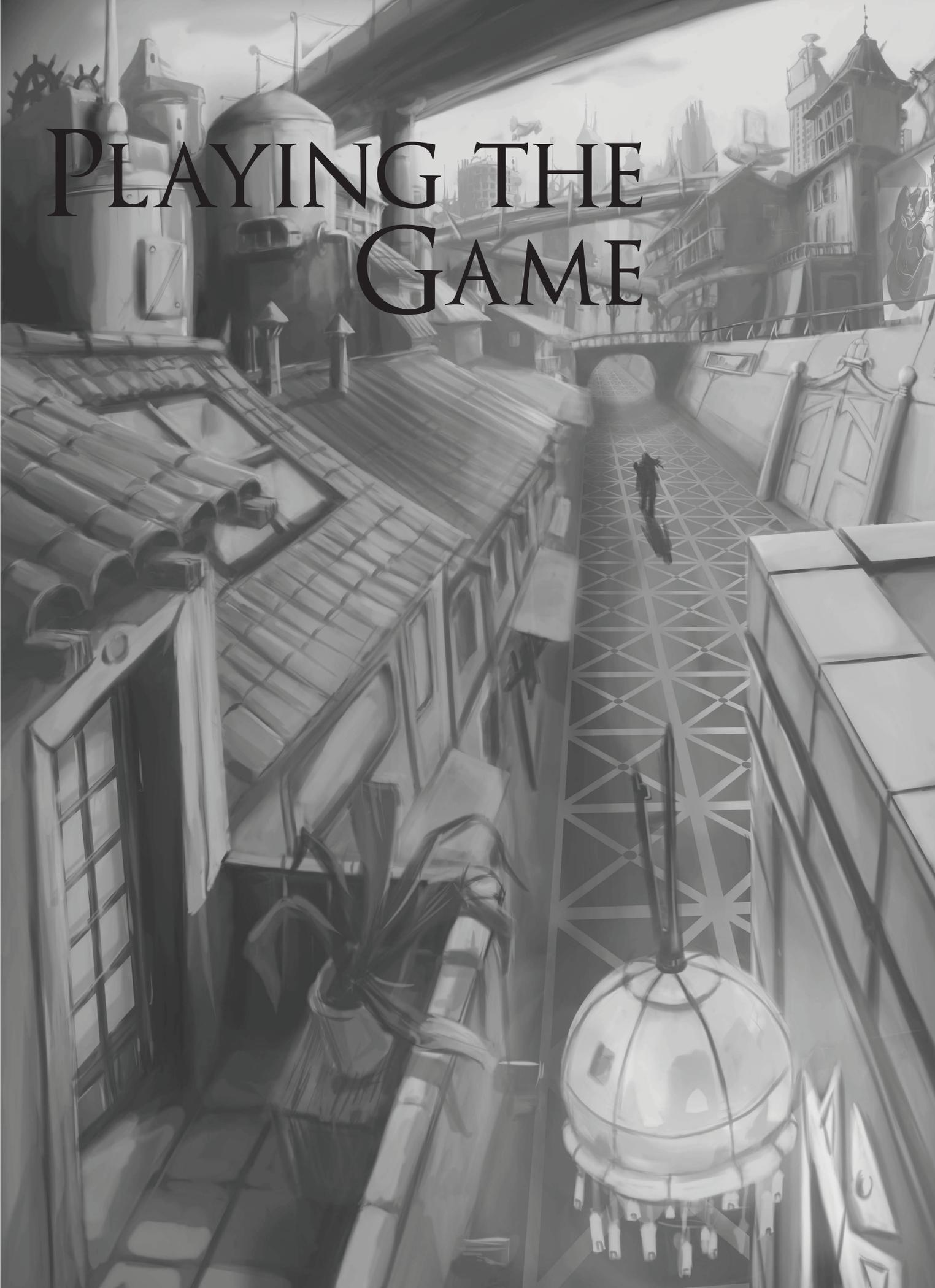


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# PLAYING THE GAME





The fates weave the patterns of their worlds and spin the fabric of history. While the pattern itself weaves common folk as it wills, the fates draw forth threads of destiny and interweave heroes and legends into history. Heroes are a favored toy of the fates, who amuse themselves with life-threads like kittens with yarn; conceiving gambles and gambits, passionate love, and brutal disaster; enacting impossible odds to amuse the gods.

This is the manual of fates. Read well, and weave tales to be sung for ages.

