAR	REGIONAL	RACIAL	DIALECT
Abyssal	Aborigine	Orcish	Unterdorv (Dwarven)
Aquan	Latin	Dwarven	Cajun (English)
Celestial	Aramaic	Elven	Ignan (Infernal)
Terrain	Akkadian	Endo-European	Osakan (Japanese)
Mechanus	Mandarin	Binary x86	Goblin (Orcish)

TERRAIN

Terrain types describe the environment in which an adventure happens. Terrain affects a party's ability to move about, and confers the tactical advantages listed in the table below.

Max Speed is the quickest movement a character may attempt without rolling a Parkour check to avoid falling prone, and the maximum overland traveling speed the party is able to attain.

The Parkour column gives the Base DC necessary to move more quickly than the maximum tactical speed listed in the previous column.

Concealment is the type of concealment granted to a character who is crawling, or has taken a Standard action to hide.

Cover is the sort of cover granted to a character who has taken a 5-ft. step behind an obstacle.

	DESCRIPTION	MAX SPEED	PARKOUR	CONCEALMENT	COVER
Paved	Sidewalks, roads, red carpets	Sprint/Full	DC(0)	None	None
Field	Grass, gravel, boardwalks	Sprint/Full	DC(0)	None	None
Wild Field	High grass, small stones, roots, and other annoyances	Run/Half	DC(10)	Partial	None
Newgrowth	Thick, barely navigable brush	Hustle/Quarter	DC(15)	Full	Partial
Oldgrowth	Uneven but clear natural carpet with large trees	Sprint/Half	DC(0)	Partial	Full
Marshland	Spongey, wet, sloppy, impossibly inconvenient terrain	Walk/Quarter	DC(20)	Full	Partial
Foothills	Very uneven, with plenty of trees boulders for cover	Sprint/Half	DC(0)	Partial	Half
Steep Slope	Loose gravel hampers movement, and boulders give cover	Crawl/Quarter	DC(25)	Partial	Full
Snow	As difficult as a marsh, but unyieldingly cold	Walk/Quarter	DC(20)	Partial	None

WEATHER

This table shows a modifier to a character's Exhaustion checks while exerting themselves. (See Exhaustion, below.)

	CLEAR	INCLIMENT	DESTRUCTIVE	EARTHSHATTERING
Glacial	5	7	10	20
Arctic	4	6	9	18
Tundra	3	5	8	16
Harsh	2	4	7	14
Brisk	1	3	6	12
Temperate	0	2	5	10
Warm	1	1	6	12
Savanna	2	0	7	14
Arid	3	1	8	16
Blistering	4	2	9	18
Infernal	5	3	10	20

CARRY CAPACITY AND ENCUMBERANCE

Characters gain strength, and with it the ability to carry a load, as their Constitution Score increases.

The following table lists the maximum load a character with a given Con Score is able to lift.

Throw weight is the maximum weight of an object that the character can hurl 10 ft.

A Light load is the amount the character can carry while running or fighting.

A Medium load is the maximum amount a character can carry over a long distance.

A Heavy load is the maximum amount that a character can lift off the ground and carry.

Drag weight is the amount that a character is able to move. They cannot actually lift this amount.

Dragging and carrying a Heavy load is Exhausting (See Exhaustion, below.)

CON SCORE	THROW	LIGHT	MEDIUM	HEAVY	DRAG
1	---	---	---	---	---
2	---	0.2		---	3
3	---	0.4	2	3	8
4	---	0.6	5	8	26
5	---	0.8	11	15	50
6	2	1	18	25	80
7	9	3	27	38	116
8	18	7	38	53	158
9	27	11	50	70	206
10	38	17	65	90	260
11	49	23	81	113	320
12	62	31	99	138	386
13	76	40	119	165	458
14	90	50	140	195	536
15	106	61	164	228	620
16	123	73	189	263	710
17	141	86	216	300	806
18	160	100	245	340	908
19	180	116	275	383	1,016
20	200	132	308	428	1,130

EXHAUSTION

Each round that a character sustains an Exhausting task, or every hour they remain in exhausting weather, requires a Constitution check.

The Base DC for this check is 10 + the current weather modifier.

The DC increases by 1 every round that the Exhausting task is sustained, or by the weather modifier every hour that the character remains in dangerous weather.

Failure while performing an exhausting task causes 1 point of Subdual damage per point by which the DC was missed, and the DC counter resets when the character rests for at least fifteen minutes.

Failure while caught in damaging weather causes 1 point of Mortal damage per point by which the DC was missed, and the DC counter resets when the character rests for an hour in a warm, dry environment.

$$\text{EXHAUSTING} = \text{CON DC: } (10 + \text{NUMBER OF PREVIOUS ROUNDS})$$

CONFLICT AND COMBAT

WHEN TWO WILLS COLLIDE, THE GAME MOVES FROM NARRATIVE TO SIMULATION. ANY SORT OF CONFLICT, VERBAL OR VIOLENT, CREATES THE SAME SET OF PROBLEMS. WHO'S QUICKEST ON THEIR FEET? WHO HAS THE ELEMENT OF SUPRISE? EXACTLY HOW MUCH WOOL IS PULLED OVER THAT GUARD'S EYES? THE RULES OF CONFLICT AND COMBAT ARBITRATE THESE SITUATIONS.

THE ORDER OF THINGS

Every conflict begins with an Initiative roll.
Every character's Initiative bonus is their Intuition modifier plus their Core Class Bonus.

INITIATIVE = (1D20 + INITIATIVE BONUS)

Once Initiative is rolled, play begins.
Every Round of play represents about 6 seconds of conflict.
Each Round, characters take turns acting, from the highest in the initiative order first, to the lowest last.
During their turn, characters may make one Free Action, and either two Standard Actions or one Full Action.
When every character has had a turn, the next round begins, and the cycle continues.
Every round represents about six seconds of conflict.

1 ROUND = 6 SECONDS

FREE ACTION = AN ACTION THAT TAKES LITTLE OR NO TIME

STANDARD ACTION = AN ACTION THAT REQUIRES ABOUT 3 SECONDS

FULL ACTION = AN ACTION THAT CONSUMES AN ENTIRE ROUND

Characters roll Initiative as soon as they become aware of the conflict at hand.
Until a character's first Initiative count, (that is, their first action, after they've rolled Initiative,) they are Flat-Footed.

HIT POINTS AND DAMAGE

Conflict is resolved by forcing an opponent to concede, by diplomacy, force or some combination thereof.

Every character has Hit Points, or HP. This represents how tough, willful, and lucky they are.

When characters take damage, its subtracted from their HP.

At first level, a character's HP is their Constitution Score plus their Class HP bonus.

Every level, a character's HP increases by the sum of their Class bonus and Con Modifier.

HIT POINTS = (CON SCORE + CON MODIFIER*(CHARACTER LEVEL-1) + CLASS BONUS*CLASS LEVEL)

When a character's HP falls below 0, they are dazed and can only take move actions.

When a character's HP falls below (0 - Constitution Modifier) they are unconscious.

When a character's HP falls below (0 - Constitution Score), they are dead.

Corpinchak is smaller than his brother. He has 16 Constitution. Clagnerap has 20. One day they loot a trapped box. It blasts them to -4 HP. Corpinchak's Con Mod is 3, so he's knocked out cold. Clagnerap's Con Mod is 5, so he remains conscious, albeit dazed, giving him the opportunity he needs to hobble away with the goods.

SORTS OF DAMAGE

Mortal damage represents physical trauma, and results in character death, dismemberment, and other such discomforts.

Subdual damage functions in every way like Mortal damage, except that no matter how much is accrued, it will not cause a character to die.
(A pair of boxing gloves, a sap, or rubber bullets deal subdual damage.)

Social damage functions like physical damage, except that it dazes, but cannot cause a loss of consciousness.
(Social damage allows a character to non-violently convince their opponent to concede.)

Track Mortal, Subdual, and Social damage seperatly to determine what happens when a character reaches 0 HP.

First, subtract Mortal damage from the character's HP. If they reach 0 or below, they are dazed, unconscious, or dead.
Second, subtract Subdual damage from the remaining HP. If the character falls below 0, they are dazed or unconscious.
Finally, subtract Social damage from the remaining HP. If the character is below 0, they are dazed.

For example, a character with 20 HP who has taken 10 Mortal, 5 Subdual, and 5 Social damage will be dazed.

If that same character has taken 10 Mortal and 15 Subdual, they will be unconscious.

If a character with 20 HP who has taken 15 Mortal damage and 10 Social damage is still being assaulted, they will die only if their total Mortal damage causes them to do so. Social damage is not relevant to physical health.

The three sorts of damage recover at different rates.

Social damage recovers completely when a character has ten minutes to clear their head.

Subdual damage recovers at a rate equal to the character's Constitution Modifier every hour.

Mortal damage recovers at a rate equal to the character's Constitution Modifier with every complete night of rest.

ABILITY DAMAGE

Occasionally, a character's Ability Scores are damaged. This sort of damage represents a reduction in their general capabilities, as opposed to physical trauma. A drunk character, for example, might take damage to their dexterity, and twice that damage to their Analysis and Intuition.

If a character's Constitution Score reaches 0, their heart ceases to beat.

If a character's Dexterity Score reaches 0, they are unable to breathe.

If a character's Analysis Score reaches 0, they are insane and irrational.

If a character's Intuition Score reaches 0, they are a mindless zombie.

Ability damage always heals at a rate of 1 point per ability per day.

ATTACKS

Any attempt to cause damage in combat, whether by a spell or sword, requires an Attack Roll.

Attack Rolls cost one Standard Action.

A d100 roll determines the effectiveness of an Attack.

The higher the d100 roll, the greater the chances of scoring a critical hit.

The lower the roll, the greater the chances that the blow will not connect at all.

Successful hits deal Damage, the sum of the character's weapon damage, any magical bonuses, and their Con Mod.

Armor deflects damage. Every piece of armor, and its Damage Reduction, is described in Chapter XXX - Economics and Gear.

$$\begin{aligned} \text{MISS} &= \text{NO DAMAGE} \\ \text{HIT} &= (\text{DAMAGE} - \text{DAMAGE REDUCTION}) \\ \text{CRITICAL HITS} &= ((\text{DAMAGE} \times 2) - \text{DAMAGE REDUCTION}) \\ \text{DAMAGE} &= (\text{WEAPON DAMAGE ROLL} + \text{CONSTITUTION MODIFIER} + \text{BONUSES}) \end{aligned}$$

Attack Rolls are compared to Defense to determine their results.

Attack Roll results greater than the target's Defense are Hits, and deal damage according to the weapon used.

Attack Roll results within an attacker's critical zone are Critical Hits, and deal double damage.

Attack Roll results less than or equal to the target's Defense Miss.

(If an attack roll is less than its target defense, but also within a critical threshold is a normal, non-critical hit.)

Grendle has a Defense score of 60. and Beowulf has a Critical bonus of 60. (His Crit-Zone is 40-100.)

If Beowulf rolls 39 or below, his attack misses.

If he rolls between 40 and 60, (inside the Crit-zone, but below Grendle's Defense,) he hits.

A roll of 61 or above is a Critical Hit.

No modifiers are ever applied to an attack roll. The face the die shows when rolled is the attack result.

Situational modifiers are applied to Defense or Crit-zones, ensuring that bonuses to both characters interact in ways that players can easily see. A 1% bonus to Crit causes characters to deal 1% more damage over the long term, regardless of their target's Defense. Meanwhile, a 1% bonus to Defense ultimately deflects 1% of incoming damage.

Every weapon or spell causes a variable amount of damage. This is listed in the weapon or spell's description.

CRITICAL HITS

$$\text{CRIT-ZONE} = 100 - (\text{CLASS BONUS} + \text{DEX SCORE} + \text{WEAPON} + \text{MAGIC} + \text{CIRCUMSTANCE})$$

- Class Attack Bonus - The bonus gained by a character's experience over time.
- Dexterity Score - The character's ability to strike accurately, precisely, and often.
- Weapon Bonuses - The effects of wielding a skillfully crafted weapon.
- Magical bonuses - Weaves that have been applied to the weapon wielded.
- Circumstance Modifiers - Weather, status effects, etc.

DEFENSE

Defense represents how difficult a character is to hit.

Defense is the sum of the following scores:

- Dexterity Score - The ability to evade damage through speed and agility.
- Intuition score - Situational awareness.
- Equipment Bonus - The use of bucklers, parrying daggers, etc.
- Magic bonus - Protection granted from magical items.
- Dodge bonus - Combat skill gained through experience.

Some special circumstances improve or reduce a character's Defense. Sometimes an attack needs only touch a character. They gain only their Touch Defense. Other times, the character is unaware of an incoming attack. They are Flat-Footed.

$$\begin{aligned}\text{TOUCH DEFENSE} &= (\text{DEXTERITY SCORE} + \text{DODGE BONUS} + \text{MAGIC BONUS}) \\ \text{FLAT-FOOTED DEFENSE} &= (\text{INTUITION SCORE} + \text{EQUIPMENT BONUS} + \text{MAGIC BONUS})\end{aligned}$$

A character's stance also affects their Defense.

Crouching behind cover takes a Standard Action, and increases the cover by one increment. Partial becomes Half, and Half becomes Full. Laying prone or supine (on one's belly or back) negates Critical Hits from attacks made from more than 10 feet away. (Unless the attack is from above.)

DAMAGE REDUCTION

Damage Reduction is applied to the damage dealt to a character when they're successfully hit.

A DR of 3 would turn 10 damage into 7 damage, DR5 would turn that 10 into 5, and so on.

If Damage Reduction is greater than the damage dealt, the damage is reduced to 0.

Some weapons are Armor Defeating, or Shield Defeating. These weapons bypass the DR granted by armor or shields.

COVER AND CONCEALMENT

Cover is a hard object that blocks attacks. Concealment is made up of soft objects that obscure a character's view of their target.

- Partial Cover, such as a waist high boulder, doubles a character's Dexterity Score bonus to Defense.
- Half Cover, such as a chest-high wall, doubles a character's Dexterity and Intuition Score bonuses to Defense.
- Full Cover, such as a wall, blocks all attacks and provides Total Concealment.

- Partial Concealment, such as brush and shadows, doubles a character's Intuition bonus to Defense.
- Total Concealment prevents those who are concealed from being targeted for direct attack.

Damage Reduction, or DR, reduces any Mortal and Subdual damage dealt to the character, before its subtracted from their HP. Characters gain DR through training, armor, and magical enhancements.

$$\text{DAMAGE REDUCTION} = (\text{CLASS BONUS} + \text{ARMOR DR} + \text{MAGIC})$$

RANGED COMBAT

Various maneuvers are available to characters using ranged weapons.
They are able to support their allies through methods of crowd control, and by increasing their allies' Defense bonuses.

A character who is free from the stress of an opponent swinging a heavy chunk of deadly steel in their face is able to make a greater number of attacks per round than they would be able to make in melee. They are limited by the recoil of their weapon.

Burst fire - The character may attack up to 5 times, or until their Recoil count grows larger than their Con Score.
Recoil - A small number listed in every ammo type's description. Recoil represents the force needed to propel a projectile.

Covering Fire - Increase an ally's Defense by 1/4 of an attack roll.
Suppressive fire - Reduce the Initiative of all enemies in a narrow cone by 1/5 of an attack roll.
Aimed shot - As a Full Action, the character attacks with twice their normal Crit-Zone.

Projectiles have a Range Increment that represents their ability to fly accurately.
Every Increment that a missile flies reduces an attack roll by 10.
Projectiles may travel a maximum of 10 Range Increments.

SOCIAL COMBAT

Verbal interplay is as important to swashbuckling as a good saber and ropes to swing from!
Fights that include a social aspect typically do not end in the death of the combatants, because the characters may force concession without doing too much harm.

Both parties must be willing to engage in Social combat if either side is to use Diplomacy.
Both parties must speak the same language if either side is to use Bluff.

Social attacks come in three forms:
Diplomacy - Appealing to one's opponent to cease combat.
The target gains a +8 or +4 bonus if they are confident and/or have good discipline.
The target suffers a -8 or -4 penalty to their Saving through if they are demoralized and/or do not want to fight.

Intimidation - The character afflicts their target with the Fear effect.
Bluffing - Upon receiving greivous insults, the target becomes Enraged until the character is vanquished.

The attacker rolls a Skill Check of the relevant skill, and adds the following bonuses:
Diplomacy - +4 if unarmed.
Intimidate - Add all the damage the attacker dealt the previous round, (including Social damage.)
Bluff - +8 if the character takes no other actions that round.

Whenever a character attacks socially, their target may make a Will Save to resist the Social Damage.
If the social Skill Check result exceeds the target's Will Save, the attacker deals Social Damage and Status Effects.

SOCIAL DAMAGE = (SKILL CHECK RESULT - WILL SAVE RESULT)

MOVEMENT

A creature's Speed is the distance it can move in a Standard Action, and still maintain all its tactical advantages.

The default Speed for a medium sized character with two legs is 30 ft.

They may move faster or slower than that to trade speed for balance, silence, or other advantages.

Some types of terrain grant either Partial or Full Concealment to characters who are crawling. (See Terrain in Chapter 1 - Playing the Game.)

The various sorts of movement are listed below.

MANEUVER	DISTANCE MOVED	ACTION TYPE	SPECIAL
SPRINT	5x (150 ft.)	Full Action	Flat-Footed, straight-line only
RUN	3x (90 ft.)	Standard Action	Flat-Footed
HUSTLE	2x (60 ft.)	Full Action	
WALK	1x (30 ft.)	Standard Action	
HIGH-CRAWL	2/3 (20 ft.)	Standard Action	Concealment
LOW-CRAWL	1/3 (10 ft.)	Standard Action	Prone, Concealment
5-FT. STEP	1/6 (5 ft.)	Free Action	

STATUS EFFECTS

Sometimes characters fall under the influence of various harmful effects. This section defines the effect of mind-altering substances, inhibiting bonds, environmental concerns, and other adverse conditions.

These are meant as general guidelines. The Arbiter gets the final say in how a character is affected by a given situation.

Bindings (feet) - The character may only hop the distance, in feet, of a Balance Check each round.

Bindings (hands) - The character may only manipulate simple items, in simple ways.

Bleeding - The character loses 1 Con every other round until bleeding is controlled.

Blindness - Everything silent has Total Concealment from the character.

Dazed - Only movement actions may be made.

Deaf - The character is unable to make Listen Checks.

Enraged - The target of the Rage must be attacked until it is destroyed or unconscious.

Fatigued - Muscles give out, and every action is followed by an equal amount of rest.

Feared - The object of terror may not be approached or attacked.

Nausea - Every 1d4 rounds the subject of nausea collapses in fits of vomiting.

Paralysis - The character is helpless and unable to move, but may breathe, see, and hear.

Sleep - The character is helpless and immobile, but able to hear.

Stimulated/High - The character is gains a +4 to Reflex and Initiative, and takes a -8 penalty to Will.

Drunk - The character is immune to Intimidation, and takes a -8 penalty to Will.

Tired - Emotional and intellectual drain half the character's Mana Regen.

FLANKING

When multiple characters threaten an opponent simultaneously, they are flanking them, and gain a +10 bonus to their Crit-zones.

Melee fighters threaten all opponents within striking distance.

Ranged combatants threaten all opponents in their cone of effect when using the Covering Fire or Suppressive Fire maneuvers.

Characters that are hidden cannot contribute to flanking maneuvers, though they do gain the +10 bonus by attacking a flanked opponent.

For example, an archer hidden in the brush has an easier time picking off opponents that are spread thin between two of the archer's allies, than they would trying to hit an opponent closely engaged with a single ally.

GRAPPLING

When two combatants come even closer than melee, they begin to grapple.