## THE ARBITER AND STORYTELLERS

Storytellers and arbiters work together over many gaming sessions to create a game's story, or epic. While storytellers control the fate of a single legendary hero, arbiters control the fate of the common folk, the villains who oppose the heroes, 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.

STORYTELLER = A PLAYER CONTROLLING A SINGLE, CENTRAL CHARACTER

ARBITER = A PLAYER CONTROLLING THE SETTING, VILLAINS, AND COMMONERS

## AN EPIC

Epics are the substance of our lore. Each epic consists of many stories, from start to finish. Epics are super-stories, much as a series of novels is a super-story made of many books. Epics commonly take between ten and twenty game sessions to complete, and often enough are brought to completion by groups of characters completely different than those who started it. So long as a single overarching setting is being explored, the epic should remain cohesive.

Epics are made up of arcs - individual conflicts between heroes and the forces they combat. Each arc represents an important story in an epic, such as conflict with an antagonist's favored henchman, the search for an ancient artifact, or the investigation of a long-standing mystery. Every individual story is an arc.

A session is one evening of gameplay. Unlike arcs, sessions are defined by gameplay, instead of by story. That is, a session is a period of time in our world, while an arc is a period of time in the game world.

At the end of every arc, all the characters involved gain a level.

CHARACTER LEVEL = THE NUMBER OF STORY ARCS THAT CHARACTER HAS COMPLETED

A single session may include multiple arcs. Or an arc may span multiple sessions. 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.

During a session, there will be many smaller events, called scenes, which 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. Many game mechanics are given by a number of times per scene that they can be used. In the context of this game, a scene is any cut from one beat of story to another. Or, in the context of the characters, it is any time they have a second to catch their breath.

Orpheus felt a bead of sweat roll to the tip of his nose, and winced as it dripped to an audible pip on the rock beneath his chin. But the great three-headed beast seemed taken with its unexpected meal. Still, Orpheus remained tense until the elixir within settled its weaves and the last infernal eye fell into deep slumber. He skulked from behind the rocks to the great doors the beast had guarded. He took a deep breath to steel his nerves, and entered.

The scene described above is one beat of a story. Orpheus spends who-knows-how-long hiding behind a rock waiting for Cerberus to fall asleep after feeding him a drugged steak. The amount of time it takes doesn't matter. It could be five minutes or fifty. Either way, it's a beat of the story, and that makes it a 'scene.' When he pauses at the door, he's steeling himself to enter a new scene.

## ROLLING DICE

Players in this game take control of a character's decisions. Yet players still have no control over the random factors that affect those characters. Those factors are represented by the roll of a dice. Through their 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 that a check should be made. That is, a dice roll that the storyteller must make if their hero is to succeed in their action. 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 "roll 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 dee six.)

DICE ROLLS = (NUMBER OF DICE) D (NUMBER OF SIDES ON THE DICE)

Characters add a bonus or subtract a penalty of some sort to the

dice they roll. The total of all the numbers their dice show in a roll, plus or minus their bonuses and penalties, is their check result.

$$\text{CHECK RESULT} = \text{SUM(DICE)} + \text{BONUS} - \text{PENALTY}$$

In order for their hero to succeed in a check, a player's check result must exceed a target number. The target for a given check is called its DC, or dice check.

$$\text{DC} = \text{TARGET RESULT FOR A ROLL}$$

## ROLLS AND THEIR USES

There are three major sorts of rolls in this game: action, combat, and effect.

### ACTION

When a character does something outside of direct conflict with another character, they make a check. The sort of check they make is determined by the situation that has called for it. The sorts of action checks are: skill checks, ability checks, and saving checks.

**SKILL CHECKS:** 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, plus or minus any circumstance modifiers. If the result exceeds the skill's DC, the check is successful. If the result is up to 10 less than the DC, the character suffers a failure. If the result is more than 10 below the DC, they suffer a critical failure. The various magnitudes of success or failure when using a skill are listed in the relevant skill description. An arbiter should use discretion and good judgment while reading skills and skill descriptions. They are intended as guides and inspiration, not as gospel prescription. The most important thing for any outcome of a check, especially skill checks, is that they contribute to the continued evolution of a story.

**ABILITY CHECKS:** If the character is consciously attempting to do something that stretches their physical or mental capacities, independently of their prior practice, they make an Ability Check. This is performed exactly as a skill check, but the character adds only their relevant Ability Bonus 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. Little skill is involved. But a character with an iron constitution will be far more successful than a melancholy sloth, so cutting wood requires a constitution check, instead of a skill check.

**SAVING CHECKS:** 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. Unlike skill and ability checks, a saving check is called for when the character isn't the primary actor at all, but is being acted upon.

**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.

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.

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 character 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** represent a practiced action.

**ABILITY CHECKS** determine innate ability to perform simple actions.

**SAVING CHECKS** mitigate actions performed on or against a character.

## TAKING 10 OR 20

When a character is called to make a skill check, and they're in a safe environment free from distraction, they may 'take 20.' They take four times longer than usual to perform their task, but they perform it to the best of their abilities. Instead of rolling the d20, the player simply places it on the table with the '20' face showing.

If a character is in a safe environment, but aren't free from distraction, or vice versa, they may take 10. Doing so requires twice the usual amount of time to complete a task. Instead of rolling as they normally would, the player simply places their dice on the table with the '10' face showing.

Checks that occur instantaneously, like a hurried leap off a platform that has suddenly become unstable, must always be rolled.

## COMBAT

Whenever a character attempts to deal damage of any sort, their success is determined by a combat roll. When a character wields a shield, they make a combat roll that determines how successfully they block with it. A combat roll is a d100, with no modifiers. For more information, see Chapter 2 - Conflict and Combat, below.

## EFFECTS

Effect rolls are the variable effects of damage, magic, environmental changes, and any other miscellaneous bit of chance. These can be

d4, d6, d8, d10, or d12 rolls, and often require multiple dice in a single roll. These rolls are called for in the text of many skills, spells, weapons, environmental dangers, etc.

## ABILITY SCORES

Ability Scores are typically a number between 6 and 18. 0

Represents the shutdown of basic body systems, so a normal virus or organelle has at least a 1 in every Ability. A normal human Ability Score is 10.

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

CONSTITUTION measures a character's health, stamina, and capacity to generate or maintain physical power. Constitution bonuses affect 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, defense, 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 1st level, affects the outcome of intellectual skills, and of will saving throws.

INTUITION represents a character's ability to apply knowledge and experience to a situation, notice and consider details, and maintain awareness or 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.

## ABILITY BONUSES

Characters gain a bonus to checks, based on natural ability.

This is called their ability bonus. The bonus that a given ability conveys is different than the Ability Score from which it is derived. To determine an Ability Bonus, subtract 10 from the relevant Ability Score and divide the result by 2.

$$\text{ABILITY BONUS} = (\text{ABILITY SCORE} - 10) / 2$$

ABILITY SCORE	ABILITY BONUS
6	- 2
8	- 1
10	0
12	+ 1
14	+ 2
16	+ 3
18	+ 4

## CHARACTER SIZE

Most characters are humans, elves, dwarves, or other humanoids. These creatures are medium sized. Other sized creatures use the same ability score scale as medium creatures, but have different bonuses to their Constitution. For every size category larger than medium that a creature grows, it doubles its constitution bonus to checks and effect rolls.

*a large creature, one tier above medium, with 16 constitution will gain a +6 to its checks and effects, instead of the usual +3. a huge creature, two categories above medium, would gain a +12 bonus.*

Similarly, creatures smaller than medium double any negative bonuses to constitution checks and effects.

*a halfling with an 8 constitution hits an orc with his battle-hammer. he rolls 2d8 damage, and subtracts 2 from the result, instead of the usual 1. but his friend the gnome, with a 12 con, still adds 1 to his damage rolls.*

CREATURE SIZE	EXAMPLE	BONUS/PENALTY MULTIPLIER
Miniscule	A fly	-32
Pixie	A faery	-16
Tiny	A gnome	-4
Small	A halfling	-2
Medium	A human	0
Large	A horse	2
Huge	An elephant	4
Massive	A whale	8
Colossal	An adult dragon	16

## ITEM SIZE

Like characters, every item has a size that makes it easy to categorize. These sizes represent the item's impact on a character's tactical and logistical concerns. A creature can wield an item of its own size category in one hand, or an item one category larger in two. They can push or drag an item two categories larger than themselves, but while the item may be lighter than their normal carry weight, it is too cumbersome for them to carry any faster than a quarter their normal move speed.