A Grapple is the closest that two fighters are able to close to one another, and during a grapple they occupy the same 5-ft. space.

While in melee, a character's goal is to cause more harm to an opponent than their opponent is able to inflict upon them. In a grapple, however, the goal is to dominate and control that opponent completely. To this end, a grapple progresses from neutral, when both characters have good footing; to dominant, where one character has a distinct advantage; to a pin, when the dominant character has immobilized their opponent.

While a grapple is neutral, both grapplers may make any free action, such as drawing a weapon, and use small items.

When in a dominant position, a character may use medium items, while their opponent is restricted to tiny ones.

A pinned opponent is immobilized, unable to use any item. The character doing the pinning may use any item, assuming they can use it with one hand.

	AVAILABLE MANEUVERS	USABLE ITEMS
PINNING	Standard Actions	Anything one-handed
DOMINANT	Free Actions	Medium or smaller
NEUTRAL	Free Actions	Small or smaller
DOMINATED	---	Tiny or smaller
PINNED	---	---

SPLASH DAMAGE

Some weapons, like grenades or mortars, hit an entire area instead of just the character they're aimed at.

These sorts of weapons have a primary and secondary blast radius.

Anyone caught within the blast radius must make a reflex save to mitigate damage.

Characters inside the primary blast radius with at least half cover take half damage on a successful reflex save.

Characters in the secondary radius with at least partial cover take no damage on a successful reflex save.

Total cover mitigates this damage entirely, regardless of the distance from the blast.

CROWDS AND MOBS

A crowd is a large gathering of creatures around a defined center. This may be a market, a street, a political speaker, a band, or any other point of interest. Crowds tend to be dense and peaceful. They grant everyone inside Partial cover. Moving through a crowd can be difficult, and the terrain is one category more difficult when a crowd is present. (Close terrain becomes tight, etc.) See Terrain in Chapter 1 - Playing the Game.

Sometimes, a crowd gets it into its collective head that something must be done. This single-minded goal transforms the crowd into a Mob.

Mobs move around and act just like a character. They behave with one mind, and have one initiative roll. The Mob may be in contact with and act upon multiple characters at the same time, assuming it has enough hands, weapons, etc. For example, a Mob may grapple every character in a party simultaneously with no penalties. Mobs always travel at the normal walking speed of its constituents. Mobs gain bonuses to attack rolls and saving throws equal to the average creature within - usually an adult commoner. (See Characters Below Level One in Chapter 3 - Classes.)

A FEW NOTES:

BONUSES OF THE SAME TYPE DON'T STACK.

If a character has two magic rings to increase Defense, they gain the better of the two, not both.

COMMON SENSE IS THE SUPREME RULE.

If something falls in a gray area of the rules, common sense dictates what should happen.

If common sense doesn't apply, as commonly happens when the Players do not agree,
THE ARBITER HAS THE FINAL SAY.

CLASSES

EVERY CHARACTER POSSESSES UNIQUE PERSONALITY TRAITS THAT DEFINE HOW THEY GO ABOUT ADVENTURING. THEIR CLASS REPRESENTS THESE TRAITS, AND GRANTS A UNIQUE PLAY-STYLE THAT REFLECTS THEM.

CLASSES

Over time, Characters become more powerful by gaining more abilities, or improving the abilities they already have. They gain these improvements in Levels, which are analogous to a grade in school, or a rank in a military structure. A Level represents one increment of experience a character possesses.

Throughout this book, the sum of the levels a character has in their relevant class are called their Class Level. Meanwhile, the sum of all their levels from all Classes is called their Character Level.

CHARACTER CREATION

AT FIRST LEVEL, A CHARACTER GAINS THE FOLLOWING:

HP: Con Score + Class Bonus
 MANA: Con Score + Anl Score
 FEATS: 2 + Class Bonus
 SKILL POINTS: Anl Mod + Class Bonus

CORE CLASSES

At first level, a character gains a class. This is their core class. This defines their primary Saving Checks, Initiative bonus, and Core Ability. The Core Ability of each Class is listed in its description.

MULTICLASSING

Characters may gain levels from classes other than their Core Class.

When a level is taken in another Class, the character gains the Critical bonus, Vitality bonus, Skill Points, Mana Points, and special abilities from that Class. Their Fort, Reflex, Will, and Initiative bonuses, however, still increase based on the table listed under their Core Class and they gain only their Core Class's Core Ability.

CHARACTERS BELOW LEVEL ONE

Some games feature children or commoners as characters. They have no Class, but still possess the same traits as anyone else.

The following table shows the progression of average Ability Scores and other traits through a character's life.

All commoners, characters who aren't epic or legendary in any particular way, progress through this table.

Commoners have no core ability, but may gain one with their first class level, should they become an adventurer.

The Ability Scores listed in this table are average scores, and should not be considered a rule; merely a guideline.

The age categories given are based on capabilities, time. A 30 year old with no legs and a heart problem is 'Geriatric.'

AGE	CRIT	FORT	REFLEX	WILL	INIT	ABILITY SCORES
INFANT	+0	+0	+0	+0	+0	Ability Scores are: Con: 2, Dex: 1, Anl: 1, Int: 2
TODDLER	+0	+0	+0	+1	+0	Ability Scores are: Con: 4, Dex: 3, Anl: 2, Int: 6
CHILD	+0	+0	+0	+1	+0	Ability Scores are: Con: 6, Dex: 5, Anl: 4, Int: 8
PUBESCENT	+1	+1	+1	+2	+1	Ability Scores are: Con: 8, Dex: 7, Anl: 6, Int: 10
ADOLESCENT	+1	+1	+1	+2	+1	Ability Scores are: Con: 10, Dex: 9, Anl: 8, Int: 10
ADULT	+2	+2	+2	+3	+2	Ability Scores are: Con: 12, Dex: 10, Anl: 10, Int: 10
MIDDLE-AGED	+2	+2	+2	+3	+2	Ability Scores are: Con: 10, Dex: 10, Anl: 12, Int: 10
ELDER	+1	+1	+1	+4	+1	Ability Scores are: Con: 8, Dex: 8, Anl: 14, Int: 10
GERITRIC	+0	+0	+0	+4	+0	Ability Scores are: Con: 4, Dex: 6, Anl: 12, Int: 10

ALCHEMIST

THE PARAGON OF DESIGN, ENGINEERING, AND CREATION, IS THE SCIENCE AND ART CALLED ALCHEMY. AN ALCHEMIST SHARPENS BLADES, HARDENS ARMOR, AND HEALS ANY WOUND. ALCHEMISTS ARE THOUGHTFUL AND DILIGENT. AN ALCHEMIST'S STRENGTH LIES IN CAREFUL PREPARATION.

ADVENTURES

Alchemists adventure to expand their horizons. They are creative and intelligent, and seek to hone their formidable mental powers on the puzzles that adventuring presents. Alchemists also adventure to collect new materials and components that may allow them to invent more powerful potions and oils.

CHARACTERISTICS

Alchemists gain access to item creation and enchantment abilities unavailable to other classes. They are able to heal wounds and enhance party members' abilities. Their determined training affords them many skill points per level.

BACKGROUND

Tinkers, painters, mechanics, and herbalists all commonly study alchemy. Alchemy has possible application spanning virtually every vocation, and it is common for people to study alchemy as a way to enhance entirely mundane activities such as swordplay or sculpting. Those who study alchemy for alchemy's sake are creative and abstract thinkers. Alchemists are always artisans in some form or another.

ROLE

Alchemists make the teams they adventure with more powerful. They apply potions and elixirs to their teammate's equipment to raise their effectiveness. They create magical bandages to heal wounds. Some Alchemists go as far as creating potions and wards to replace entire limbs, grow new muscles, or harden bones.

CLASS FEATURES

VITALITY BONUS PER LEVEL: 3 + CON MOD
(3 + CON SCORE AT FIRST LEVEL)

SKILL POINTS PER LEVEL: 3

MANA POINTS PER LEVEL: 2
(2 + CON SCORE + ANL SCORE AT FIRST LEVEL)

ALCHEMY

Alchemists maintain magical effects on objects or creatures. They draw from their pool of Mana Points, or MP, to produce these effects. For a complete list of spell effects, see Chapter 5 – Channeling.

When an alchemist applies an alchemical effect to an object or creature, they subtract a number of points from their mana pool. The points used to create an effect begin to regenerate after the effect has been expended or dispelled.

An alchemist may create any effect for an item that a channeler might weave for themselves. As with channeling, an untrained alchemist may expend up to 2 MP in any given spell attribute. They may spend any bonus feats on Elemental Affinity feats to increase that limit. See Chapter 4 – Feats.

Weaving magic into an item requires one minute per mana point invested in the effect.

HANDS OF AN EXPERT

For a cost 1/4 of a Craft DC in Mana Points, an alchemist may make craft checks more quickly than normal characters. Regardless of the complexity or scale of the project, the craft check requires only a number of minutes equal to the mana invested. (A craft DC of 20 would take 5 minutes and 5 MP.) This is the alchemist's Core Ability.

SKILLED

At first level, and every level up to 5th, the alchemist gains a Skill Mastery feat.

SPECIAL ABILITY

At 4th level, and every four levels thereafter, the Alchemist gains the benefits of one of the following special abilities:

QUICKEN USE: The Alchemist may apply any potion, oil, or poison to an object in their possession as a move action.

ENGINEERING: The Alchemist gains the ability to lower the Save-DC of any alchemical effect with a saving throw, and add that amount to one numeric effect it causes.

IMPROVED IMPROVISATION: Once per game session, as a standard action, the Alchemist may improvise any item they need. Even if stripped naked in a holding cell, they're still able to fashion a lock pick out of the dust around them.

TRANSMUTE: Once per scene, as a full round action, the Alchemist may transmute (their class level squared in cubic feet, of) any material into any other material.

TRANSFORM: Once per scene, as a full round action, the alchemist may alter the shape of any object less than their class level squared in cubic feet. The new shape may not increase the total mass of the object, even though it may expand its volume. (A solid ball may become a bubble, for example.)

TRANSLATE: Once per scene, as a full round action, the alchemist may move any object (that is no larger than their class level squared in cubic feet) in any direction through space or time. The alchemist may move the object no farther than their Intuition bonus in miles or minutes. This may be done in any combination. (Translating an object along time will accelerate or revert effects on that object, without moving the object itself. So a character's wounds may be

reversed, or a loaf of bread will bake instantly, but that character may not visit another moment in time, and the bread does not disappear.)

LVL.	CRIT	FORT	REFLEX	WILL	INIT	SPECIAL
1st	+0	+2	+2	+0	+0	Skill Mastery, Hands of an Expert
2nd	+1	+3	+3	+0	+0	Skill Mastery
3rd	+2	+3	+3	+1	+1	Skill Mastery
4th	+3	+4	+4	+1	+1	Skill Mastery, Special Ability
5th	+3	+4	+4	+1	+1	Skill Mastery
6th	+4	+5	+5	+2	+2	
7th	+5	+5	+5	+2	+2	
8th	+6	+6	+6	+2	+2	Special Ability
9th	+6	+6	+6	+3	+3	
10th	+7	+7	+7	+3	+3	
11th	+8	+7	+7	+3	+3	
12th	+9	+8	+8	+4	+4	Special Ability
13th	+9	+8	+8	+4	+4	
14th	+10	+9	+9	+4	+4	
15th	+11	+9	+9	+5	+5	
16th	+12	+10	+10	+5	+5	Special Ability
17th	+12	+10	+10	+5	+5	
18th	+13	+11	+11	+6	+6	
19th	+14	+11	+11	+6	+6	
20th	+15	+12	+12	+6	+6	Special Ability

CHANNELER

CHANNELERS HARNESS THIS FABRIC OF THE WORLD AROUND THEM, AND WEAVE IT AS THEY WILL. THEY ARE QUICK-WITTED AND ASSERTIVE. A CHANNELER'S STRENGTH IS INTUITION, GUILE, OR CLEVERNESS.

ADVENTURES

Channelers are highly assertive people that have as little trouble manipulating the world around them through mundane means as they do through magic. They tend to be extremely proactive, intuitive, and driven.

CHARACTERISTICS

Channelers manipulate the world to suit their fancy. They alter the way the it works, providing useful assistance such as moving heavy objects, warding areas from intrusion, hiding objects and people, altering the weather, or engulfing enemies in hellfire. These people tend to be alert, extroverted, and playful.

BACKGROUND

Everyone can channel a small amount, and most public education systems include minor training as a part of their standard curriculum. Truly talented Channelers are more rare, but can be found filling almost any role in the world. They tend towards social vocations, exploration, and other careers that require a highly adaptive mind.

ROLE

Channelers are force multipliers. They expand the functionality of other party members by offering tactical options that would not normally be available, such as telekinesis, heavy artillery, long-distance communication and teleportation, invisibility, and counter-weaving.

CLASS FEATURES

VITALITY BONUS PER LEVEL: $3 + \text{CON}$
($3 + \text{CON SCORE}$ AT FIRST LEVEL)

SKILL POINTS PER LEVEL: 2

MANA POINTS PER LEVEL: 4
($4 + \text{CON SCORE} + \text{ANL SCORE}$ AT FIRST LEVEL)

CHANNELING

Channelers weave together loose strands of the magical fabric of the world to create spells. Each of five elements command a different sort of magical effect, which remains thematically the same throughout the Channeler's repertoire of spells.

A Channeler has ($4 * \text{Channeler Lvl} + \text{Anl Score} + \text{Con Score}$) Mana Points, or MP. Casting a spell requires the Channeler to build a weave out of spell components listed in Chapter 5 - Channeling. More powerful components require more MP, and their combined total is the cost of the spell.

Mana recovers at a rate of (Int Mod) per round.

A Channeler must possess an Elemental Affinity feat to cast spells with more than 2 MP in any given attribute. Each of a Channeler's elemental affinities gives them access to powerful options in different sorts of spell attributes.

The maximum amount of MP that may be spent on a single spell is called the Over-Channel limit, or the OC. A Channeler may spend up to ($\text{Channeler Lvl} + \text{Con} + \text{Int} + 1d6$) MP before incurring Over-Channeling damage. The 1d6 may not be rolled until after the spell is cast. Any MP spent above the OC limit burns away one additional MP, and deals 1d6 points of damage to all Characters within 5 ft. of the Channeler. If no mana is present to be burnt away, the spell burns away the world, dealing 1d6 damage to all Characters within 5 ft. of the line between the spell target and the Channeler. (All of the above damage is dealt to the Channeler as well.)

POWER WITHIN

At first level, the Channeler chooses their core element. This element is Channeled from within the Character, and cannot be shielded from the Character's use. This is the Channeler's Core Ability.

ELEMENTAL AFFINITY

At first level, and every level up to 5th, Channeler gains an Elemental Affinity.

the elemental affinities of anyone they can see, and sense the OC threshold of any creature within 60 ft.

IMPROVED REGEN

At 3rd level, and every three levels thereafter, the Channeler's mana regeneration improves by +1. (Normally, characters gain their Int Mod in MP every round.)

SPECIAL ABILITY

At 4th level, and every four levels thereafter, the Channeler gains the benefits of one of the following special abilities:

QUICK CASTING: Each round, the Channeler may weave an additional spell that requires less than their level in mana, as a free action.

SHAPE SPELL: The Channeler may cast any area spell to bend around any square they wish, so long as the spell covers one contiguous area.

IMPROVED WEAWESENSE: The Channeler can sense the elemental affinities of every creature within 30 ft. without a weavesight check.

GREATER WEAWESENSE: (Requires Improved Weavesense) The Channeler can sense the constituent elements and amount of MP in any spell being woven within 60 ft., without the need for direct observation. Additionally, the Channeler can sense

LVL.	CRIT	FORT	REFLEX	WILL	INIT	SPECIAL
1st	+0	+0	+0	+2	+2	Elemental Affinity, Power Within
2nd	+1	+0	+0	+3	+3	Elemental Affinity
3rd	+2	+1	+1	+3	+3	Elemental Affinity, Improved Regen +1
4th	+3	+1	+1	+4	+4	Elemental Affinity, Special Ability
5th	+3	+1	+1	+4	+4	Elemental Affinity
6th	+4	+2	+2	+5	+5	Improved Regen +2
7th	+5	+2	+2	+5	+5	
8th	+6	+2	+2	+6	+6	Special Ability
9th	+6	+3	+3	+6	+6	Improved Regen +3
10th	+7	+3	+3	+7	+7	
11th	+8	+3	+3	+7	+7	
12th	+9	+4	+4	+8	+8	Special Ability, Improved Regen +4
13th	+9	+4	+4	+8	+8	
14th	+10	+4	+4	+9	+9	
15th	+11	+5	+5	+9	+9	Improved Regen +5
16th	+12	+5	+5	+10	+10	Special Ability
17th	+12	+5	+5	+10	+10	
18th	+13	+6	+6	+11	+11	Improved Regen +6
19th	+14	+6	+6	+11	+11	
20th	+15	+6	+6	+12	+12	Special Ability

SAGE

SAGES ARE PRIESTS, GAMBLERS, AND ROGUES. IT IS NOT CUNNING OR GUILF THAT BRINGS THEM THEIR FORTUNES, BUT THEIR SENSITIVITY TO THE FLOWS OF FATE. THESE PEOPLE DIVE HEADFIRST INTO THEIR ROLES, TRUSTING IN GOD, GODS, OR THEIR OWN DUMB LUCK TO SEE THEM THROUGH.

ADVENTURES:

A sage often adventures due to a 'calling.' Others adventure to escape from one. More often than not, it is coincidence that sees a sage on their path to glory. They often follow their path out of a sense of duty, and remain committed to the bitter end.

CHARACTERISTICS:

Sages are more attuned to fate than other characters. They are affected by Fate and Destiny more often, and those rolls gain bonuses in the sage's favor. They tend to be gamblers. Their strategy in life is to follow through with their decisions with dedication and faith, regardless of any lack of expertise they may possess.

BACKGROUND:

All walks of life produce sage characters. They are hooligans as often as do-gooders, rogues as often as priests, and usually an amusing combination thereof. They are highly social characters, and often have great deals of experience and connections with a wide variety of people.

ROLE:

A sage provides leadership. Whether overtly leading from the front, or quietly encouraging from the rear, a sage has the greatest control over the outcomes of their party's adventures. Their luck extends not only to their own wellbeing, but that of the lives intimately linked with their own.

CLASS FEATURES

VITALITY BONUS PER LEVEL: $4 + \text{CON}$
($4 + \text{CON SCORE}$ AT FIRST LEVEL)

SKILL POINTS PER LEVEL: 3

MANA POINTS PER LEVEL: 2
($2 + \text{CON SCORE} + \text{ANL SCORE}$ AT FIRST LEVEL)

DESTINED FOR GREATNESS:

Once per scene, the Sage may add 10 to any check within 30 ft. of themselves. This is the Sage's Core Ability.

GUILF AND STYLE:

At first level, and every level up to 5th, Sage gains a feat from the General list.

FAITH:

At third level, and every three levels thereafter, the Sage's Storyteller gains an increasing bonus to their Fate rolls.

SPECIAL ABILITY:

At 4th level, and every four levels thereafter, the Sentinel gains the benefits from one of the following special abilities:

EVASION: Any time the Sage successfully makes a reflex save to avoid an area of effect spell or effect that would normally deal half damage on a successful save, they instead take no damage. If the Sage takes this ability twice, area of effect spells always deal half damage to them, even on a failed saving throw.

SLIPPERY MIND: The Sage has become particularly adept at resisting effects that would otherwise compel ill action. Any time the sage fails a will save to resist a mind affecting effect, they may make an additional saving throw one round later to shrug off the effect. This ability grants one additional saving throw per effect.