Load carrying items, such as backpacks and pouches, have a number of slots with a given size that represent about how much they can carry. Every slot can carry four times its normal capacity in smaller items. So a medium slot can carry four small, or sixteen tiny items.

ITEM SIZE	EXAMPLE
Miniscule	A thumb-tack
Pixie	A ring
Tiny	A cup
Small	A dagger

ITEM SIZE	EXAMPLE
Medium	A rapier
Large	A push-broom
Huge	A table
Massive	A wagon
Colossal	A train-car

## TAKING ACTION

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.

WEAVES 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 through alchemical processes.

The following chapters describe these three main character components in detail. The next chapter, classes, describes the sorts of bonuses every character gets, based on their core adventuring archetype. It will give a number of skill points, feats, and mana that a character has to spend on their various abilities.

The chapters that follow, Channeling, Skills, and Feats, list those abilities that the character might add to their repertoire.

## LANGUAGES

Every character of every culture in a setting speaks their own native language. Additionally, at the start of the game, each character chooses a number of bonus languages equal to their Analysis Bonus. Languages gained through a high analysis score are spoken fluently, and with an accent associated with their native tongue.

Some example languages are listed below:

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	java	assembly	x86 with sse

## 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
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	Spongy, 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

# CARRY CAPACITY AND ENCUMBERANCE

As their constitution increases, characters improve their ability to carry heavy loads.

The following table lists the maximum load a character with a given con bonus 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 without exhausting themselves.

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

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.)

In addition, even light loads can still be Encumbering if they aren't easy to carry. Packs, pockets, and bandoliers are necessary to carry equipment without encumbering a character. See Chapter 7 - Economics and Gear for a list of baggage.

A character carrying a medium or heavier load is Encumbered. Encumbered characters may not move faster than their base speed, and are Flat-Footed.

CON BONUS	THROW	LIGHT	MEDIUM	HEAVY	DRAG
-4	0.5	2	4	8	16
-3	1	4	8	12	24
-2	1	6	16	20	20
-1	2	10	25	30	60
0	3	15	38	47	94
1	5	25	63	78	156
2	8	40	100	125	250
3	12	60	150	188	375
4	20	100	250	313	625
5	32	160	400	500	1,000
6	50	250	625	781	1,563
7	80	400	1,000	1,250	2,500
8	130	650	1,625	2,031	4,062
9	210	1,050	2,625	3,281	6,563
10	340	1,700	4,250	5,313	10,625

# WEATHER

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

		CLEAR TO DRIZZLE	INCLIMENT UP TO HAIL	DESTRUCTIVE UP TO GALE-FORCE WIND	EARTHSHATTERING HURRICANES
Glacial	(-40 to -20)	4	6	10	20
Arctic	(-20 to 0)	3	5	9	18
Tundra	(0 to 20)	2	4	8	16
Cold	(20 to 40)	1	3	7	14
Brisk	(40 to 60)	0	0	6	12
Temperate	(60 to 70)	0	0	5	10
Warm	(70 to 80)	1	0	6	12
Hot	(80 to 90)	2	1	7	14
Arid	(100 to 110)	3	2	8	16
Blistering	(110 to 120)	4	3	9	18
Infernal	(120 to 130)	5	4	10	20

which they call Ásgarðr.)

Most humanoids prefer Clear weather, and temperatures between Brisk and Warm. Outside of that range, they must find adequate shelter, or become unable to heal Mortal damage.

Characters without adequate clothing and water must make exhaustion checks every 10 minutes when exposed to weather 3 or more categories beyond their comfortable zones. Failure causes 1 point of mortal damage for every 4 points by which their constitution check failed.

## EXHAUSTION

Every round that a character performs an Exhausting task, or every hour they remain in Exhausting weather, requires a Constitution check. The Base DC for this check is listed in the Weather section, above.

The DC increases by 1 every round that an Exhausting task is sustained, or every 5 minutes that the character remains in dangerous weather.

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

A character's exhaustion DC counter resets when the character rests for an hour in a dry, temperate environment.

EXHAUSTING = CON DC: (10 + NUMBER OF PREVIOUS ROUNDS)

## METAPHYSICS

Most adventures happen on the Material plane. That is, the plane we all know and love; full of stars and planets and all the physical things that we can see and feel around us. But that is only a small part of the whole universe.