BY EXAMPLE: A number of times per session equal to

the Sage's Analysis Modifier, they may substitute their Skill Check for the Skill Check of all team members. For example, a skilled sneaker may sneak an entire team past an unwary guard. This ability does not require a Leadership Skill Check.

OPPORTUNIST: Once per round, when a Sage's threatened opponent is damaged, the Sage gains an attack of opportunity against that opponent. This counts as the Sage's attack of opportunity for that round. Sages in the Reactive Stance may gain as many as their maximum attacks of opportunity for the round in this way.

COLD READ: A number of times per session equal to the Sage's Analysis Modifier, the Sage may ask three questions about a person. The Arbiter must answer these questions truthfully. Example questions include, 'what is their favorite food,' or 'what is their preferred weapon type?'

FAKE IT: Once per session, the Sage may realistically convey expertise in a skill they are unfamiliar with. This ability does not actually give them the skill, they are merely able to act as if they can. The character might converse 'knowledgeably' about their vehicle, for example, but could not actually perform repairs.

PERCUSSIVE MAINTENANCE: Once per scene, the Sage may cause a malfunctioning machine to work by virtue of a well-placed whack.

GLIBNESS: Once per scene, the Sage may lie to an NPC. If this lie is not obviously false, (e.g. "That stone is alive,") it is believed.

DUMB LUCK: Once per session, the Sage makes a decision without thinking, and guesses correctly. For example, they will walk down the one of five paths that isn't trapped, guess a password, or exit a building exactly when its set to explode.

LVL.	CRIT	FORT	REFLEX	WILL	INIT	SPECIAL
1st	1	+0	+2	+2	+0	Guile and Style, Destined for Greatness
2nd	2	+0	+3	+3	+0	Guile and Style
3rd	3	+1	+3	+3	+1	Guile and Style , Faith +1
4th	4	+1	+4	+4	+1	Guile and Style, Special Ability
5th	5	+1	+4	+4	+1	Guile and Style
6th	6	+2	+5	+5	+2	Faith +2
7th	7	+2	+5	+5	+2	
8th	8	+2	+6	+6	+2	Special Ability
9th	9	+3	+6	+6	+3	Faith +3
10th	10	+3	+7	+7	+3	
11th	11	+3	+7	+7	+3	
12th	12	+4	+8	+8	+4	Special Ability, Faith +4
13th	13	+4	+8	+8	+4	
14th	14	+4	+9	+9	+4	
15th	15	+5	+9	+9	+5	Faith +5
16th	16	+5	+10	+10	+5	Special Ability
17th	17	+5	+10	+10	+5	
18th	18	+6	+11	+11	+6	Faith +6
19th	19	+6	+11	+11	+6	
20th	20	+6	+12	+12	+6	Special Ability

SCRAPPER

'THE BEST DEFENSE IS A GOOD OFFENSE,' THE MOTTO OF ANY SCRAPPER. THEY ARE COMPETITIVE PEOPLE TO WHOM SECOND PLACE IS SIMPLY THE 'BEST LOSER.' IT IS A SCRAPPER'S JOB TO SEE THAT HIS ENEMIES NEVER SEE THEIR MISSION COMPLETE, THEIR BUSINESS INTACT, OR EVEN THE LIGHT OF ANOTHER DAY.

ADVENTURES

A scrapper adventures to seek great challenges and great rewards. Scrapers are assertive sorts who would rather go out and take what they want than wait for it to come to them. Scrapers get the job done.

CHARACTERISTICS

Scrapers gain greater offensive benefits from their tactics than other characters. Their aggressive style of fighting ensures that battles with them are quick, brutal, and decisive. They deal more damage, inflict a greater number of critical hits, and have more tactical options available to them than other classes.

BACKGROUND

Scrapers usually come from harsh backgrounds, full of strife and hardship. Some scrapers come from communities where violence is a means of ensuring an evening meal. Others hail from the fronts of long, protracted wars. A scrapper's life is seldom boring. Often, a scrapper is born into adventure, never to live a mundane life at all!

ROLE

It is a scrapper's job in a party to get jobs done quickly and efficiently. They are heavily reliant on support from other members to ensure their success. Given the proper support, however, the scrapper has no peers when it comes to the efficiency of his work.

CLASS FEATURES

VITALITY BONUS PER LEVEL: $4 + \text{CON}$
($4 + \text{CON SCORE}$ AT FIRST LEVEL)

SKILL POINTS PER LEVEL: 2

MANA POINTS PER LEVEL: 0
($\text{CON SCORE} + \text{ANL SCORE}$ AT FIRST LEVEL)

AGGRESSION:

When a scrapper deals a critical hit, they gain a bonus attack. That attack must be used that round. This is the scrapper's Core Ability.

WEAPON SPECIALIZATION:

At first level, and every level up to 5th, a scrapper may choose a Weapon Class Specialization feat.

RELENTLESS STRIKES:

A scrapper deals a greater amount of damage in combat than other classes. Whenever damage is dealt, the scrapper may add the Relentless Strikes bonus to the total damage. This bonus is 1d6 at 3rd level, and increases by 1d6 every three levels thereafter. This damage may be melee, ranged, magical, subdual, or social. Do not multiply this damage on a critical hit.

POWER CRITICAL:

At 6th level, the Scrapper adds their intuition score to their critical strike range.

SPECIAL ABILITY:

At 4th level, and every four levels thereafter, a Scrapper gains the benefits from one of the following special abilities:

BONUS FEAT: A Scrapper may eschew his special ability, and gain a bonus feat instead.

CRIPPLING STRIKE: A Scrapper can attack with extreme precision, damaging a target's constitution or dexterity with a successful attack. Each time a Scrapper damages an opponent who is denied their dexterity bonus, the scrapper may cause two points of Con or Dex damage instead of their normal weapon damage.

FAST MOVEMENT: A Scrapper may add 10 ft. to their movement speed.

OPPORTUNIST: Once per round, when a scrapper's threatened opponent is damaged, the Scrapper gains an attack of opportunity against that opponent. This counts as the Scrapper's attack of opportunity for that round. Scappers in the Reactive Stance may gain as many as their maximum attacks of opportunity this way.

QUICK ACTIONS: The scrapper may half the time it takes to perform any skill by accepting a -10 to the Skill Check.

STASH IT: A Scrapper may hide up to 1 lb. of gear on their person at any time. This gear cannot be greater than one cubic foot in volume. Any search or spot checks made to find this gear automatically fail, except through magical means. Even if the Scrapper is stripped naked and meticulously searched, the stashed gear will not be found.

RUTHLESS STRIKES:

At fifteenth level, the scrapper's Relentless Strikes become Ruthless Strikes, dealing 1d8 damage per three class levels, instead of the usual 1d6.

ADRENALINE RUSH:

At twentieth level, once per scene, a Scrapper may gain a +20 bonus on any physical Skill Check, Saving Throw, or Attack.

LVL.	CRIT	FORT	REFLEX	WILL	INIT	SPECIAL
1st	1	+0	+2	+0	+2	Weapon Specialization, Aggression
2nd	3	+0	+3	+0	+3	Weapon Specialization
3rd	4	+1	+3	+1	+3	Weapon Specialization, Relentless Strikes
4th	6	+1	+4	+1	+4	Weapon Specialization, Special Ability
5th	7	+1	+4	+1	+4	Weapon Specialization
6th	9	+2	+5	+2	+5	Power Critical, Relentless Strikes
7th	10	+2	+5	+2	+5	
8th	12	+2	+6	+2	+6	Special Ability
9th	13	+3	+6	+3	+6	Relentless Strikes
10th	15	+3	+7	+3	+7	
11th	16	+3	+7	+3	+7	
12th	18	+4	+8	+4	+8	Special Ability, Relentless Strikes
13th	19	+4	+8	+4	+8	
14th	21	+4	+9	+4	+9	
15th	22	+5	+9	+5	+9	Ruthless Strikes
16th	24	+5	+10	+5	+10	Special Ability
17th	25	+5	+10	+5	+10	
18th	27	+6	+11	+6	+11	Ruthless Strikes
19th	28	+6	+11	+6	+11	
20th	30	+6	+12	+6	+12	Adrenaline Rush, Special Ability

SENTINEL

STEADFAST DEFENDERS, CONSERVATIVE EXECUTIVES, WISE SAGES, AND HEARTY INNKEEPERS ARE ALL EXAMPLES OF THE SENTINEL ARCHETYPE. A SENTINEL PLANS THEIR MOVES WELL. THEY ALWAYS THINK BEFORE ACTING. A SENTINEL ATTAINS GOALS THROUGH PERSEVERANCE, NOT LUCK. A SENTINEL NEVER FALTERS.

ADVENTURES:

Sentinels adventure to further specific goals. They are self motivated, and highly focused. Often, Sentinels adventure with other classes in order to protect them from harm, or to clean up the mess they leave in their wake. A Sentinel keeps others in line, and ensures that projects reach completion.

CHARACTERISTICS:

Sentinels are more difficult to hit in melee, take less damage from adverse effects, and gain greater benefit from defensive items. Sentinels command a greater degree of attention from the people around them, and are more adept at asserting their will than other classes.

BACKGROUND:

Sentinels tend to come from well-established families or communities. They have dependable assets to protect, and a network of contacts to maintain. A Sentinel's life has taught him to look at the bigger picture first. A Sentinel usually adventures by choice. Circumstance rarely forces their hand.

ROLE:

A Sentinel is the backbone of any party. They take the hits. They carouse the guard. They take responsibility. A Sentinel in combat is a formidable opponent, and will seldom fall. In social situations, Sentinels are well liked and reliable. In the shadows, they are never seen.

CLASS FEATURES

VITALITY BONUS PER LEVEL: $6 + \text{CON}$
($6 + \text{CON SCORE}$ AT FIRST LEVEL)

SKILL POINTS PER LEVEL: 2

MANA POINTS PER LEVEL: 0
($\text{CON SCORE} + \text{ANL SCORE}$ AT FIRST LEVEL)

CAUTION:

If the sentinel is the victim of a critical hit, instead of dealing bonus damage, the attacker gains an additional attack. This is the Sentinel's Core Ability.

ARMOR SPECIALIZATION:

At first level, and every level up to 5th, Sentinel gains an Armor Specialization feat.

DAMAGE REDUCTION:

At 3rd level, and every three levels thereafter, the Sentinel gains one point of damage reduction. This damage reduction is always active, and cannot be dispelled or bypassed by any means.

FORTIFICATION:

At tenth level, the Sentinel gains a +10 competence bonus to defense.

SPECIAL ABILITY:

At 4th level, and every four levels thereafter, the Sentinel gains the benefits from one of the following special abilities:

EVASION: Any time the Sentinel successfully makes a reflex save to avoid an area of effect spell or effect that would normally deal half damage on a successful save, they instead take no damage. If the Sentinel takes this ability twice, area of effect spells always deal half damage to the sentinel, even on a failed saving throw.

DEFENSIVE ROLL: Once per scene, the Sentinel may

dodge an attack. This attack automatically fails. This causes the Sentinel to roll 5 ft. in any direction. This ability may not be used to evade an area effect, such as explosions.

TAKE THE HIT: During combat, a Sentinel may retain a Standard Action for later use. This action allows them to move up to half their normal speed on an opponent's turn. If this action is not used by the beginning of their next turn, it is lost.

MARK: The Sentinel has become so adept at sifting through the information gleaned from common people, they can find anyone within a city with as little as an accurate physical description. This ability may be used once per game session, and requires one day per level of the target.

SLIPPERY MIND: The Sentinel has become particularly adept at resisting effects that would otherwise compel ill action. Any time the sentinel fails a will save to resist a mind affecting effect, they may make an additional saving throw one round later to shrug off the effect. This ability grants one additional saving throw per effect.

BY EXAMPLE: A number of times per session equal to the sentinel's Analysis Modifier, the sentinel may substitute their Skill Check for the Skill Check of all team members. For example, a skilled sneaker may sneak an entire team past an unwary guard. This ability does not require a Leadership Skill Check.

defense.

GREATER FORTIFICATION:

At 20th level, the Sentinel gains a +30 competence bonus to defense.

IMPROVED FORTIFICATION:

At 15th level, the Sentinel gains a +20 competence bonus to

LVL.	CRIT	FORT	REFLEX	WILL	INIT	SPECIAL
1st	1	+2	+0	+2	+0	Armor Specialization, Caution
2nd	2	+3	+0	+3	+0	Armor Specialization
3rd	3	+3	+1	+3	+1	Armor Specialization, Damage Reduction +1
4th	4	+4	+1	+4	+1	Armor Specialization, Special Ability
5th	5	+4	+1	+4	+1	Armor Specialization
6th	6	+5	+2	+5	+2	Damage Reduction +2
7th	7	+5	+2	+5	+2	
8th	8	+6	+2	+6	+2	Special Ability
9th	9	+6	+3	+6	+3	Damage Reduction +3
10th	10	+7	+3	+7	+3	
11th	11	+7	+3	+7	+3	
12th	12	+8	+4	+8	+4	Special Ability, Damage Reduction +4
13th	13	+8	+4	+8	+4	
14th	14	+9	+4	+9	+4	
15th	15	+9	+5	+9	+5	Improved Fortification, Damage Reduction +5
16th	16	+10	+5	+10	+5	Special Ability
17th	17	+10	+5	+10	+5	
18th	18	+11	+6	+11	+6	Damage Reduction +6
19th	19	+11	+6	+11	+6	
20th	20	+12	+6	+12	+6	Greater Fortification, Special Ability

SKILLS

ANY CHARACTER MAY ATTEMPT ANY TASK, BUT CHARACTERS WITH SPECIALIZED TRAINING WILL BE MORE SUCCESSFUL, MORE OFTEN.

To perform a skill, a player rolls 1d20, and adds their bonuses to the result. This is called 'rolling a Skill Check.'

Characters may invest skill points (gained each level) in each skill to provide a bonus to this roll.

A character may invest up to three skill points into a single skill.

Skill points and Ability Modifiers are added together, and multiplied by gear, magic, and skill feats to give the character's total bonus.

Proper gear increases the skill multiplier by 1.

An magic bonus increases the multiplier by 1.

Finally, the Skill Mastery feat increases the multiplier by 1.

$$(1D20 + (\text{SKILL POINTS} + \text{ABILITY MODIFIER}) \times (1 + \text{GEAR} + \text{MAGIC} + \text{FEAT}))$$

To succeed in a task, a character must make a skill-check that exceeds the difficulty, or DC, of the skill.

Skill DCs are a combination of Base DC, modifiers based on the circumstances under which a character is performing the skill, as well as any special flair, or Tricks, the character will attempt.

$$DC = (\text{BASE DC} + \text{CIRCUMSTANCE MODIFIERS} + \text{MODS AND TRICKS})$$

Tricks and modifiers are listed under each skill. They allow skilled characters to perform tasks with additional utility or flair. Any trick imaginable may be attempted, including those that are not listed in this section. (Assuming its physically possible. While an acrobat may leap into a 2-ft. pool of water from ten stories, an elephant may not.) Unlisted trick modifiers are given by the Arbiter.

If a skill is directly opposed by another character, such as one character Ambushing and another Spotting, the skill check result of the opposing player is added to the Skill DC of the other.

If a skill check meets or exceeds the skill DC, it is a Success.

If a skill check fails by less than 10, the character suffers a Failure.

If the skill check fails by 10 or more, the character suffers a Critical Failure.

$$\text{SUCCESS} = (\text{SKILL CHECK RESULT} - \text{SKILL DC}) > 0$$

$$\text{FAILURE} = (\text{SKILL CHECK RESULT} - \text{SKILL DC}) < 0 > -10$$

$$\text{CRITICAL FAILURE} = (\text{SKILL CHECK RESULT} - \text{SKILL DC}) < -10$$

Skill-checks take time to complete. (See 'rounds' in chapter 7: conflict and combat) The time a skill takes is listed in the main skill description. If the skill is 'Free,' it happens passively, either as a part of other actions, or on its own.

Multiple skills may be used in a single round.

Base Skill DCs listed in parenthesis require Sustainment Checks each round to maintain the character's performance of the skill. This is identical to the Skill Check that has already been rolled, but often has a different DC. (Using the Drive skill to start a vehical is easy. (Base DC 5.) Once in motion, though, the skill becomes more difficult, requiring a higher base Sustainment DC. (10.))

Base Sustainment DCs are listed in parenthesis next to the Base DC.

Sustaining a skill is always a free action.

Skills with the Ongoing special may be broken into discrete time segments, such as a few hours per day, to be completed over time.

While performing skills with the 'Flat-Footed' special, characters must exceed the Skill DC by 10, or be Flat-Footed.

Skills with the 'Exhausting' special require Constitution checks to sustain. (See Exhausting in Chapter 1 - Playing the Game)

AMBUSH

EQUIPMENT: FULL CONCEALMENT
 TIME/SPECIAL: 4 ROUNDS
 ABILITY: ANALYSIS

This skill is used to set traps for prey. It may be used in the context of hunting game, police action, bounty hunting, or in military operations. Ambush checks are made individually for every trap set, and every character concealed.

CHECK / MODIFIER	DC	MOD
LAY TRAP	15	
D6 of damage		- 4/Ea.
Double damage Vs. charge		- 8
Silent mechanism		- 8
Area of effect (10ft radius or 20 ft cone)		- 4
Easily reset		- 8

SPECIAL:

Every trap requires a weapon to deal damage. Weapons may be crafted out of stones,, sharp sticks, or other makeshift parts with the Craft skill.

SUCCESS:

The character creates a trap. The Spot DC to find the trap is the Lay Trap check result.

FAILURE:

The character's trap becomes an 'obstical' - obvious, but will still spring as normal.

CRITICAL FAILURE:

The trap is hidden with a Spot DC equal to the Lay Trap Check-Result, but when sprung it is ineffective.

CHECK / MODIFIER	DC	MOD
FIRST STRIKE	5+SPOT	
Extra D6 of damage during first round		- 4/Ea.
Holding a trap-trigger		- 4
Character has more than 1 hour to prepare		+ 4
Less than 5 minuts to prepare		- 4
Character has days to prepare.		+ 8

SUCCESS:

The character is hidden from sight. When combat is initiated, they gain 1 free surprise-round. Opponents may roll initiative after this round, incurring Flat-Footed penalties for the entire duration of the surprise round.

FAILURE:

Opponents roll initiative as soon as combat opens. The character still gains all Ambush bonuses, but they do not get a free round.

CRITICAL FAILURE:

The opponent is aware of the ambush.

ASSESSMENT

EQUIPMENT: MICROSCOPE, REFERENCE BOOK.
 TIME/SPECIAL: 1 ACTION - 5 MINUTES
 ABILITY: ANALYSIS

Use this skill to determine the value of an item, or to determine an opponent's strength. This skill will tell you the quality of the material components of an item, recognize cultural significance, or evaluate the effectiveness of a tool. While this skill does not allow a character to determine magical properties, if any, that the target may possess, they may evaluate how much known enchantments add to its market value.

CHECK / MODIFIER	DC	MOD
APPRAISE VALUE	10	
Rare or expensive item		- 4
Item is from unfamiliar origin		- 8
Item is antique or high tech		- 4

SUCCESS:

The character has successfully appraised the market value of the item, and learns of any cultural significance it may represent.

FAILURE:

The character is unaware of the value of the item.

CRITICAL FAILURE:

The character incorrectly appraises the item's value.

CHECK / MODIFIER	DC	MOD
ASSESS COMPETENCE	15	
Target is new or unfamiliar		- 4
Target is wearing concealing attire		- 8
Target has partial concealment		- 8

SUCCESS:

The character learns the number of hit die the target possesses, as well as their base class, and current hit points rounded to the nearest 10.