The Ethereal plane overlays the Material. It is home to ghosts, phantasms, and poltergeists. Items and beings on the Ethereal plane pass through Material barriers as if they weren't there, and Material things pass through Ethereal ones in the same way. Gravity on the Ethereal plane can be overcome by the force of will alone, and creatures on it float around with the ease with which material creatures swim. Certain magical materials have ethereal properties, and affect both the Material and the Ethereal simultaneously.

The gods have their own planes of existence. There are two types of gods: Primordials and Avatars. Primordials are singular gods or dual-god dichotomies that have given rise to entire planes of existence.

They are as much greater than avatars as the avatars are greater than mortals. Living primordials are aware of, and have omnipotent control of, everything on their planes. Some examples are: Allah, a living primordial; Gaia/Khaos, a living dichotomy; and Ymir, a dead primordial. Every primordial is embodied as an independent plane of existence, called a pantheon. At the intersection of the pantheons are the material and ethereal planes. The word pantheon also describes the group of avatars that originate from a primordial, and reside on that primordial's plane. (For example, Odin and Thor are both a part of Ymir's pantheon, and so reside on his plane,

Pantheons are separate from the Material and Ethereal planes. They overlap only at places of great holy significance, where gods can touch the world directly. Holy creatures, and those favored by the gods, exert an extra-planar force that allows gods to subtly influence the world. (A god might influence a character's luck, helping them to defeat opponents, but would be unable to smite that character's opponents for them.) So long as they are inside their pantheon, (they haven't taken a physical form on the material or ethereal planes,) an avatar sees through the eyes and hears through the ears of any of their holy creatures. They feel what their creatures touch, and taste what they eat. In the case that a creature knows and worships multiple avatars, only those with whom they maintain a specific individual bond may use their senses. In addition, avatars can see, hear, taste, and otherwise sense everything within two miles of holy ground dedicated to them.

In the same way, living primordials use all the senses of all their avatars, and through them all the creatures associated with their pantheon, and all the holy sites dedicated to their avatars.

Sentient beings may become holy creatures through rituals and ceremonies, to voluntarily offer themselves as vessels for their god's will. These ceremonies need no mortal or material cost, though many gods exact a toll of their own, in their own ways.

## NOTES

BONUSES OF THE SAME TYPE DON'T STACK.  
If a character wears two rings of defense, only the better of the two bonuses applies.

### THE STORY COMES FIRST.

There exist gray areas in the rules. If an important question is raised that the rules don't cover, decide the question based on what would make the best story.

### HOUSE-RULES ARE EPIC DRIVEN.

If a house rule is made, it must remain in effect until the end of the epic. All house-rules are void at the beginning of a new epic, and must be explicitly reinstated before the game begins.

## ARBITER'S PREROGATIVE

This game is meant to be expanded upon, so that a great many settings might be accommodated. The following chapters will build on the core mechanics given in this one, and situations may arise where rules will contradict one another. Situations like that are solved with the 'top-down' rule: whatever active rule is most recent is the one that flies. So rules in this chapter hold until rules in following chapters contradict them. At that point, the new rule supercedes the old. If an expansion book contradicts the core ruleset, the expansion rule is the one to use. And house-rules trump anything written here.

Consistency is key, so if a situation demands a house-rule, that house-rule is final until a new game.

# CONFLICT AND COMBAT.

Handwritten text in a book, including musical notation and symbols.





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 surprise? 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 combatant rolls 1d20, and adds their Initiative Bonus. The character with the highest Initiative result goes first, followed by the second highest, and so on. At no time may a character's initiative exceed 40.

Every character's Initiative Bonus is equal to their Intuition Bonus plus their Class Bonus.

INITIATIVE = (1D20 + INIT BONUS + CLASS BONUS)

Once Initiative is rolled, play enters Rounds. Every character takes one turn each Round. When every character has acted, a new Round begins. This cycle repeats until the conflict is resolved.

Every Round represents about 6 seconds of conflict. During their turn, characters may make one Free Action, and either two Standard Actions or one Full Action.

FREE ACTION = AN ACTION THAT TAKES NO TIME

STANDARD ACTION = A 3 SECOND ACTION

FULL ACTION = A 6 SECOND ACTION

Characters roll Initiative as soon as they become aware of the conflict at hand. If conflict has begun, but not all characters have become aware of it, roll Initiative for those characters that do understand the situation.

Until a character's 1st Initiative count, (that is, their 1st action, after they've rolled Initiative,) they are Flat-Footed.