FAILURE:

The character is unaware of their opponent's strength.

CRITICAL FAILURE:

The character under/over-estimates their target by 1d4 levels.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

WARM-UPS, SPECIAL SHOES
 FREE, EXHAUSTING
 CONSTITUTION

ATHLETICS

Use this skill to sprint, swim, jump, lift heavy things, and otherwise use the body. This skill represents a character's 'form,' or their ability to use their body to greatest effect.

CHECK	/	MODIFIER	DC	MOD
SWIM			15 (15)	
		One-handed or no-handed		-8/-12
		Rough or stormy waters		-4/-8
		Putrid or murky waters		-4
		Medium/Heavy load		-8/-12
		Dragging unconscious character		-4
		Dragging uncooperative character		-8

SUCCESS:

The character sustains their actions.

FAILURE:

The character's exhaustion check to avoid drowning increases twice this round.

CRITICAL FAILURE:

The character aspirates fluid, dealing 1d6 temporary Constitution damage.

CHECK	/	MODIFIER	DC	MOD
JUMP			5	
		Standing start		-4
		Light/Medium/Heavy load		-4/8/12

SUCCESS:

The character travels either:

Vertically - 1/4 of the total jump check, in feet

Horizontally - Their check result, in feet.

FAILURE:

The character falls short of the mark, and is prone. If this happens over a chasm, they don't land on the other side, but may grab the ledge as they fall.

CRITICAL FAILURE:

The character falls to the ground, taking 1d6 damage per 10 feet of fall, plus any relevant damage from environmental concerns. (Leaping from vehicle to vehicle incurs crash damage as well as fall damage.) The character may make a Parkour check to mitigate some of this damage.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

STICK, LIGHT SHOES.
 FREE, FLAT-FOOTED
 DEXTERITY

BALANCE

Use this skill to walk a tightrope, navigate a narrow ledge, ski down a slope, or traverse an uneven floor.

CHECK	/	MODIFIER	DC	MOD
BALANCE ON SURFACE			10 (10)	
		Narrow surface (6-12 inches)		-4
		Edge surface (0-6 inches)		-8
		Slippery Surface		-4
		Sloped Surface		-4
		Normal move speed		-6
		Double move speed		-12

SUCCESS:

The character moves half their skill check, in feet.

FAILURE:

The character falls prone.

CRITICAL FAILURE:

The character falls off the surface.

CHECK	/	MODIFIER	DC	MOD
SKI, SKATEBOARD, WAKEBOARD			15 (10)	
		Double move speed		-4
		Quadruple move speed		-8
		With one hand		-4
		With no hands (including snow/skate-boarding)		-8
		Jump or sharp turn		-4
		Fancy trick		-8

SUCCESS:

The character avoids collisions.

FAILURE:

The character collides with the environment, dealing 2d6 points of damage to their vehicle or animal.

CRITICAL FAILURE:

Character and vehicle take 1d6 damage per 10 MPH.

BLUFF

EQUIPMENT:
TIME/SPECIAL:
ABILITY:

PROPS
1 MINUTE
INTUITION

Use this skill to mislead, misdirect, and misinform. Seduction, joking, provoking, and boasting are all forms of bluff. When the character initiates an interaction that capitalizes on false or exaggerated information, they do so with a bluff-check. Additionally, a character may say something innocuous that is interpreted meaningfully by their target. ("I could go for some pie," may mean, "meet me out back in five.")

Use this skill for any interaction in which the target is cooperative, but the character is not.

CHECK	MODIFIER	DC	MOD
MISDIRECT, INSINUATE, JOKE		5+INTERROGATE	
Target wants to suspend disbelief			+ 4
Character has compelling evidence			+ 8
Target is in a rush			+ 4
Target does not want to believe			- 8
Target has conflicting evidence			- 16
Lie is unlikely or unbelievable			- 4/8

SUCCESS:

The target doesn't notice the misdirection, believes the exaggeration, or laughs at the joke.

FAILURE:

The character is silly and unfunny.

CRITICAL FAILURE:

The character draws attention to their deceit.

CHECK	MODIFIER	DC	MOD
OUTRIGHT LIE, SEDUCE		20	
Target wants to suspend disbelief			+ 4
Character has solid evidence or attractive bait			+ 8
Target does not want to believe			- 8
Target has conflicting evidence or taste			- 16
Character is naive or obscene			- 8/16

SUCCESS:

Target believes the lie, or becomes friendly/aggressive.

FAILURE:

The target is unphased and annoyed.

CRITICAL FAILURE:

The character admits the truth while undermining their credibility and social standing.

CLIMB

EQUIPMENT:
TIME/SPECIAL:
ABILITY:

ROPE SET, CLAWS, PICK
FREE, FLAT-FOOTED, EXHAUSTING
CONSTITUTION

Use this skill to ascend steep slopes, pull yourself along a rope or ladder, or scale a sheer rock face. Also use this skill to descend slopes, walls, or abseil from aerial vehicles.

CHECK	MODIFIER	DC	MOD
ASCEND (1/4 MOVE SPEED)		10 (10)	
Surface is vertical or inverted			- 6
Surface is smooth, with no holds			- 6
Surface is rough, but with no holds			- 4
Surface is slippery			- 4
Character uses only one hand			- 8
Use of a brace or adjoining wall			+ 4
Chimney, or close opposite wall			+ 8
Another character has laid pitons			+ 8
Characters are climbing as a team			+ 2 Ea.

SUCCESS:

The character makes progress up the slope.

FAILURE:

The character remains stationary.

CRITICAL FAILURE:

The character plummets to the ground, incurring 1d6 damage per 10 feet of fall (up to 10d6).

CHECK	MODIFIER	DC	MOD
DESCEND (2X SPEED)		10 (10)	
Character can balance on a surface			+ 4
Another character is on belay (assisting)			+ 4
Character has rope, but no harness			- 4
Character has only one hand to use			- 8

SUCCESS:

The character makes a controlled fall.

FAILURE:

The character remains stationary.

CRITICAL FAILURE:

The character plummets to the ground, incurring 1d6 damage per 10 feet of fall (up to 10d6)

OR

The character makes no progress, and has dropped an item. If wielding a sword or shield in their off-hand, the character drops it. If not, an item from their belt, or headgear falls instead. The item takes 1d6 points of damage per ten feet it falls.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

MEDITATION, POTIONS
 FREE
 CONSTITUTION

CONCENTRATION

Use this skill to prevent interruption of skills, spells, and activities by boredom, danger, or distraction.

CHECK	MODIFIER	DC	MOD
MAINTAIN A WEAVE		0 (10)	
Damage is dealt to the character			- (DMG)
Character is casting another spell			- (1/4 MP)
Character is performing a skill			- 1/2 DC
Character is in melee			- 8
Subject to violent motion			- 4

SUCCESS:

The weave is maintained, and its effects continue.

FAILURE:

The character fails to weave effectively, and loses the spell.

CRITICAL FAILURE:

The character loses the spell, and their initiative is reduced by 5.

CHECK	MODIFIER	DC	MOD
PERFORM A SKILL UNDER DURESS		10 (5)	
Damage is dealt to the character			- (DMG)
Character is casting			- (1/4 MP)
Performing a third skill			- 1/2 DC
Character is in melee			- 4
Subject to violent motion			- 4

SUCCESS:

The character may use the skill as normal.

FAILURE:

The character fails the skill being attempted.

CRITICAL FAILURE:

The character critically fails the skill being attempted.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

TOOLS PER TRADE.
 1 HR PER CHECK.
 ANALYSIS

CRAFT

Characters may create goods, such as arms and armor, apparel, dry goods, footwear, or any other gear. Crafting creates the physical product, but none of its magical properties. Some items, such as documents, may be created with one craft-check. Other items, such as wagons or boats, are constructed out of many constituent parts, each of which must be crafted individually.

CHECK	MODIFIER	DC	MOD
CREATE NEW ITEM OR PART		10	
Character must direct helpers			- 4
Item requires multiple materials			- 4
Item requires alchemical input			- 4
Work at double rate			- 8
Item requires exotic materials			- 8
Item is complex or intricate			- 12

*Subtract the Craft Check Result from the DC and add it to a running total. When the total reaches the SP value of the object, it is complete.

SUCCESS:

A new item is added to the character's inventory.

FAILURE:

No progress is made.

CRITICAL FAILURE:

No progress is made, and half the components used to craft the item are destroyed.

CHECK	MODIFIER	DC	MOD
REPAIR ITEM OR PART		10	
Character must direct helpers			- 4
Item requires multiple materials			- 8
Item requires alchemical input			- 4
Work at double rate			- 8
Item requires exotic materials			- 8
Item is complex or intricate			- 8

SUCCESS:

The item is repaired to functional status.

FAILURE:

No progress is made.

CRITICAL FAILURE:

The item takes 1d6 points of damage per 4 points by which the craft check was failed.

CRYPTOGRAPHY

EQUIPMENT:
TIME/SPECIAL:
ABILITY:

SLIDE-RULE, COMPUTER.
1 HOUR - 1 WEEK
ANALYSIS

Use this skill to encrypt data for transmission. This does not hide your data (see Disguise, Hide, Weaveshroud, or Prestidigitation, as required.) Instead, Cryptography is used to obfuscate or scramble information so that a character reading it would see nothing but seemingly random characters.

CHECK	/	MODIFIER	DC	MOD
ENCODE			20	
		A simple cipher is being used		+ 8
		Data is put through a one-way hash		- 8
		Asymmetrical key system		- 8

* Without mechanical assistance, this skill requires 1 full day to complete.

SUCCESS:

Plaintext is encoded, or a hash is created.

FAILURE:

The character makes no progress for an hour.

CRITICAL FAILURE:

The data is corrupted and unrecoverable. The character is unaware of this fact.

CHECK	/	MODIFIER	DC	MOD
DECODE			40	
		Character possesses a key		+ 20
		Character possesses partial plaintext		+ 8
		Character has received a hint		+ 4
		Ciphertext is incomplete		- 16
		Plaintext is in unknown language		- 8

* Without mechanical assistance, this skill takes 1 full week to complete.

SUCCESS:

The character decodes the message.

FAILURE:

The character makes no progress towards the meaning of the message, but may try again with a 'partial plaintext' bonus for their efforts.

CRITICAL FAILURE:

The character makes no progress all day.

DIPLOMACY

EQUIPMENT:
TIME/SPECIAL:
ABILITY:

HYGIENE, CLASSY CLOTHES
5 MINUTES
INTUITION

Use this skill to persuade, cajole, pressure, or influence, request, or demand. Use Diplomacy when an interaction requires cooperation both from the character and the target.

CHECK	/	MODIFIER	DC	MOD
CHARM			20	
		Target relates to the character		+ 4
		Character/target is of higher status		+4 / -4
		Character offers gifts or services		+ 4
		Target has nothing to gain		- 4
		Target feels pressured		- 4
		Character is famous/ infamous		+8 / -8

SUCCESS:

The target becomes more cooperative for the duration of the scene, and remembers the interaction fondly.

FAILURE:

The target enjoys the interaction, but the relationship remains unchanged.

CRITICAL FAILURE:

The target breaks contact for one day.

CHECK	/	MODIFIER	DC	MOD
REQUEST ASSISTANCE			25	
		Target relates to the character		+ 4
		Request is dangerous		- 8
		Character/target is of higher status		+4 / -4
		Character offers gifts or services		+ 4
		Target has nothing to gain		- 4
		Target feels pressured		- 4
		Character is famous/infamous		+8 / -8

SUCCESS:

The target complies with the character's needs.

FAILURE:

The target requires a bribe or service before they are willing to comply.

CRITICAL FAILURE:

The target refuses to comply, and may take action to thwart the character's plans.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

MAKE-UP, COSTUME.
 1 HOUR
 ANALYSIS

DISGUISE

Use this skill to appear to be something that you are not, or to hide in plain sight.

Disguise check rolls are made once, and the character remains disguised while observer after observer rolls Surveillance checks to oppose the Disguise check result. If the Surveillance check result beats the Disguise by 5 or less, the disguised character recognises that there is danger afoot and has the opportunity to flee, leaving only a confused witness behind.

CHECK	/	MODIFIER	DC	MOD
BE SOMEBODY			25	
		Someone non-specific (a guard, doctor)		---
		Someone specific (District Attorney)		- 8
		Someone known by reputation only (radio host)		- 4
		Another gender		- 4
		Another race		- 4

SUCCESS:

The character is seen by others as the disguise dictates.

FAILURE:

The character encounters someone who may recognise them, and must flee the scene before they are exposed.

CRITICAL FAILURE:

The character fumbles socially with someone, exposing themselves and raising the alarm.

CHECK	/	MODIFIER	DC	MOD
BE NOBODY			15	
		Clothing was purchased locally		+ 4
		Dressed like a trusted group (monk, teacher)		+ 4
		Character takes noticeable action		- 8
		Character becomes violent		- 12
		Character is obviously foreign		- 4

SUCCESS:

The character blends in with ambient passers-by, and attracts no attention.

FAILURE:

The character is noticeable to those who may be searching for them.

CRITICAL FAILURE:

Someone in the crowd recognises the character.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

HORSE, CAR, BOAT, DOGS
 FULL ROUND
 DEXTERITY

DRIVE

Use this skill to control vehicles that stay on the surface of their environment. This includes horses, boats, long-haul trucks, and hovercraft. Small personal vehicles such as motorcycles or jet-skis may be used with either the Drive, or the Balance skill, at the Game Control's discretion. When a character wishes to Perform Maneuver, they must apply any modifier (not the Base DC) from the Control Vehicle table to their maneuver.

CHECK	/	MODIFIER	DC	MOD
CONTROL VEHICLE			5 (10)	
		Red-line acceleration or tire-burning breaks		- 4
		Turning		- 4
		Off-road		- 4
		Difficult terrain/tight traffic		- 8
		Vehicle at less than 3/4 HP		- 4
		Vehicle at less than 1/2 HP		- 12

SUCCESS:

The character makes progress in the vehicle.

FAILURE:

The character loses one length in a chase, and must slow down by one increment. See Chapter 2: Conflict and Combat.

CRITICAL FAILURE:

The vehicle collides with the environment, dealing damage (1d6 per 10 ft. of speed it was traveling at the time of the crash) to all occupants and cargo.

CHECK	/	MODIFIER	DC	MOD
PERFORM MANEUVER			0	
		Hairpin turn	(20)	
		J-turn (rotate vehicle 180° while moving)	(25)	
		Power slide or controlled spin	(20)	
		PIT (Force others to stop or crash)	(15)	
		Jump	(15)	
		Controlled crash (1/2 damage)	(25)	

SPECIAL:

All the round's Control Vehicle modifiers are added to the Perform Maneuver DC.

SUCCESS:

The character performs the maneuver with finesse.

FAILURE:

The character clumsily executes the maneuver, and takes a cumulative - 8 penalty to drive checks until they spend a standard action correcting their mistakes.

CRITICAL FAILURE:

The vehicle collides with the environment, dealing damage (1d6 per 10 ft. of speed it was traveling at the time of the crash) to all occupants and cargo.

HEAL

EQUIPMENT: LINEN, SPLINTS, SCALPEL
 TIME/SPECIAL: 1 ROUND - 5 MINUTES
 ABILITY: ANALYSIS

Adventurers get hurt. No matter how peaceful, they still climb tall mountains and explore deep caverns. Adventurers without a healer tend to end up as unsung footnotes in the annals of history. The Heal skill will augment any magical healing characters perform by altering the type of dice they get to roll during the healing spell. Additionally, a heal check stabilizes a dying comrade, giving them a chance to recover naturally.

CHECK / MODIFIER	DC	MOD
MAGICAL HEALING	20	
D4		0
D6		- 4
D8		- 8
D10		- 12
D12		- 16

*This skill is used by the character administering a healing potion, not the potion-maker.

SUCCESS:

The character may administer healing weaves. The outcome of this check determines the type of dice the character may roll for that healing, while the number of dice are determined by the healer's mana investment.

FAILURE:

The character fails to do any good.

CHECK / MODIFIER	DC	MOD
FIRST AID	15	
Subject is unconscious		- 4
Subject has multiple wounds		- 4
Subject's wounds are internal		- 6
Subject is burned		- 8
Subject is uncooperative		- 4

SUCCESS:

The subject is stabilized, and no longer loses hit points each round due to Bleeding. They begin recovery at their natural rate.

FAILURE:

The character fails to be of help.

CRITICAL FAILURE:

The character's interventions are inadequate, and the subject continues to degrade. However, the character still assumes they've done the best job they can do.

HIDE

EQUIPMENT: SHADOW, CAMOFLAUGE, CONCEALMENT
 TIME/SPECIAL: 2 ROUNDS, UN-HIDING IS A STANDARD ACTION
 ABILITY: INTUITION

This skill allows characters to evade notice. Unlike the Ambush skill, Hide prevents the character from seeing just as effectively as it prevents others from seeing the character. Hiding characters do not require as much time or concealment to become hidden as they do to set up an ambush, but once hidden they are unable to move without being seen.

CHECK / MODIFIER	DC	MOD
HIDE SELF	5+SPOT	
Character has partial/complete concealment		+4/+8
Character is wearing bright attire		- 4
Character is wearing blending colors and shades		+ 4
Character is Small/Large		+ 4 / - 8
It is dark, night, or misty		+ 4

SUCCESS:

The character gains full concealment until moving.

FAILURE:

The character is immediately seen on an 'Active' Spot Check.

CRITICAL FAILURE:

The character is immediately seen by anyone with line-of-sight.

CHECK / MODIFIER	DC	MOD
HIDE ANOTHER	SPOT	
Character has partial/complete concealment		+8/+12
Character is wearing bright attire		- 4
Character is wearing blending colors and shades		+ 4
Character is Small/Large		+ 4 / - 8
It is dark, night, or misty		+ 4

SUCCESS:

The character gains full concealment until moving.

FAILURE:

The character is immediately seen on an 'Active' Spot Check.

CRITICAL FAILURE:

The character is immediately seen by anyone with line-of-sight.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

GOOD NOSE, FORENSIC TOOLS
 FREE - 2 HOURS
 ANALYSIS

HUNT

Use this skill to track creatures, dust for fingerprints, or identify marks of passing.

CHECK / MODIFIER	DC	MOD
GATHER EVIDENCE	20	
Evidence is invisible (fingerprints, DNA)		- 8
Character doesn't know what they're looking for		- 4
Character has ongoing documentation		+ 4
Target left a mess		+ 8
Target had time to cover tracks		- 8

SUCCESS:

The character attains evidence pertinent to their query.

FAILURE:

The character gathers no usable evidence, but gains the 'ongoing documentatoin' bonus to subsiquent checks.

CRITICAL FAILURE:

The character finds a red herring.

CHECK / MODIFIER	DC	MOD
FOLLOW TRAIL	10 + SNEAK	
Target is Tiny/Small/Large/Huge		-12/4 +4/12
Terrain is soft		+ 4
Terrain is Rocky/Urban		- 4/8
Target travels through rivers or obsticals		- 8
Target is leaving breadcrumbs (blood, debris)		+ 8
Weather is Incliment/Severe/Violent		-4/8/12

SUCCESS:

The character may follow the trail at twice their normal move speed.

FAILURE:

The character follows the trail at half their move speed.

CRITICAL FAILURE:

The character gets stuck for a number of rounds equal to the number by which they failed the check.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

BADGE, IMPLIMENT OF PAIN
 4 HOURS
 INTUITION

INTERROGATE

Use this skill to extract information from a target. The target may know they are being interrogated, as they might if they found themselves sitting at a barren table under the harsh light of a single bulb; or not, as in the case of a reporter collecting information by 'living the story.'

CHECK / MODIFIER	DC	MOD
SURVEY THE MASSES	15	
Knowledge is common		+ 4
Knowledge is specific to a group		- 2
Knowledge is need-to-know		- 8
Knowledge is top-secret		- 16
Knowledge is lost to all but a handful		- 20

SUCCESS:

The character may ask one question of the general populace that must be answered correctly - to the extent that information is available.

FAILURE:

The character is unable to pin down the information.

CRITICAL FAILURE:

The character is given a red-herring.

CHECK / MODIFIER	DC	MOD
EXTRACT INFORMATION	10+Will	
Target has nothing/everything to lose		+4/- 8
Target has been intimidated		+ 4
Target has incomplete information		- 8
Target is offered compensation		+ 4
Target is offered a new life		+ 4

SUCCESS:

The target gives up the needed information, either willingly or unknowingly.

FAILURE:

The target may choose not to divulge their secrets.

CRITICAL FAILURE:

The character misinterprets the information given.

INTIMIDATE

EQUIPMENT:
TIME/SPECIAL:
ABILITY:

WEAPONS, LEGAL DOCUMENTS
5 MINUTES
INTUITION

This skill allows characters to influence those who are unwilling to lend aid freely. Captured guards, unfriendly salesfolk, lawyers, street thugs, or dastardly children trespassing on the front lawn are all potential targets of intimidation. Use Intimidate when an interaction requires no cooperation from either the intimidator or their target.

CHECK	MODIFIER	DC	MOD
COMMAND		10+WILL	
Character is in authoritative garb			+ 8
Threat of violence			+ 4
Threat of death			+ 8
Demonstration of violence			+ 8
Demonstration of death			+ 12

SUCCESS:

The target does as ordered, be it giving up a secret, giving up an item, or betraying their superiors. This effect lasts only until the intimidator is out of earshot.

FAILURE:

The target may choose to remain steadfast.

CRITICAL FAILURE:

The target gains a bonus to their will saves Vs fear effects such as this whenever dealing with the character.

CHECK	MODIFIER	DC	MOD
INVOKE FEAR		15+WILL	
Character is in authoritative garb			+ 4
Threat of violence			+ 4
Threat of death			+ 8
Demonstration of violence			+ 8
Demonstration of death			+16

SUCCESS:

The target may not attack the intimidating character, nor initiate combat.

FAILURE:

The target may choose to remain steadfast.

CRITICAL FAILURE:

The target gains a bonus to their will saves Vs fear effects such as this whenever dealing with the character.

LEADERSHIP

EQUIPMENT:
TIME/SPECIAL:
ABILITY:

NOTEBOOK, REFERENCE TEXT
2 ROUNDS - 2 HOURS
ANALYSIS

Others may be influenced in many ways with the social skills, including gathering around a leader to accomplish goals that one may not be able to complete alone. To organize those folks into a team that is even more effective than the sum of its parts, however, is another skill entirely. Leadership allows a character to enhance a team's ability to work together, and to impart experience to new members.

CHECK	MODIFIER	DC	MOD
TEAM EFFORT		15	
Each person on the team			- 4/Ea.
Task requires multiple skill checks			- 4/Ea.
Task requires special tools			- 8
Task is impossible to retry			- 4
Task must be silent			- 8

SUCCESS:

Other characters may use the leader's skill check result during the Team Effort task, such as sneaking, ambushing, or crafting.

FAILURE:

Other characters gain a bonus equal to 1/4 of the leader's Team Effort check result.

CRITICAL FAILURE:

The leader gets in the way, causing the other characters suffer a -4 penalty to their skill check results.

CHECK	MODIFIER	DC	MOD
TRAINING*		20	
Trainee is completely new (Lvl 1)			- 4
Full week dedicated to training			+ 4
Training requires special tools			- 4

*Each Training Check requires 4 hours.

If the Training Check Result is greater than 20, add it to a running total. When the total reaches 500, training is successful.

SUCCESS:

The trainee gains a level**. (Not to exceed 1/2 of the teacher's Character Level)

**While trainees may gain a level in any class they choose, they must acquire skills and feats that are already possessed by their trainer. If they already have all their trainer's skills and feats, or have reached their maximum investment in those skills, training checks automatically fail.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

MICROPHONE, EAR-HORN
 FREE - 1 ACTION
 INTUITION

LISTEN

Whether hearing a noise spontaneously, or actively listening for an expected sound, this skill will enhance one's auditory sensitivity.

CHECK	MODIFIER	DC	MOD
PASSIVE		5	
	Sound distance		- 2/10 ft.
	Sound volume*		+ 2/10 dB
	Barriers between listener and sound		- 4/Ea.
	Fog or mist		- 4
	Sound is brief		- 2

*0dB = 1. 10dB = 10. 20dB = 100. 30dB = 1,000. 40dB = 10,000...

SUCCESS:

The character hears the sound.

FAILURE:

They do not.

CRITICAL FAILURE:

The character chooses just that moment to make an obscene, attention drawing noise.

CHECK	MODIFIER	DC	MOD
ACTIVE		0	
	Sound distance		-2/20 ft.
	Sound volume*		+2/20 db
	Barriers between listener and sound		- 2/Ea.
	Fog or mist		- 2
	Sound is brief		- 2

*0dB = 1. 10dB = 10. 20dB = 100. 30dB = 1,000. 40dB = 10,000...

SUCCESS:

The character identifies the source of the sound, as well as the nature of the material deflecting or obstructing it.

FAILURE:

They hear the sound, but learn little about it.

CRITICAL FAILURE:

The character may loudly open discussion regarding the sound.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

VOICE ENHANCER, AN OPENING ACT
 15 MINUTES
 ANALYSIS

ORATORY

When addressing the masses, a senate, or the board of directors, a character uses pace, tone, and meter to sway public opinion. Use this skill to mud-sling, hawk your wares, give rhetoric, or bedazzle an audience. Use Oratory whenever a single character is interacting with a crowd.

CHECK	MODIFIER	DC	MOD
INFLUENCE OPINION		10+WILL	
	Common opinion is opposed		- 8
	Social norms prohibit this opinion		- 12
	Opinion has no opposition		+ 2
	Sharing this opinion benefits listeners		+ 4
	Opinion is morally neutral		+ 2

SUCCESS:

Commoners in the crowd are influenced to believe as the speaker intends; unless they are opposed to the speaker's goals, in which case their opinion becomes neutral on the subject. Heroic characters roll a Will Check to resist this effect.

FAILURE:

The crowd is not swayed.

CRITICAL FAILURE:

No one even listens.

CHECK	MODIFIER	DC	MOD
CALL TO ACTION		20+WILL	
	Action poses no danger		+ 4
	Action threatens injury		- 4
	Action threatens maiming		- 8
	Action threatens death		- 12
	Action threatens imprisonment		- 8

SUCCESS:

The crowd becomes a Mob (See Chapter 2 - Conflict and Combat,) under the character's control. The character must re-roll the Oratory check every time they issue a new order. Members of the Mob do not receive a Will Check to resist this effect.

FAILURE:

The crowd continues its present course of action.

CRITICAL FAILURE:

The crowd disburses.

PARKOUR

EQUIPMENT:
TIME/SPECIAL:
ABILITY:

LIGHT/NO ARMOR, LIGHT LOAD
STANDARD ACTION, EXHAUSTING
DEXTERITY

Use this skill to leap across rooftops, squeeze through tight spaces, roll out of a fall, tumble through alarm lasers, slide under a closing blast-door, or perform any other adrenaline-charged stunts of insanity.

This skill may be used to link multiple move actions in to a single acrobatic stunt, so long as the lateral distance traveled remains within the character's basic capabilities.

Use this skill to increase your Defense, by the check result for the duration of the round.

CHECK / MODIFIER	DC	MOD
EXECUTE STUNT	25	
Stunt requires hands-free		- 4
Stunt requires multiple rounds		- 2 Ea.
String individual stunts together		- 4 Ea.
Surfaces traversed are rocky, slippery, or trecherous		- 8
Character is wearing a pack		- 4

SUCCESS:

The character navigates any terrain type at their normal move-speed. They may move in all three dimensions, providing sufficient jump-check results.

FAILURE:

The character aborts the stunt, making progress only over moderate or lighter terrain.

CRITICAL FAILURE:

The character falls prone at the least opportune spot.

CHECK / MODIFIER	DC	MOD
KINESTHETICS (FLY, LAND, CRASH)	15	
Character is holding something		- 4
Fall is mostly vertical		- 4
Landing surface is rough		- 4
Landing surface is rocky, slippery, or trecherous		- 8
Fall or crash exceeds Dex Mod in feet		Special

SPECIAL:

This skill only mitigates damage inside a safe fall/crash range. A character with a Dex Mod of 3 may fall 30 feet and land unharmed, or fall 50 feet and take as much damage as a normal character falling 20.

SUCCESS:

The character subtracts (Dex Mod x 10 ft.) from their fall distance or crash speed.

FAILURE AND CRITICAL FAILURE:

The character takes damage as normal.

PERFORM

EQUIPMENT:
TIME/SPECIAL:
ABILITY:

COLORFUL BALLS, FIRESTICKS, MUSIC
2 ROUNDS - 4 HOURS
INTUITION

Use this skill to perform actions in a captivating, entertaining, or spectacular manner. As well as being used to entertain others, this skill may also be used as a distraction for guards, marks, or vile babysitters.

CHECK / MODIFIER	DC	MOD
CAPTIVATE CREATURES	10+ WILL	
Creature finds character ugly		- 4
Creature finds character beautiful		+ 4
Creature has nothing better to do		+ 4
Creature has business to attend		- 4
Creature has strict orders to attend		- 8

SUCCESS:

The targets pay exclusive attention to the character for one minute.

FAILURE:

The targets are uninterested in the performance, and say so. Loudly.

CRITICAL FAILURE:

The targets are uninterested, continuing to pay attention to their environment while politely gazing at the character in feigned interest.

CHECK / MODIFIER	DC	MOD
ENTERTAIN	20	
Subjects have nothing better to do		+ 4
Subjects are busy		- 4
Subjects are humorless bores		- 4
Subjects are naturally playful		+ 4
Subjects are in an entertainment venue		+ 4

SUCCESS:

The character is entertaining and charismatic, yielding an equipment bonus to all further social checks with the targets.

FAILURE:

The targets are entertained, but only just.

CRITICAL FAILURE:

The character is booted off the stage.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

NAVIGATION GAUGES
 FREE - 10 ROUNDS
 DEXTERITY

PILOT

Use this skill to control any vehicle that travels in three dimensions. This includes aircraft, spacecraft, avian mounts, toy helicopters, and trained sea-turtles.

CHECK / MODIFIER	DC	MOD
CONTROL VEHICLE	15 (10)	
Afterburners or windbreaks		- 4
Turning		- 4
Stormy skies		- 8
Difficult tight traffic		- 8
Vehicle at less than 3/4 HP		- 8
Vehicle at less than 1/2 HP		- 16

SUCCESS:

The character makes progress in the vehicle.

FAILURE:

The character loses one length in a chase, and must slow down by one increment. See Chapter 2: Conflict and Combat.

CRITICAL FAILURE:

The vehicle stalls, or falls unconscious.

CHECK / MODIFIER	DC	MOD
PERFORM MANEUVER		
One-round reverse	(20)	
Control and recover a stall	(25)	
Line up (occupants gain one attack)	(20)	
Evasive maneuvers (increase defense)		- 4/pt.
Precision hover	(20)	
Crash Landing (1/2 crash damage)	(25)	

SPECIAL:

All the round's Control Vehicle modifiers are added to the Perform Maneuver DC.

SUCCESS:

The character precisely executes the maneuver.

FAILURE:

The character performs the maneuver, and loses one standard action preventing equipment failure.

CRITICAL FAILURE:

The vehicle enters an uncontrolled stall and plummets towards the ground.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

BALLS, PYROTECHNICS
 FREE - 2 ROUNDS
 DEXTERITY

PRESTIDIGITATION

Use this skill to flourish, beguile, juggle, and amaze! Tricks of dexterity such as handstands, unicycle riding, and contact juggling fall under this skill. Illusionist tricks, or 'smoke and mirrors' do as well. Use this skill whenever misdirection or fine manual dexterity are needed.

CHECK / MODIFIER	DC	MOD
VANISH OBJECT	15+SPOT	
Number of observers		- 4/Ea.
Object is Tiny/Small Medium		+ 12/4 - 8
Object is glowing or emitting particles		- 8

SUCCESS:

The object vanishes from sight.
 If it is being actively held, the object may be drawn again as a free action.

FAILURE:

The object is pulled up a sleeve or palmed, and may be drawn as a free action. However, it remains obvious that the character is hiding something.

CHECK / MODIFIER	DC	MOD
FLORISH	5+SKILL DC	
Perform skill 1-handed		- 8
Draw attention to the performance		- 4
Appear to be performing a different skill		- 8
Appear to be doing nothing		- 12

SUCCESS:

The initial skill is performed with additional pizzazz.

FAILURE:

The skill is performed successfully, but takes twice as long as it normally would.

CRITICAL FAILURE:

The character fails to be impressive, and also fails their initial skill check. If they had failed already, they crit-fail instead.

SABOTAGE

EQUIPMENT: CROWBAR, EXPLOSIVES, A SHOE
 TIME/SPECIAL: 1 - 5 MINUTES
 ABILITY: ANALYSIS

This skill represents a character's ability to intelligently destroy systems and machines. Saboteurs not only put proverbial sticks in proverbial spokes - they put them in *exactly* the spoke that most effectively accomplishes their goals. They may time the failure of the system to coincide with the worst possible moment, or they may destroy a part in such a way as to require demolition of the entire machine.

CHECK / MODIFIER	DC	MOD
DISABLE DEVICE	15	
Device is complex (watch)/arcane (nuclear reactor)		- 4/12
Device uses unfamiliar technology		- 8
Device has writing in an unknown language		- 4
Device is magical		- 4
Device is larger than a single room		- 2

SUCCESS:

The device is disabled, partially or completely. This is not the same as destroying the device - the character may restart the thing at any time with a single action. Others may repair the machine with a Craft check equal to the Disable Device result.

FAILURE:

The device sustains 1d6 damage.

CRITICAL FAILURE:

The device is unharmed, though the character may assume their task was completed admirably.

CHECK / MODIFIER	DC	MOD
FIND THE WEAK LINK	10	
System is complex		- 12
System uses unfamiliar technology		- 8
System has writing in an unknown language		- 4
System is magical		- 4
System is larger than a single room		- 2

SUCCESS:

The character identifies a vulnerability in the machine, organization, building, or other system.

FAILURE:

The character identifies nothing.

CRITICAL FAILURE:

The character identifies a red herring.

SNEAK

EQUIPMENT: SOFT SHOES, SILK CLOTHES, NUDITY
 TIME/SPECIAL: FREE - 1 MINUTE
 ABILITY: DEXTERITY

Use this skill to move silently, smuggle objects, or perform any movement skill check without being detected.

CHECK / MODIFIER	DC	MOD
MOVE SILETLY	5+LISTEN	
Character is moving at double or quadruple speed		- 8/16
Character is falling (well... landing.)		- 8
Character is performing an action		- 4
Character is wearing noisy material		- 8
Character is attacking		- 8

SUCCESS:

The character evades notice.

FAILURE:

The character evades only the notice of those who fail to hear them.

CRITICAL FAILURE:

The character stumbles, breaks something, or otherwise makes their presence obvious.

CHECK / MODIFIER	DC	MOD
SMUGGLE	5+SURVEILLANCE	
Object is greater than 4 or 8 in. ²		- 4/8
Object is very hot or very cold		- 4
Object is blocky or oddly shapen		- 4
Object has a distinct odor		- 8
Object glows or emits mist/particles		- 8

SUCCESS:

The object in question is stowed on the character's body, and is undetectable without deliberate search.

FAILURE:

The object is hidden, but may be detected by Active Spot checks as well as Surveillance.

CRITICAL FAILURE:

The object will be seen on any cursory search.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

SPYGLASS, NIGHT-VISION, RADAR
 FREE - 1 ACTION
 INTUITION

SPOT

Improving this skill allows characters to improve their searching skill, and their ability to notice something that is out of place. Spot checks increase in difficulty for every increment of distance between the character and their target. Spot increments range from 6 inches in a dark night to 20 ft. in daylight. (See 'Light' in Chapter 7 - Economics and Gear.)

CHECK	MODIFIER	DC	MOD
PASSIVE		5	
	Distance from subject		-2/Increment
	Subject is bright or flashy		+ 8
	Subject has partial/total concealment		-8/-20
	Subject is Tiny/Small Large/Huge		-12/-4 +4/12
	Subject is moving		+ 8

CHECK	MODIFIER	DC	MOD
ACTIVE		0	
	Distance from subject		-1/Increment
	Subject is bright or flashy		+ 8
	Subject has partial/total concealment		-4/-12
	Subject is Tiny/Small Large/Huge		-4/12 +4/12
	Subject is moving		+ 8

SUCCESS:

The character's attention is aroused.

FAILURE:

They do not.

CRITICAL FAILURE:

The character happens to be a distraction to others, who would otherwise be making this spot check successfully.

SUCCESS:

The character knows where Waldo is.

FAILURE:

They do not.

CRITICAL FAILURE:

The character is busily searching for the wrong guy.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

SENSOR ARRAY, CAFFINE, A PARTNER
 2 HOURS - MANY DAYS
 ANALYSIS

SURVEILLANCE

Characters on a stakeout, or laying in wait, utilize surveillance. This skill represents a character's ability to pay attention over a long period of time, and represents the use of all their sensory abilities.

CHECK	MODIFIER	DC	MOD
STAKE-OUT		10+SNEAK	
	Field of view necessary		- 4 per 30°
	Time character has been waiting		- 1/hr.
	Character must maintain concealment		- 4

SUCCESS:

The characters gather the information they seek, or, if no such information exists, they learn that the information will not be found.

FAILURE:

The characters notice nothing.

CRITICAL FAILURE:

The characters notice a red herring.

CHECK	MODIFIER	DC	MOD
CREATE SECURITY SYSTEM		20	
	System alarms must be silent		- 4
	System must trigger traps		- 4
	Extra devices in system		- 2/Ea.

SUCCESS:

The security system is operational, and will function to specification.

FAILURE:

The system is operational, but a few components are obviously non-functional.

CRITICAL FAILURE:

The system is operational, and the character is unaware that most components are non-functional.

USE ROPE

EQUIPMENT: SILK ROPE, WINCH, WINDLASS
 TIME/SPECIAL: 1 MINUTE - 5 MINUTES
 ABILITY: DEXTERITY

Use this skill to tie, bind, lasso, winch, pully, or whatever may require the use of long flexible fibers.

CHECK	/	MODIFIER	DC	MOD
LASH OBJECTS			10	
		Object is slippery		- 4
		Object is rounded		- 4
		Parts of the object are sharp or fragile		- 4
		Multiple loose objects		- 2/Ea.
		Object is being bound for transport		- 4

SUCCESS:

The objects are secured tightly together. They will only come loose if the rope is damaged, or a character rolls a Use Rope check equal to 10 + or - the Lashing character's check result.

FAILURE:

The objects are secured loosly, and will fall given ample jostling, rolling, tilting, or shinanigans.

CRITICAL FAILURE:

The objects are bound tightly, but will fall apart of their own accord.

CHECK	/	MODIFIER	DC	MOD
BIND CREATURE			20	
		Creature is slippery		- 4
		Creature is sharp or fragile		- 4
		Creature is resisting		- 8
		Multiple creatures, one rope		- 4/Ea.
		Creatures are being bound for transport		- 4

SUCCESS:

The creature is Immobilized and Helpless.