A character's Initiative may not fall below 0 for any reason. If a situation arises in which a character's Initiative falls to 0 or below, they immediately become flat-footed, and may re-roll their Initiative at the end of the following Round.

## HIT POINTS AND DAMAGE

Conflict is resolved by forcing an opponent to concede. This may be done through 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, it's subtracted from their HP. At 1st 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 Bonus.

HIT POINTS = CLASS BONUS + CON BONUS PER LEVEL (FULL CON SCORE AT 1ST LEVEL)

When a character's HP falls below 0, they are dazed (they can only take move actions,) and bleeding (they lose 1 Con per round.)

When a character's HP falls below (0 - Constitution Bonus) 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 bonus is 3, so he's knocked out cold. clagnerap's con bonus 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 separately 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 bleeding, and unconscious or dead. Second, subtract Subdual damage from the remaining HP. If it reaches 0 or below, they are dazed or unconscious. Finally, subtract Social damage from the remaining HP. If the character is below 0, they are dazed. For more information, see Status Effects, below.

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 a character's Constitution Bonus every hour.

Mortal damage recovers at a rate equal to the character's Constitution Bonus 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 stops.

If a character's Dexterity Score reaches 0, they can't breathe.

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

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

Every character has a Defense score. An Attack Roll must exceed this DC to hit that character.

Every character has a Critical Zone. An Attack Roll that exceeds that DC is a Critical Hit.

(If an Attack Roll is less than the target's Defense, but also within the attacker's Critical Zone, it is a normal, non-critical, hit.)

Successful hits deal Damage equal to the sum of the character's weapon damage, any magical bonuses placed on the weapon, and their Con Bonus.

Armor deflects damage. Every piece of armor, and its Damage Reduction, is described in Chapter 7 - Economics and Gear.

MISS = NO DAMAGE

HIT = (ATTACKER'S DAMAGE - DEFENDER'S DR)

CRITICAL HITS = ((DAMAGE X 2) - DEFENDER'S DR)

DAMAGE = (WEAPON DAMAGE ROLL + CONSTITUTION BONUS + MISC. BONUSES)

*grendle has a defense score of 60. 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

Attack rolls that land inside a character's Critical Zone cause double damage. That zone is calculated by adding all of a character's attack bonuses, and subtracting the sum from 100.

CRIT-ZONE = 100 - (CLASS BONUS + DEX SCORE + WEAPON + MAGIC + 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.

*for example, we have grigor the unfriendly giant. he is clumsy, with a dexterity of 8. but he owns a +10 magic club. he is well practiced, and has a +5 class bonus. he is also a very large giant, giving him a circumstance modifier of +10. critical zones are 100 minus all those bonuses. and grigor's bonuses add up to 33. so his crit zone is 67 to 100. any attack roll grigor makes that lands above 67 deals double damage.*

## DEFENSE

Defense represents how difficult a character is to hit.

Defense is the sum of the following scores:

Dexterity Score - The ability to physically evade damaging blows.

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.

TOUCH DEFENSE = (DEXTERITY SCORE + DODGE BONUS + MAGIC BONUS)

FLAT-FOOTED DEFENSE = (INTUITION SCORE + EQUIPMENT BONUS + MAGIC BONUS)

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

**DAMAGE REDUCTION = (CLASS BONUS + ARMOR DR + MAGIC)**

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 1 subdual.

Some weapons are Armor Defeating. These weapons bypass the DR granted by armor.

## SHIELDS

A shield is a defensive weapon. It may be used as a light one-handed bludgeon (1d8 damage,) or to deflect incoming blows. To deflect, a shield wielding character makes a shield roll with their d100 combat dice. They may add the result to their defense against attacks that target them that round. The shield roll result must be distributed, at the character's discretion, before the incoming attacks are rolled.

*tripstock wields an axe in one hand, and a shield in the other. he is fighting a swordsman and an archer. he makes his shield roll, and the dice show 60. tripstock chooses to increase his defense against both of the swordsman's next two attacks by 30. his defense against the archer remains unchanged.*

Shields also grant damage reduction. Some weapons possess the 'shield defeating' quality. These weapons bypass the DR granted by shields.

## STANCE

Characters may take on different stances, depending on what is tactically advantageous at the time. A character may take up to one stance per round.

**Upright** - The normal position for any character gives no bonuses and inflicts no penalties.

**Braced** - Characters may take up a solid stance, braced against any sort of cover. Recoil for that character is reduced by 1/3, and they are flat-footed.