FAILURE:

The creature is secured, but not Helpless.

CRITICAL FAILURE:

The creature appears bound, but is in fact free.

WEAVESHROUD

EQUIPMENT: LIQUID ELEMENT LOOM
 TIME/SPECIAL: FREE
 ABILITY: ANALYSIS

Characters shrouding their weaves may channel undetected, or hide the fact that they can channel at all.

CHECK	/	MODIFIER	DC	MOD
HIDE WEAVE			5+WEAVESIGHT	
		Weave complexity		-1/MP

SUCCESS:

The weaving process is hidden from sight, and the weave itself is made invisible.

FAILURE:

The weaving process is kept hidden, but the weave becomes visible upon casting.

CRITICAL FAILURE:

Nothing in the weaving process is hidden.

CHECK	/	MODIFIER	DC	MOD
HIDE MANA			10+WEAVESIGHT	
		Character is maintaining weaves		- 4/Ea.

SUCCESS:

The character's current mana pool is hidden from passive detection.

FAILURE:

The character's current mana pool is hidden from passive detection, but detectable upon active search by Weavesight.

CRITICAL FAILURE:

The character's mana is unhidden.

EQUIPMENT:
 TIME/SPECIAL:
 ABILITY:

BINOCULARS, SPYGLASS
 FREE - 1 ACTION
 INTUITION

WEAVESIGHT

Characters can see elemental wefts, sensing channeling as it happens, and enabling them to gauge the channeling capacity of others.

CHECK / MODIFIER	DC	MOD
IDENTIFY WEAVING	10+WEAVESHROUD	
Distance from weaving		-1/10 ft.

SUCCESS:

The character identifies a spell being woven before it is finished casting.

FAILURE:

The character identifies weaving, though they are unable to determine the effects it will have - only the amount of mana points going into it.

CRITICAL FAILURE:

The character is oblivious to the weaving.

CHECK / MODIFIER	DC	MOD
ASSESS CHANNELER	20+WEAVESHROUD	
Distance from target		-1/10 ft.
Target is currently casting		+ 8
Target is maintaining weaves		+ 4

SUCCESS:

The character learns the amount of mana the target currently possesses, and the maximum amount of mana they can hold.

FAILURE:

The character learns the amount of mana the target currently possesses.

CRITICAL FAILURE:

The character learns nothing.

FEATS

AS CHARACTERS LEARN AND GROW, ATTAINING LEVELS, THEY GAIN FEATS THAT REPRESENT THEIR CAPABILITIES. FEATS DEFINE A CHARACTER'S SPECIALIZATION, ENABLING THEM TO DO WHAT OTHERS CAN NOT.

At first level, every character gains two Feats. They gain 1 feat every two levels after that.

Some feats, such as Armor Specializations or Elemental Affinities are given in a set. Each Feat that a character invests gives them access to one option of their choice. These feats may be taken multiple times, giving access to a new option each time.

COMBAT

ARMOR

- Heavy Armor Specialization 1, 2, 3
- Light Armor Specialization 1, 2, 3
- Medium Armor Specialization 1, 2, 3
- Unarmored Specialization 1, 2, 3
- Shield Specialization 1, 2, 3

COMBAT STANCE

- Berzerker 1, 2, 3
- Defensive 1, 2, 3
- Mobile 1, 2, 3
- Reactive 1, 2, 3

WEAPON SPECIALIZATION

- Bludgeoning Specialization 1, 2, 3
- Grappling Specialization 1, 2, 3
- Grenadier 1, 2, 3
- Marksmanship 1, 2, 3
- Piercing Weapon Specialization 1, 2, 3
- Ranged Assault 1, 2, 3
- Slashing Weapon Specialization 1, 2, 3

POSSIBLE ADDS:
MERCENTILE TREE

GENERAL

- Black collar contacts
- Blue collar contacts
- Cold Read
- Daredevil
- Dead Herring
- Drive-by
- Endurance
- Eyes and Ears
- False-Start
- Fence Network
- Find Water
- Flawless Search
- Forage
- Green collar contacts
- Hidden Run
- Improved Initiative
- Improvisation
- Post-cognition
- Presence of Mind
- Quick-change
- Read Lips
- Requisition
- Safe-house
- Silent Fall
- Silent Takedown
- Skill Mastery
- Spread Rumor
- Stable Mounting
- Tactical Skill Use
- The Look
- White collar contacts

MAGIC

ALCHEMY

- Brewer
- Jeweler
- Warder

LIQUID AFFINITY

- Liquid 1 - Pass Weave
- Liquid 2 - Transfer MP

MASS AFFINITY

- Mass 1 - Extra Mana
- Mass 2 - Fast Regen

PLASMA AFFINITY

- Plasma 1 - Darkvision
- Plasma 2 - Lifesense

SPACE AFFINITY

- Space 1 - Evasion
- Space 2 - Uncanny Dodge

SPIRIT AFFINITY

- Spirit 1 - Multiweave
- Spirit 2 - Sense Affinities

BERZERKER STANCE

Special: Only one combat stance may be active at a time.

BERZERKER 1

Whenever the character dispatches an opponent in melee, they gain an immediate free attack action.

BERZERKER 2

The character may attack more than twice in melee. They may attack a number of times per round equal to their Dexterity modifier. The use of this feat denies the character their Dexterity bonus to Defense.

BERZERKER 3

The character may make a single melee attack as a full round action. This attack automatically hits. (Assuming a hit is physically possible.)

BLACK-COLLAR CONTACTS

Once per session, the character may call in a favor from a criminal. This requires 1d6 hours in a medium or larger population center.

BLUDGEONING SPEC.

While wielding a club or axe, the character gains the following:

BLUDGEONING 1

Every five points of damage dealt to an opponent reduces their armor's damage reduction by 1.

BLUDGEONING 2

The character may subtract any amount from the damage they deal, and stun their opponent instead. This effect is negated by a Fortitude check with a DC equal to the damage invested in the stun. The opponent is stunned for a number of rounds equal to 1/4 the amount by which they failed the Fortitude save, minimum 1.

BLUDGEONING 3

Every consecutive attack made without moving more than 5 ft. adds 1 damage to the following attacks. This effect is cumulative. Every time the character misses, the bonus is reduced by 1/2, rounded down. Making a move action reduces this bonus to 0.

BLUE-COLLAR CONTACTS

Once per session, the character may call in a favor from a craftsman. This requires 1d6 hours in a small or larger population center.

BREWER

The character adds their Intuition bonus to any variable numeric effects in the potions and elixers they create.

COLD READ

Once per session, the character may ask three questions about a person. The Arbiter must answer these questions truthfully. Example questions include, 'what is their favorite food,' or 'what is their preferred weapon type?'

DAREDEVIL

The character is especially lucky, and may roll twice on any crash or fall check, taking the better of the two rolls.

DEAD HERRING

The character is resistant to bias, and unlikely to over-invest in any given track of investigation. When following a trail, they may make an Analysis check of DC 15 to learn whether there are clues to find on that path, or if it's actually a red herring.

DEFENSIVE STANCE

Special: Only one combat stance may be active at a time.

DEFENSIVE 1

The character may choose to reduce their opponent's defense. The character rolls damage as normal for successful attacks, and subtracts that number from the opponent's defense. This effect lasts until the combatants separate for at least one full round.

DEFENSIVE 2

Opponents moving inside the character's threatened area may only do so at a rate of 5 ft. per round.

DEFENSIVE 3

As a standard action, the character may cause an opponent they threaten to move up to five feet.

DRIVE-BY

Only one hand is required to drive, leaving the other free to manipulate items such as forks, phones, or firearms.

ENDURANCE

While using a skill with the Exhausting special, the character's Con Check DC increases every other round, instead of every round.

EYES AND EARS

The character maintains a network of informants, and may make 'Survey the Masses' (Interrogate) checks from remote cities.

FALSE-START

When a character fails a skill check, (not critical failure,) they spend only half the time doing so, and may try again immediatly.

FENCE NETWORK

The character can sell anything, even if there is no market for the item, and even if the item is known to be stolen. Selling an object this way requires 1d6 hours in a medium or larger city. It generates 1/10 the item's fair market value.

FIND WATER

So long as the character has a clear view of the terrain, they are able to discern the direction to the nearest water source.

FLAWLESS SEARCH

Through careful systematic searches, the character is able to find nearly anything. By spending 4 times longer on a Search Check, they not only automatically roll a 20 on the check; if they find nothing, they do find a clue (even if that clue is 'look somewhere else.')

FORAGE

The character has a sixth sense about what unfamiliar plants and animals may be harmful. They are never without food.

GRAPPLING SPEC.

While grappling, the character gains the following bonuses:

GRAPPLING 1

The character retains their free 5 ft. movement during a grapple. When they move, they drag the opponent along with them.

GRAPPLING 2

Any teammate who successfully attacks the opponent being grappled automatically deals a critical hit.

GRAPPLING 3

While grappled, the character's opponent is unable to make noise, or otherwise call for help.

GREEN-COLLAR CONTACTS

Once per session, the character may call in a favor from a soldier. This requires 1d6 hours in a medium or larger population center.

GRENADIER

When attacking with a weapon that deals splash damage, the character gains the following bonuses:

GRENADIER 1

Opponents do not gain the benefits of cover against the character's attacks, unless they are completely encapsulated.

GRENADIER 2

So long as there is an object to bounce their shot off, the character's attacks may change direction one time per attack. This feat may not be used with weapons that detonate on impact, or are too fragile to sustain such an impact.

GRENADIER 3

The character may subtract any number from their attack roll, and add 1/5, rounded down, of that to the Reflex DC of their weapon.

HEAVY ARMOR

While wearing heavy armor, the character recieves:

HEAVY ARMOR 1

2 points of Damage Reduction in addition to the armor's normal DR.

HEAVY ARMOR 2

The character may spend a Full Action defending their ground. Until their next initiative count, they take 25% damage. (After DR)

HEAVY ARMOR 3

Double the normal Damage Reduction bonus from armor. Do not double the bonus from Heavy Armor 1.

HIDDEN RUN

The character may move while hidden, so long as they do so through partial concealment, such as shadows or underbrush.

IMPROVED INITIATIVE

Whenever initiative is rolled, the character may roll twice, taking the better of the two rolls.

IMPROVISATION

The character is never without tools, and can fashion makeshift items out of nearby debris with a DC 15 Craft check. The character requires at least a few cubic feet of garbage, scrap metal, foliage, or other raw material to work with.

This feat requires 1d10 minutes, and may be used once per scene.

JEWELER

The talismans and charms the character makes recharge their mana at a rate equal to the character's Creativity bonus.

LIGHT ARMOR

While wearing light armor,

LIGHT ARMOR 1

The character gains +10 defense bonus.

LIGHT ARMOR 2

The armor's weight is not added to the character's encumbrance.

LIGHT ARMOR 3

Each round, the character may subtract any amount from their melee attack rolls, and add it to their defense.

LIQUID AFFINITY

The character may take this feat once, gaining the ability to weave 5 MP into Liquid based spell attributes, and gaining one of the following benefits. This feat may be taken twice to gain both of the following benefits, and weave unlimited liquid into their spells.

PASS WEAVE

The character may pass a weave that they are currently maintaining to another character to maintain. That character must be able to cast the weave in question if the transfer is to be successful.

TRANSFER MP

The character may give another character use of their Mana Pool. Every 2 MP given in this way increases the target's total mana capacity by 1 MP. This affects both the amount of mana they possess, and their Overchanneling Limits.

Use of this feat requires that the character be within 30 ft. of the recipient.

Mana given to another character regenerates normally, but may only be used by the character it has been given to.

MARKSMANSHIP

When attacking with a single-fire ranged weapon, (including bows and javalines) the character gains the following bonuses:

MARKSMANSHIP 1

The character uses their surroundings to stabilize, reducing recoil by 1/3 when they are prone (firearms) or have cover (arrows, javalines.)

MARKSMANSHIP 2

The character may attack once as a full-round action, adding their Intuition Score to their attack roll.

MARKSMANSHIP 3

During the first-strike round of an Ambush, all successful hits automatically become critical hits.

MASS AFFINITY

The character may take this feat once, gaining the ability to weave 5 MP into Mass based spell attributes, and gaining one of the following benefits. This feat may be taken twice to gain both of the following benefits, and weave unlimited mass into their spells.

EXPANDED MANA POOL

The character gains 1 bonus MP per character level.

FAST REGEN

The character regenerates an additional 2 MP per round.

MEDIUM ARMOR

While wearing medium armor,

MEDIUM ARMOR 1

Whenever an attack would deal more than 1/2 the character's total HP, the damage from that attack is halved.

MEDIUM ARMOR 2

The character may add their Dexterity Modifier to their Damage Reduction, instead of adding their Dexterity Score to their Defense. They may only gain one of these two bonuses per round. The player must declare a change between the two options at the beginning of their character's initiative count.

MEDIUM ARMOR 3

Whenever they are subject to a critical hit, the character's damage reduction is doubled.

MOBILE STANCE

Special: Only one combat stance may be active at a time.

MOBILE 1

Every round the character remains in melee, their initiative increases by 2. The character may never exceed the maximum initiative of 40.

MOBILE 2

The character may move up to 5 ft. with every attack they make.

MOBILE 3

The character no longer invokes attacks of opportunity when moving through opponents' threatened areas.

PIERCING WEAPON SPEC.

When wielding a piercing weapon, the character gains the following:

PIERCING 1

Whenever the character attacks an opponent who has been denied their dexterity bonus to defense, they deal 1d6 extra damage per three character levels. (E.g. a 9th level character deals 3d6 additional damage.)

PIERCING 2

The character adds their Intuition modifier to their damage rolls against flanked and flat-footed opponents.

PIERCING 3

Every opponent in range who has been denied their dexterity bonus to defense is subject to an Attack of Opportunity.

PLASMA AFFINITY

The character may take this feat once, gaining the ability to weave 5 MP into Plasma based spell attributes, and gaining one of the following benefits. This feat may be taken twice to gain both of the following benefits, and weave unlimited plasma into their spells.

DARKVISION

Even in complete darkness, the character may see up to 60 feet. The character is aware only of the shape and location of objects. They might see a book, for example, but could only read in braille.

LIFESENSE

The character is aware of all life within 10 ft. This sense penetrates walls and other forms of cover and concealment.

POST-COGNITION

The character is able to sense past events - at least to some degree. While they are unable to discern specifics, they are able to feel an aura of varying strength depending on the magnitude of the event. A place of healing, for example, might give the character a sense of peace, while the site of a murder might raise the hair on the back of their neck. Similarly, they might feel ecstasy at the site of a holy birth, or nausea in a pit of torture.

PRESENCE OF MIND

The character is always vigilant, and is entitled to an automatic Active Spot check whenever they come within 5 ft. of a hidden door, trap, or other obstacle meant to be invisible.

QUICK CHANGE

Given five rounds in full concealment the character may make disguise checks through body language and clothing wear alone. For example, a character might duck in a crowd, and stand up with a different hairstyle and shirt, appearing to the casual observer to be someone entirely different.

RANGED ASSAULT

When attacking with a ranged assault weapon, the character gains the following bonuses:

RANGED ASSAULT 1

The character may make suppressive fire actions from around corners, without leaving full cover.

RANGED ASSAULT SPECIALIZATION 2

While laying down covering fire, the character gains an attack of opportunity against any opponent without cover.

RANGED ASSAULT SPECIALIZATION 3

When laying down covering fire, the character gives their defense bonus to all allies within 30 ft. instead of the usual single ally.

REACTIVE STANCE

Special: Only one combat stance may be active at a time.

REACTIVE 1

The character may make a number of attacks of opportunity equal to their Dexterity Modifier each round, instead of the usual 1.

REACTIVE 2

The character's melee range is increased by 5 ft. for all weapons.

REACTIVE 3

The character can fight invisible opponents effectively. So long as an opponent threatens them, they may attack without penalty.

READ LIPS

No audible words are necessary for the character to understand what is being said.

REQUISITION

The character has a source for any item, regardless of its legal status. This requires 1d6 days of search, and 300% the item's normal price. If the item has no price, or is priceless, a quest may be substituted for monetary payment.

SAFE HOUSE

The character knows where to seek shelter, and is always able to find a place to rest in a small or larger population center.

SHIELD SPECIALIZATION

While wielding a shield,

SHIELD 1 (EVASION)

When the character makes a successful reflex save Vs. a blast effect, they take no damage. (Instead of the usual 1/2)

SHIELD 2 (PHALANX)

The character may use their shield to reduce the effectiveness of attacks on adjacent allies in addition to themselves.

SHIELD 3 (HOLD THE LINE)

The character generates twice the usual number of Shield Points.

SILENT FALL

The character is adept at absorbing the force of falls silently, and, while conscious, makes little to no noise upon impacting the ground.

SILENT TAKEDOWN

If the character renders a foe unconscious before their first initiative count, no noise is made in the attack.

SKILL FOCUS

The character gains a skill multiplier for 1 skill.

SLASHING WEAPON SPEC.

When attacking with a slashing weapon, the character gains the following bonuses:

SLASHING WEAPON SPECIALIZATION 1

The character may subtract any number from their defense and add it to their crit-zone.

SLASHING WEAPON SPECIALIZATION 2

At the beginning of their round, the character may subtract any number from their initiative and add it to their damage rolls.

SLASHING WEAPON SPECIALIZATION 3

During the first-strike round of an Ambush, all successful hits automatically become critical hits.

SPACE AFFINITY

The character may take this feat once, gaining the ability to weave 5 MP into Space based spell attributes, and gaining one of the following benefits. This feat may be taken twice to gain both of the following benefits, and weave unlimited space into their spells.

SLOW-FALL

The character takes 1/2 damage from falls.

UNCANNY DODGE

The character is especially difficult to flank in combat. While a normal character is flanked when two opponents attack from different angles, a character with this feat is flanked only when attacked by a group of three or more.

SPIRIT AFFINITY

The character may take this feat once, gaining the ability to weave 5 MP into Spirit based spell attributes, and gaining one of the following benefits. This feat may be taken twice to gain both of the following benefits, and weave unlimited spirit into their spells.

MULTIWEAVE

The character may weave while maintaining other spells, and maintain a number of spells at once equal to their Analysis modifier.

SENSE AFFINITIES

On a successful Weavesight check, the character is able to sense their target's elemental affinities.

SPREAD RUMOR

The character may make Oratory checks while their audience isn't actually present. These Checks require 2 hours per day for one week to complete.

STABLE MOUNT

The character no longer needs to make ride checks to stay mounted in combat, and takes only half damage from crash checks.

TACTICAL SKILL USE

The character may make complex and difficult skill checks under extremely stressful circumstances without a concentration check.

THE LOOK

The character is exceptionally attractive to others, and gains an equipment multiplier for all social skill checks. If they already have proper equipment, it works as if it were magical, increasing their skill multiplier to x3 (or x4 with the relevant Skill Mastery feat.)

UNARMORED

While wearing normal clothing,

UNARMORED 1

The character gain a +15 defense bonus.
This bonus is always active, even when the character is flat-footed.

UNARMORED 2

The character may move 10 ft, instead of the usual 5, as a free action.

UNARMORED 3

The character gains an additional standard action each round.
This action must be spent on movement of some sort. It does not allow the character to attack, cast spells, or use skills.

WARDER

The character may tattoo their emblems and wards directly onto the flesh of a (willing) living being.

WHITE-COLLAR CONTACTS

Once per session, the character may call in a favor from a trader. This requires 1d6 hours in a medium or larger population center.

MAGIC

MAGIC

MANA

Every character possesses Mana Points, or MP.
A character's MP is based on their experience, and their Constitution and Analysis Scores.
Mana is used as fuel to power Weaves and Alchemical items.

$$\text{MP} = (\text{CLASS BONUS} + \text{CONSTITUTION SCORE} + \text{ANALYSIS SCORE})$$

Channeling on-the-fly requires a character's own mana. However, any character may invest mana for an Alchemist's enhancements.

When weaving, a character spends MP to create and improve spell effects. A weave may have any number of attributes, each with its own level of power. The size, shape, magnitude, and any other attribute of a weave is decided by the caster as the spell is being woven.

$$\text{MANA COST} = (\text{SUM OF ALL SPELL ATTRIBUTE COSTS})$$

THE ELEMENTS

All characters may weave up to 2 mana of any element into a spell attribute.
A character with one Elemental Affinity feat may weave up to 5 MP of effects of that element.
Characters with both Affinities in an element may channel an unlimited amount of it into a spell.

{E.g. a character with two Mass Affinities may put 2 MP into the Shape attribute, and unlimited MP into Dice.}

COMMON ATTRIBUTES

All spells must have Form and Size.

Form: the shape of the weave, and how it gets from the caster to the target.

Size: the area covered by the spell.

Some spells involve damage or healing effects given by a dice roll. These these are listed with the 'Dice' descriptor.
More mana gives an effect more dice, and better dice.

WEAVING SPELLS

Channeling requires progressively more MP for every attribute the channeler chooses to add to a weave. Each improvement can be made more powerful with more mana. The cost of each incremental increase to a spell attribute is listed below. The total cost of a spell is the sum of its attributes, each of which is calculated separately.

$$\text{ATTRIBUTE INCRIMENT COST} = (1, 2, 3, 5, 8, 13, 21, 34, 55, 89\dots)$$

{Example - A fireball is a Projectile (8) with 20 ft. size, (8) dealing 4 (5) d6 (3) damage, for a total cost of 24 MP.}

All characters regenerate their Intuition Mod in mana every round.
Channelers also generate mana within themselves, and gain a bonus to their regeneration rate.

$$\text{MP REGEN} = (\text{INTUITION MODIFIER} + \text{REGEN BONUS}) \text{ PER ROUND}$$

CHANNELING

CHANNELERS WEAVE ELEMENTAL POWER TO CREATE CHANGE IN THE WORLD. WEFTS OF THE FOUR ELEMENTS EACH HAVE THEIR OWN UNIQUE PROPERTIES, AND CHANNELERS WEAVE THEM TOGETHER WITH WARPS OF THEIR OWN SPIRIT TO ALTER THE VERY FOUNDATION OF THE UNIVERSE.

Normal characters, even Alchemists, are limited in the amount of mana they can weave into a spell. The maximum amount of mana that can be woven into a spell is half of a character's current (not total) pool.

$$\text{SPELL CAP} = (1/2 \text{ CURRENT MP})$$

But Channelers may attempt ANY weave, creating far more powerful effects than normal folk may ever dream of. The limit of safe casting is called the Over-Channel limit, or OC. Overchanneling causes destructive effects to the environment around them.

Overchanneling causes 1d6 points of damage per MP beyond the OC to everything within 5 ft. of the Channeler. The channeler takes 1/2 this damage.

$$\text{OVERCHANNELING} = (\text{SPELL COST} - \text{SPELL CAP}) \text{ D6 DAMAGE}$$

Once a spell has been woven, the channeler may maintain its effect until the next round for 1/2 of the weave's initial cost. The spell affects its target on the caster's initiative count every round it is sustained.

$$\text{SUSTAINMENT COST} = (1/2 \text{ WEAVE COST})$$

ALCHEMY

THROUGH NATURAL PHILOSOPHY AND SCIENCE, ALCHEMISTS HAVE BORN THE FRUITS THAT FEED SOCIETY. SOME ALCHEMISTS DREAM OF ACHIEVING ETERNAL YOUTH. SOME, INFINITE WISDOM. AND OTHERS, WEALTH BEYOND IMAGINING.

Alchemical effects are identical to channeled weaves, and cost a multiple of the corresponding weave's MP cost. This multiple depends on the Trigger and Use of the alchemical device.

TRIGGERS AND USES

Effects may be used once. (Consumed)
They may possess a mana pool for multiple uses. (Charged)
Or the weave may be constantly in effect. (Constant)

Items are either Action based, (the character must spend one Standard Action to activate the item,) or Automatic (the item activates on its own, based on a trigger event specified by the Alchemist.)

Items automatically have a mana pool equal to half their normal cost. (Enough one casting.) Each additional charge requires 1/2 the MP of the item's base cost.

Items regenerate their own mana at a rate of 1 MP per round.

ALCHEMICAL MULTIPLIERS:

$$\text{ENCHANTMENT COST} = ((\text{SPELL COST} \times \text{ALCHEMY MULTIPLIER}) + \text{ITEM'S MANA POOL})$$

	CONSUMABLE	CHARGED	CONSTANT
ACTION	Potion (0.25x)	Talisman (0.5x)	---
AUTOMATIC	Elixer (0.5x)	Charm (1x)	Ward (3x)

COMMON ATTRIBUTES

FORM

ELEMENT: SPACE

A weave's form represents the area it affects, and how it gets there.

MANA	EFFECT
1	Self/Touch
2	Beam*
3	Cone or Wall
5	Sphere or Cylinder
8	Projectile*
21	Remote Casting*

*A touch attack is rolled to determine accuracy.

'Self' weaves originate and terminate within the caster.

'Touch' spells are like 'Self' weaves, but affect only the target.

Beams form lines with a maximum length equal to their Size.
Beams stop when they hit something.

Cones extend outward from a caster's hands.
A cone's length is equal to its Size. It begins with a width of 0, and ends with a width equal to its Size.

Walls are two dimensional weaves with an area equal to thier size.

Spheres are round walls with a radius and equal to their Size.

Cylinders are circular walls with a radius and height of their Size.

Projectiles are small bullet-like weaves that are attached to an object.
Projectiles discharge on impact, in a burst, with a radius equal to their size.

Remote Casted weaves originate at any point inside the caster's line of sight.

SIZE

ELEMENT: PLASMA

The area covered by a weave is its Size. If a weave has no physical shape, such as a healing spell, its size is Self or Target. Otherwise, a weave grows in proportion to the mana spent on its Size, and may affect a great number of creatures in one casting.

MANA	EFFECT
1	Self
2	Target
3	5 ft.
5	10 ft.
8	20 ft.
13	40 ft.
21	80 ft.
34	160 ft.
55	320 ft.
89	640 ft.

DICE

ELEMENT: LIQUID, MASS

If a channeler wishes to cause damage, grant healing, or perform any other variable numeric effect, they must spend mana to do so. This chart indicates the type of dice, and number of them, available at a given mana investment.

MANA	NUMBER	TYPE
1	1	d4
2	2	---
3	3	d6
5	4	---
8	5	d8
13	6	d10
21	7	d12
34	8	---
55	9	---
89	10	---

WEAVE EFFECTS

BUFFING

ELEMENT: MASS

A channeler sometimes works in support of other characters who are performing important tasks. They may aid their comrades by providing buffs to their ability scores or attack rolls. They may also enhance the tools used in Skill Checks with a Magic Bonus.

MANA	SKILL	ABILITY	ATTACK
1	---	+1	+3
2	---	+2	+6
3	---	+3	+9
5	Bonus	+4	+12
8		+5	+15
13		+6	+18

CHRONOS

ELEMENT: SPACE

Objects can be moved through time as easily as they can be moved through space. Channelers are able to alter the speed of events to their advantage. The bonuses extended to the Target of this effect include all previous bonuses in the table.

MANA	EFFECT
1	+1 Reflex Save
2	+10 Defense
3	+1/3 Speed
5	+1 Action per Round
8	+20 Defense
13	Double Speed

COMPULSION

ELEMENT: LIQUID

By layering weaves over the brains of creatures, a channeler is able to influence, and even control, their thoughts. Creatures are entitled to a Will Save to resist this effect.

MANA	EFFECT
1	May use social skills with beasts.
2	Promote wakefulness.
3	Command domestic beasts.
5	Command any beast.
8	Single-word command any creature.
13	Complex command any creature.
21	Wipe single memory.
34	Wipe all memories.

CRAFTING

ELEMENT: MASS

Weaving the mass of an item over the fractures and splinters of its breaks, tears, and worn down parts allows a channeler to mend broken equipment to a state of perfect function.

MANA	EFFECT
1	Spot welding
2	Seam fusing
3	Joint welding
5	Temper metals
8	Shape materials
13	Melt metals

CUTTING

ELEMENT: SPIRIT

Severing an opponent's weaves is often more effective than casting a weave of one's own. Channelers can weave blades of spirit to sever the cords and cables being woven by others, or even unravel alchemical enchantments.

MANA	EFFECT
1	---
2	+10 to opponent's Concentration DC
3	Unravel a potion or elixer
5	Sever an active weave
8	Unravel a talisman or charm
13	Unravel an emblem or ward

DIVINATION

ELEMENT: LIQUID

Channelers can use the elements to extend their senses beyond their bodies. Sight, sound, touch, or any other sense may be extended through the weaves of divination. The channeler weaves divination into their own body, or the body of another, except in the case of scrying - wherein the channeler senses the current affairs of a place they are intimately familiar with.

MANA	EFFECT
1	Magic bonus to skills
2	Nightvision or Ultrasonic
3	New sense (motion, electric, heat)
5	Diagnosis, material analysis
8	Sense future or past
13	Sense faraway place

ELEMENTAL STRIKE

ELEMENT: PLASMA
SPECIAL: DICE

Fireballs, iceballs, lightning, oh my! Aggressive and violent channelers weave various forms of destructive energy to rend their foes asunder. Use the dice tables above to determine damage rolls.

MANA	EFFECT
1	Causes subdual damage
2	Causes damage
3	Causes damage and affects the environment with effects such as fires or frosts
5	Causes damage and leaves lasting scars like craters, glassed sand, or infertile soil

FLIGHT

ELEMENT: SPACE
SPECIAL: SKILL (PARKOUR)

Soaring above the clouds is a common passtime, and sporting events are often held in floating colloseums. At low mana investments, flight weaves subtract height from fall damage. No object enchanted with flight may be more than twice the weight of the alchemist or channeler performing the enchantment.

MANA	EFFECT
1	Slow fall 10 ft.
2	Slow fall 20 ft.
3	Slow fall 40 ft.
5	Safe landing
8	Hover
13	Fly at 1/2 speed
21	Fly at normal speed
34	Fly at double speed
55	Fly at quadruple speed
89	Fly at octuple speed

HEALING

ELEMENT: MASS
SPECIAL: SKILL (HEAL)

Weaves that affect the flesh or plants are many in number, and many healers invent weaves of their own. This table is a mere list of examples as to the effect a channeler may have on the flora and fauna of the world.

MANA	EFFECT
1	Detect toxins
2	Inhibit spoiling
3	Encourage growth
5	Cook or Brew
8	Shape fiber
13	Shape wood

HEDDLE

ELEMENT: SPIRIT

A heddle holds warps in place, aiding a weaver in their task. The cost of maintaining a weave in the rounds after initially casting it is usually 1/2 of its initial cost. Heddlng reduces that even further by increasing the initial cost in exchange for lower future cost.

MANA	EFFECT
1	-1 MP
2	-2 MP
3	-3 MP
5	-4 MP
8	-5 MP

*Alchemists use this weave to help their items create effects that last multiple rounds per charge. It does not decrease the cost of additional charges. For example, a trap might hold and silence its prey. It costs 12 MP to make, and 6 MP per round to increase its duration. Heddlng the weave with an additional 8 MP investment would increase the initial cost to 20 MP, with 1 MP per round it will last. Because items recharge at a rate of 1 MP per round, this trap will last until it is manually shut off.

KENESIS

ELEMENT: SPACE

Moving objects with one's mind is a time honored tradition that has helped many an adventurer out of a jam, and many a child out of a dirty room.

MANA	EFFECT
1	Light pressure
2	10 lbs.
3	20 lbs.
5	40 lbs.
8	80 lbs.
13	160 lbs.
21	320 lbs.
34	640 lbs.
55	1280 lbs.
89	2560 lbs.

LIGHT

ELEMENT: PLASMA

Channelers may see anything through divination, but their comrades may not be so endowed. For the good of the team, the channeler brings light.

MANA	EFFECT
1	Candlelight
2	Torchlight
3	Lanturn or Dazzling flash
5	Oil lamp
8	Cloudglow - Candle or Blinding flash
13	Cloudglow - Torchlight
21	Cloudglow - Daylight
34	Cloudglow - Dazzling
55	---
89	Cloudglow - Blinding

LINKING

ELEMENT: SPIRIT

Channelers who know they will need to deliver weaves to a target, without knowing exactly where that target will be, such as healing to a scout before a dangerous mission, may create links through which they may weave. All effects woven through a link have a Delivery method of Touch.

MANA	EFFECT
1	Touch at 10 ft.
2	Touch at 30 ft.
3	Touch at 60 ft.
5	Touch at 120 ft.
8	Touch at 240 ft.
13	Touch at 480 ft.
21	Touch at 960 ft.
34	Touch at 1 mile.
55	Touch at 5 miles.
89	Touch anywhere on plane.

PORTAL

ELEMENT: SPACE

Tearing a rift through space and time allows channelers to travel vast distances in one small step. The channeler must be intimately familiar (having spent at least a day) with the area at both ends of the portal before attempting these weaves.

MANA	EFFECT
1	---
2	---
3	< 1 ft cube
5	2 - 3 foot cube
8	Self up to 100 ft.
13	Self
21	Self + 1 other
34	Gateway - door size
55	Gateway - double door
89	Gateway - broad-side-of-barn size

PRESTIDIGITATION

ELEMENT: PLASMA
SPECIAL: SKILL (PRESTIDIGITATION)

Pyrotechnics, amplified sounds, invisible doorways, and any other "magic trick" a channeler can imagine can be woven by careful hands.

These tricks can be simple, like a sponge that scrubs for you; or complex, like an attic that always looks empty.

Simple effects, such as light, can be made without too much effort. However, if a character wishes to create complex, artistic effects, the prestidigitation skill determines their effectiveness.

MANA	EFFECT
1	Candles, simple sounds
2	Flat images, short sounds
3	Moving images, melody, flat mist
5	Holograms, recorded sound, fog
8	Darkness, tangible objects
13	Large, static, tangible objects
21	Large animated objects
34	Intelligent objects

SHIELDING

ELEMENT: MASS

Protective weaves that deflect or block incoming blows are an integral piece of a combat-caster's repertoire.

MANA	EFFECT
1	Wind, sound
2	Rain, light heat, DR 1
3	Hail, fire, DR 2
5	Arrows, DR 3
8	Bullets, DR 4
13	Shrapnel, DR 5
21	Napalm, DR 6
34	DR 7
55	DR 8
89	DR 9

STEALTH

ELEMENT: LIQUID

Weaving small wards around a target to warp the path of light, dampen vibrations, and quicken short leaps from shadow to shadow makes even a full-plate wearing oaf as sneaky as a snake.

MANA	EFFECT
1	Conceal < 6 in. object
2	Conceal < 1 ft. object
3	Invisible while still in concealment
5	Invisible while moving in concealment
8	Invisible while still in plain sight
13	Invisibility

STILLING

ELEMENT: SPIRIT
SPECIAL: DICE

Syphens woven from spirit can interfere with another channeler's efforts, block the use of certain elements, and even drain mana from one channeler to another. The amount of mana destroyed or stolen is determined by the damage dice table above.

MANA	EFFECT
1	+1/3 Mana cost
2	No Regen
3	-1 Element
5	-2 Elements
8	-3 Elements
13	-4 Elements or Damage Mana
21	Leech 1/2 Damaged Mana
34	Leech Damaged Mana

TELEPATHY

ELEMENT: LIQUID

Linking minds is a more efficient method of communicating than speaking. With simple weaves, channelers and their comrades may communicate with clicks and beeps, while more complex weaves allow a channeler to see through another's eyes.

MANA	EFFECT
1	Receive clicks or beeps
2	Send clicks or beeps
3	Receive words
5	Send words
8	Receive one sense
13	Send one sense, receive two
21	Send two senses, receive all
34	Send all senses

WEATHER

ELEMENT: WEATHER

With small investments of mana, a channeler may determine the local weather patterns. With more, they may alter them. And with enough, they may create climate-shifting events that rend the very fabric of the earth beneath their feet.

MANA	EFFECT
1	Windsense
2	Weathersense
3	Earthsense
5	Windcalling
8	Raindancing
13	Stoneshaping
21	Earthquaking
34	Stoneboiling

ECONOMICS AND GEAR

SKILLS FUNCTION BEST WITH EQUIPMENT. WARRIORS COMMONLY MAKE USE OF WEAPONS. SOME EVEN WEAR ARMOR, NEARLY ALL WEAR CLOTHES, AND EVERY SINGLE ONE OF THEM EATS.

The creation and distribution of goods happens differently from setting to setting, but there are always some commonalities among them. This section outlines the basic economic structure of this game.

MONEY

Most settings contain one or more sorts of money. Money is a store of value, and a medium of exchange. Its primary purpose is to facilitate trade by eliminating the need for the 'double coincidence of want' that defines a barter system. (When two people have what the other needs, a trade is made easy. However, if one person needs something, like food, but has something that the other doesn't, like a book about bird-watching, the trade won't happen. Both parties must want what the other has.) Because of this, money behaves as a store of value by allowing someone to give up what they have now in exchange for future gain. (A farmer stores the value of his crops by selling them, and only using a portion of that sale each month through the year. He could not store the crop this way, because it would rot. Money has no such problem.) So long as the currency in a setting is a universal medium, and will last near enough forever in storage, it is a viable form of money. Special papers, coins, shells, gems, and stones are all reasonable examples.

Currency in a setting should be used in much the same way as language. It sets a tone, or mood. If the setting is anarchic, there may be no currency at all. Money might take the form of valuable gems or fuels. In a federation of sovereign states, there may be many currencies in circulation. In a large centralized system there might be only one currency used by the entire planet's population.

CURRENCY

No matter the monetary system of a setting, the following table will discuss the market value of objects relative to one another. Items compared are: 1 day of food, one large livestock animal, manual labor, specialized labor, a plot of urban land, and a common vehicle.

The price of one coin (whether they're coins, banknotes, or something more exotic,) is:

Platinum: 1,000 gold, 100,000 silver, or 1,000,000 copper.

Gold: 100 silver, or 1,000 copper.

Silver: 10 copper.

	FOOD (ONE DAY)	LIVESTOCK (ONE HEAD)	SIMPLE LABOR (PER DAY)	SPECIAL LABOR (PER DAY)	LAND (PER ACRE)	VEHICLE (COMMON)
Platinum	0.00001	0.01	0.0001	0.001	1	0.001
Gold	0.01	10	0.1	1	1,000	1
Silver	1	1,000	10	100	100,000	100
Copper	10	10,000	100	1,000	1,000,000	1,000

In general, the use of alchemy makes manufactured goods very easy to produce, and the price of a complex tool like a wagon or car is what a specialist will make in a day. Specialists include master craftsmen, lawyers, doctors, and officer class soldiers. The price of land and livestock tends to remain high, because technology affects them very little.

FINANCE

Adventurers are a favorite among banks. They tend to invest a lot, and often fail to withdraw! Most banks offer alchemical ledger that acts as a medium to transfer deposits in one person's account into another's. Simply record the transfer along with the recipient's name and address, and the bank will do the rest.

While they tend to offer a great deal of services to adventurers, banks tend to avoid loans to them, and when they do make funds available they are always at an interest rate between 10% and 15% per year. Adventures are a high-risk venture!

LOGISTICS

ADVENTURING DOES HAVE ITS SLOW DAYS.
ON THOSE DAYS, YOU COUNT YOUR BLESSINGS, AND YOUR COINS.

FOOD

An adventurer requires three meals per day. If they eat less than that, they must make a Fortitude check with a DC equal to 2 times the number of meals they missed, or take 1 Constitution damage.

	BUGS AND ROOTS	SIMPLE FARE	TASTY FARE	NOBLE'S FOOD	FIT FOR A KING
1 Meal	1 Cp	5 Cp	1 Sp	3 Sp	10 Sp
1 Treat	---	1 Cp	5 Cp	1 Sp	2 Sp
1 Day Ration	2 Cp	8 Cp	2 Sp	5 Sp	15 Sp
1 Day Party Ration	5 Cp	2 Sp	5 Sp	15 Sp	40 Sp
1 Night's Drink	1 Cp	5 Cp	2 Sp	20 Sp	1 Gp

SHELTER

All characters require shelter to rest properly. If a character rests outside of their comfortable environment (see Environment in Chapter XXX - Adventuring) they do not regenerate Mortal or Ability Score damage.

	PRICE	SHELTER EFFECT	MAXIMUM OCCUPANCY
Lean-to	DC 15 Craft	Protection from light rain	1
Simple Tent	DC 20 Craft	Protection from heavy rain	2
Good Tent	10 Sp	+/- 1	3
Wigwam	1 Gp	+/- 2	5
Pueblo, Cabin, Hut	20 Gp	+/- 3	5
Fine House	150 Gp	+/- 4	5
Mansion	750 Gp	+/- 4	30
Palace	10 Pp	+/- 5	50
Tower	1 Pp	+/- 3	50
Keep	20 Pp	+/- 3	300
Castle	350 Pp	+/- 3	400

CLOTHING

Characters require proper clothing to maintain their proper temperature. Proper clothing will allow a character to negate one or more levels of environmental penalties.

	PRICE	DESCRIPTION
Tattered Rags	1 Cp	Smelly, dingy, and difficult to find dignifying.
Commoner's Clothes	8 Cp	Wool, cotton, or horse hair reinforced with leather around the joints.
Fancy Vestments	15 Sp	Silks, velvets, vivid dyes, often with a feather in the cap.
Wisdom's Robes	5 Cp	Warm, comfy, doubles as a blanket.
Camouflage	5 Sp	Gives an Equipment Bonus to Ambush and Hide Checks in one environment.
Catsuit	5 Sp	Gives an Equipment Bonus to Parkour Checks
Wetsuit with Fins	15 Sp	Gives an Equipment Bonus to Athletics while in water.
Leather Jerkin	25 Sp	Gives 1 Damage Reduction, yet the wearer remains Unarmored.

Courtier's Accouterment	1 Gp	Big, loud, vibrant, and fit to draw attention in any crowd.
Noble's Remaint	4 Gp	More subdued, tasteful, elegant, and timeless than Courtier's clothes, yet just as noticeable.
Royal Regalia	10 Gp	Simple wisdom's robes, made from the finest cloth and enhanced with the rarest gems.

LIGHT

Characters require light to see. The following table outlines the range increment for spot checks given various lighting conditions. Every additional light in a given category allows the character 1 free range increment.

	PRICE	SPOT INCRIMENT	DESCRIPTION
Match	1 Cp for 10	6 Inches	A small stick with alchemical self-starting tip. Burns 30 seconds.
Cloudy night / new moon	---	6 Inches	The only thing darker is a demon's soul.
Candle	1 Cp	1 ft.	An 8 inch cylindar of rendered fat that burns for 12 hours.
Half moon	---	1 ft.	Barely enough light to see without tools.
Torch	5 Cp	3 ft.	Oil-cloth on a stick. Burns for 2 hrs.
Alchemical Torch	1 Sp	3 ft.	Sulpher and lime prevent Alchemical Torches from snuffing in water.
Full moon	---	3 ft.	As much light as a torch, and its free!
Oil Lamp	5 Sp	5 ft.	Luminescent chemicals increase the brightness of an oil flame.
Oil lamp refill	5 Cp	---	A refill of oil for the lamp.
Hooded Lamp	10 Sp	10 ft.	A mirrored chamber with one hole directs light in a bright beam.
Daylight	---	20 ft.	The maximum clarity of sight for any creature.

VEHICLES

Vehicals and livestock allow characters to travel and transport more effeciently. The following table lists example vehicals, and their basic capabilities.

Vehicles are rated by:

Carry Capacity - The vehicle's maximum payload.

Crew - The number of characters required to operate the rig.

Occupancy - The maximum number of passengers.

Speed - Normal speed per action.

Acceleration - Amount of speed gained per round.

Turning (Land) - The maximum speed at which a 90 degree turn can be made in a round.

Turning (Sea) - The maximum turn, in degrees, per round.

Turning (Air) - The minimum number of feet forward per 45 degree turn to remain in stable flight.

HP - The amount of damage the vehicle may sustain before breaking apart.

Hardpoints - Number of external points on which a large item may be mounted for use.

MEDIEVAL/CLASSICAL

	PRICE	CAPACITY	CREW	OCCUPANCY	SPEED	ACCEL.	TURNING	HP	HARDPOINTS
LAND									
Light Horse	1 Gp	200 lbs	1	2	100 ft.	200 ft.	100 ft.	40	0
Heavy Horse	1 Gp	600 lbs	1	2	50 ft.	100 ft.	50 ft.	60	1
War Horse	20 Gp	400 lbs	1	1	60 ft.	200 ft.	50 ft.	80	1
Mule	50 Sp	400 lbs	1	1	50 ft.	50 ft.	50 ft.	40	0
Donkey	50 Sp	200 lbs	1	1	50 ft.	25 ft.	50 ft.	40	0
Ox	50 Sp	1,000 lbs	1	1	40 ft.	25 ft.	25 ft.	120	1
SEA									
Tirreme	200 Gp	300,000 lbs	170	220	15 ft.	2 ft.	1°	300	8
Longboat	100 Gp	15,000 lbs	26	40	20 ft.	10 ft.	10°	150	2

Canoe	10 Sp	300 lbs	1	4	3 ft.	5 ft.	45°	10	0
Caravel	1 Pp	200,000 lbs.	30	50	5 ft.	2 ft.	5°	200	8
Frigate	2 Pp	35,000 lbs	80	80	20 ft.	5 ft.	5°	200	32
Ship of the Line	8 Pp	700,000 lbs	400	400	15 ft.	1 ft.	5°	200	90

STEAM ERA

	PRICE	CAPACITY	CREW	OCCUPANCY	SPEED	ACCEL.	TURNING	HP	HARDPOINTS
LAND									
Light Horse	1 Gp	200 lbs	1	2	100 ft.	200 ft.	100 ft.	40	0
Heavy Horse	1 Gp	600 lbs	1	2	50 ft.	100 ft.	50 ft.	60	1
War Horse	20 Gp	400 lbs	1	1	60 ft.	200 ft.	50 ft.	80	1
Mule	50 Sp	400 lbs	1	1	50 ft.	50 ft.	50 ft.	40	0
Donkey	50 Sp	200 lbs	1	1	50 ft.	25 ft.	50 ft.	40	0
Ox	50 Sp	1,000 lbs	1	1	40 ft.	25 ft.	25 ft.	120	1
Train (ticket)	2 Sp	2 bags ea.	4+	400	300 ft.	50 ft.	0 ft.	300	2 per car
Steam Car	3 Gp	1,000 lbs	1	6	250 ft.	200 ft.	200 ft.	60	1
SEA									
Oceanliner	175 Pp	5,000,000 lbs.	600	2,000	100 ft.	10 ft.	5°	200	8
Ironclad	3 Pp	900,000 lbs	175	180	40 ft.	10 ft.	5°	600	4
Ship of the Line	5 Gp	700,000	400	400	150 ft.	15 ft.	5°	200	90
Yacht	2 Pp	40,000 lbs.	4	8	30 ft.	20 ft.	10°	80	1

BAGGAGE

Different sorts of baggage allow characters to carry different amounts of gear, and access that gear at different rates. A bandolier, for example, allows a character to carry only Tiny items, but access them as a free action. A thigh bag, on the other hand, allows a character to carry a Small item, and access it as a standard action. A backpack allows a character to carry a few cubic feet of gear, but accessing it is a Full Round.

	PRICE	CAPACITY	DRAW SPEED	DESCRIPTION
Bandolier	30 Sp	8 Tiny	Free	A long belt strapped around one shoulder, tightly to the body.
Belt Pockets	20 Sp	4 Tiny or 2 Small	Free	Small leather pouches affixed to a belt.
Backpack	50 Sp	1 Large and 2 Medium	Full Action	A body hugging sack with two arm-straps.
Coinpurse	2 Cp	200 Coins	Full Action	A small purse to carry ready money.
Duffel Bag	20 Sp	4 Large	1 Minute	A large bag with both handles and shoulder straps.
Fanny Pack	10 Sp	1 Small or 6 Tiny	Standard Action	A small pack with its own soft belt.
Ruck Sack	80 Sp	2 Large and 4 Small	1 Minute	A large backpack with additional straps to secure it to the body.
Thigh Bag	20 Sp	1 Medium	Standard Action	A medium pack strapped to the belt and secured to a thigh.
Trunk	2 Gp	6 Large	1 Minute	A large box with iron banding and a locked lid.

TACTICAL ITEMS

BUT FOR THE MOST PART, ADVENTURING IS DANGEROUS BUSINESS.

MELEE WEAPONS

Every melee weapon is made up of a shaft and a shiv.

The shaft gives the weapon shape, a place to hold it, and a counterweight for balance. The shiv provides pointiness, heft, and other deadly qualities.

Shafts are one-handed, two-handed, or double-ended (which is also two-handed;) and either rigid, or flexible.

Shivs can be slashing, piercing, or bludgeoning; and either light or heavy.

SLASHING

	ONE-HANDED		TWO-HANDED		DUAL-ENDED	
	RIGID	FLEXIBLE	RIGID	FLEXIBLE	RIGID	FLEXIBLE
Light (1 Gp)	(Tanto) Quick-draw 1d10 Damage	(Whip) 15 ft. Range 1d10 Damage Subdual only	(Katana) Quick-draw 2d10 Damage	(Gurrote) Triple Damage in Grapple 1d10 Damage	---	(Chain Whip) 10 ft. Range Extra Attack 1d10 Damage
Heavy (5 Gp)	(Gladius) 2d10 Damage	(Bullwhip) 10 ft. Range 1d10 Damage	(Claymore) 3d10 Damage	(Flying claws) 15 ft. Range 1d10 Damage	(Dragon-Spear) +10 Defense 2d10 Damage	---

*Long range slashing weapons may not attack through an occupied space. There must be a clear line between the wielder and their target.

PIERCING

	ONE-HANDED		TWO-HANDED	
	RIGID	FLEXIBLE	RIGID	FLEXIBLE
Light (1 Gp)	(Rapier) +5 Defense 1d6 Damage		(Spear) +10 Defense 10 ft. Range 1d6 Damage	(Rope Dart) 15 ft. Range 1d6 Damage
Heavy (5 Gp)	(Lance) Double damage when charging. Triple damage when charging while mounted. 2d6 Damage		(Pike) 15 ft. Range 2d6 Damage	---

*Piercing weapons require line of sight, but can also pass through spaces occupied by allies - assuming the ally is aware of the wielder's incoming attack.

BLUDGEONING

	ONE-HANDED		TWO-HANDED		DUAL-ENDED	
	RIGID	FLEXIBLE	RIGID	FLEXIBLE	RIGID	FLEXIBLE
Light (50 Sp)	(Baton) Quick-draw 1d8 Damage	(Sap) 2d8 Subdual only	(Battleaxe) Double DR Damage 2d8 Damage	---	(Quarterstaff) 10 ft. Range +10 Defense 1d8 Damage	---
Heavy (2 Gp)	(Warhammer) 2d8 Damage	(Flail) Shield Defeating 1d8 Damage	(Maul) 3d8 Damage	(Ball and Chain) 15 ft. Range Shield Defeating 1d8 Damage	(Urgosh) Also used as a piercing weapon 2d8/2d6 Damage	(Meteor Hammer) 10 ft. Range Shield Defeating 2d8 Damage

*Long range bludgeoning weapons may not attack through an occupied space. There must be a clear line between the wielder and their target.

RANGED WEAPONS

Ranged weapons may be direct fire or indirect fire.

Direct fire weapons require line of sight, and propell missiles in a generally straight path.

Indirect fire weapons hurl projectiles in an arc towards their target, eliminating the need for line of sight.

Ranged weapons require ammunition to function. The ammunition used determines the damage and any special effects of successful hits. Ammunition is described in the Ammunition section below.

SINGLE SHOT

	ONE-HANDED	TWO-HANDED ASSAULT	TWO-HANDED LONG RANGE
Low Tech	(Sling) May be used for indirect fire	(Crossbow) May be fired from horseback	(Longbow) Double Range Increment
High Tech	(Pistol) Quick-draw	(Shotgun) +10 to Critical Range	(Rifle) Double Range Increment

AUTOMATIC FIRE

	ONE-HANDED	TWO-HANDED ASSAULT	TWO-HANDED LONG RANGE
Low Tech	---	(Repeating Crossbow) May be fired from horseback	---
High Tech	(Submachine gun)	(Assault Shotgun) +10 to Critical Range	(Machine Gun) Double Range Increment

HURLED

	PIERCING	BLUGEONING	GRENADES
Light (2 Sp)	(Dart) 50% chance for target to feel nothing 0 - 1 Damage	(Cabbage) Social damage only. 1d8 Damage	(Glass bottle)
Heavy (35 Sp)	(Javaline) Double Range Increment 1d6 Damage	(Stone) Half Range Increment 1d8 Damage	(Fin stabilized grenade)

LOOMS

Looms are magical conduits through which a character may channel more effectively. Light weapons may be inlayed with jewels that possess elemental power, adding a pound or two to their normal weight and imbuing their wielder with additional elemental power. More powerful looms are large scepters made from especially large and pure gems. Scepters are too fragile to be used as weapons of any sort.

	PLASMA	LIQUID	SPACE	SPIRIT	MASS
Jeweled Inlay (1 Gp)	+1 Free Size Increment	Equipment Bonus to Weaveshroud	Free Line of Sight Delivery effect	+2 Mana Regen every round	+1 Free Dice Type for damage weaves
Scepter (5 Gp)	+2 Free Size Increment	+4 and Equipment Bonus to Weaveshroud	Free Indirect Delivery effect	+4 Mana Regen every round	+1 Free Dice Type and +1 to number of Dice

AMMUNITION

Every shot adds its recoil rating to a count, which may never exceed the shooter's Constitution Score. For example, a character with a Constitution of 10 may fire a weapon with Recoil 3 three times every round. A character may fire a maximum of 5 times in a Full Round Action.

Indirect shells may be fired once per round.

Bullets are simple shards of metal that rend flesh. While they are highly effective mundane weapons, bullets deform too much during use to deliver weaves.

Arrows and stones are larger, more stable projectiles that are commonly used to hurl Projectile based weaves long distances.

Indirect Shells are specially shaped containers that can either be thrown or fired with their built-in propellant. Shells travel in a high, arced trajectory, hitting their targets from above. This allows them to deliver weaves over walls and other obstacles.

BULLETS

	RANGE INCREMENT	RECOIL	DAMAGE
.17 / 4.4mm	100 ft.	0	1d4
.22 / 5.56mm	50 ft.	6	1d6
.30 / 7.62mm	50 ft.	8	1d8
.38 / 9mm	50 ft.	10	2d4
.45 / 11.6mm	50 ft.	12	1d10
.50 / 12.95mm	100 ft.	16	2d6
.79 / 20mm	100 ft.	20	2d8

ARROWS AND STONES

	RANGE INCREMENT	RECOIL	DAMAGE	WEIGHT*	PRICE
Foraged stone	10 ft.	12	1d6	10 lbs	0 Cp
Clay Bullet	20 ft.	8	1d6	3 lbs	4 Cp
Metal Bullet	30 ft.	6	1d8	1 lb	1 Sp
Blunt Arrow	25 ft.	6	1d4 Subdual	3 lbs	30 Sp
Bodkin Arrow	50 ft.	6	1d6	1 lb	30 Sp
Broadhead Arrow	30 ft.	6	1d8	2 lbs	50 Sp
Mechanical Arrow	40 ft.	6	1d8	1 lb	1 Gp
Feathered Bolt	35 ft.	12	1d10 (Armor Penetrating)	2 lbs	1 Gp
Armory Bolt	30 ft.	12	1d10 (Armor Penetrating)	2 lbs	80 Sp

*All weights are packages of 20.

INDIRECT SHELLS

	RANGE	WEIGHT	PRICE
Glass Potion Bottle	5 ft.	0.5 lbs.	2 Sp
Fin Stabilized Grenade	10 ft.	1 lb.	10 Sp
Mortar Shell	100 ft.	2 lbs.	1 Gp

DEFENSE

ARMOR

	LIGHT				MEDIUM				HEAVY			
	DEFENSE	DR	WEIGHT	PRICE	DEFENSE	DR	WEIGHT	PRICE	DEFENSE	DR	WEIGHT	PRICE
SIMPLE	10	0	0.5 lbs.	10 Sp	10	1	5 lbs	15 Sp	0	3	20 lbs	5 Gp
	A round buckler or light dagger (See Shields, below) that enables the user to parry incoming blows.				A thick metal belt and strong hemlet allow both freedom of movement, with a small amount of damage reduction.				A full body covering of mail, with a curiass for the torso, provides full-body damage reduction to the wearer.			
STANDARD	30	1	2 lbs.	40 Sp	15	3	15 lbs.	5 Gp	5	5	30 lbs	10 Gp
	Soft padding over the joints allow the wearer easy mobility in harsh terrain.				A lorica, or curiass, covers the wearer's torso with strong metal to mitigate damage to vital organs				Greaves and vambraces cover the legs and arms with hardened plates, improving protection of vulnerable areas.			
MASTERWORK	35	2	5 lbs.	5 Gp	20	4	20 lbs	20 Gp	5	7	35 lbs	80 Gp
	Greaves vambraces, and a coif offer maximum freedom of movement in addition to damage reduction.				Silk undergarments, and plates outside the torso, increase range of motion and offer solid damage reduction.				Pauldrons, cowters, and gauntlets, with poleyns and sabotons, cover the wearer's joints to maximize protection.			
ORNAMENTAL	35	1	10 lbs.	50 Gp	20	3	15 lbs	50 Gp	5	5	40 lbs	200 Gp
	Gold and silver plates sewn into reinforced silk robes offer not only style, but protection as well.				A lorica in the thórax stádios style conforms to the wearer's muscles, giving it an intimidating, regal appeal.				A high crest, tabbard, and plates with precious metal inlays make for an impressive display.			

*The weight of a character's armor may not exceed their Light load.

SHIELDS

	DEFENSE BONUS	DR	WEIGHT	PRICE
PAVISE (TOWER SHIELD)	1/2 Shield Roll	3	10 lbs.	50 Sp
TARGE (ARM SHIELD)	1/4 Shield Roll	1	5 lbs.	30 Sp
BUCKLER (HAND SHIELD)	10 (Light Armor)	0	1 lb.	10 Sp

Shields are defensive weapons that allow their wielder to mitigate the effectiveness of incoming attacks. In addition to the Damage Reduction bonus normally recieved from using the shield, characters may actively defelect blows.

Roll 1d100 for the shield roll, and add 1/4 or 1/2 of the result to the character's Defense for the duration of the round.

This is a Standard Action. Bucklers give a static Defense bonus of 10. They are, in fact, Light Armor.