**Prone** - Characters laying flat on their bellies are immune to ranged critical hits, are Flat-Footed, and may only use light items or

firearms. Their recoil from firearm use is reduced by 1/3.

**Supine** - Characters laying on their backs are immune from ranged critical hits. Supine characters may not make ranged attacks.

**High-Crawl** - Characters moving on their hands and knees gain partial concealment in any terrain that would normally grant it. Any movement faster than a High-Crawl reveals the character, and they lose any concealment bonuses they may have had, until they remain still for one full round.

**Low-Crawl** - Characters pulling themselves along while in the prone may move up to 10 ft. per Standard Action. They remain concealed and prone during their move action.

**Combat Stances** - Some feats grant a character bonuses for certain forms of combat. Only one Combat Stance may be active at a time. A Combat Stance may only be active when the character is Upright.

## UNARMED COMBAT

Any time a character strikes another opponent, they deal their weapon's base damage plus their Con Bonus. This applies to unarmed damage as well. A normal sized character's base damage with fists, knees, and teeth is 1d4.

Unlike normal combat, however, unarmed critical hits break bones, causing 1d4 Con damage instead of the usual double damage to HP.

## 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.

Attacks with an area of effect, such as bursting weaves, may indirectly target characters in concealment. This is because they target points on the map, not characters. So an attacker with a good idea of where a character is hiding may flush them out, even without being able to see them directly.

Characters with half cover between them and the epicenter of an area of effect take half damage from the effect. Characters with full cover take no damage.

*Lloyd is crouched behind a stone wall because the wall is tough and cannot be seen through, Lloyd has both full cover, and total concealment. he is attacked with two mortar shells. one lands in front*

of the wall, and the other lands behind, because he has full cover between himself and the first shell, he takes no damage from the attack. because there is no wall between him and the second shell, he takes full damage.

## RANGED COMBAT

### LANES OF FIRE

Characters wielding a ranged weapon threaten a greater area than characters wielding melee weapons. This area is called their Lane of Fire. A character may establish a lane of fire at any time, and that lane remains in effect until the character moves. If the character makes a move action of any kind, if they are attacked with a melee weapon, if they enter a grapple, or if they use any item other than their ranged weapon, their Lane of Fire is compromised and they threaten nothing.

A LANE OF FIRE is a 60° cone in front of the character that extends out one Range Increment. (See Chapter 7 - Economics and Gear for a description of ranged weapons and their ammunition.)

Opponents who would normally invoke an attack of opportunity also invoke one from the character who's lane they occupy.

### RANGE INCRIMENTS

Every ranged weapon has a Range Increment. This is the distance at which the weapon is most ideally fired. A character's accuracy beyond this distance is greatly decreased.

A character with a ranged weapon who has set their lane of fire may make attacks of opportunity against targets within one range increment.

Characters firing their weapon into the third range increment may not deal critical damage.

No weapon may be fired or thrown beyond three range increments.

### AMBUSH

Ranged weapons that are readied to fire may do so before combat begins. One ranged weapon may be designated the 'trigger' for an ambush. The wielder of that weapon may use any ranged combat maneuver in addition to their normal First Strike round. (See Ambush in Chapter 5 - Skills.)

### RECOIL

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 only by the recoil of their weapon.

RECOIL represents the force propelling the bullet or missile. Every attack made with a ranged weapon adds the ammunition's recoil rating to the character's cumulative recoil count. A character's recoil count may not exceed their constitution score. (E.g. A character with 16 constitution may fire a recoil-4 weapon 4 times

per round.) A character may fire a weapon up to 5 times per round.

A character's stance affects the amount of recoil their weapon generates. Characters who are prone, and characters that are braced against cover, reduce their recoil count by 1/3.

Furthermore, heavy two-handed firearms come with bi-pods to steady them. This requires a full round to deploy, and reduces recoil by 1/3, even on flat ground. If a bi-pod is deployed while the character is also braced or prone, their recoil is reduced by 2/3.

a soldier who is normally able to fire their rifle twice per round, crouches behind a boulder and takes the time to deploy the weapon's bi-pod. the soldier can now fire five times per round.

### INDIRECT WEAPONS

Some weapons are projectiles that characters lob up into the air, so that they might fall onto their targets from above. These are called indirect weapons.

Line of sight isn't necessary to attack with an indirect weapon. The character specifies a point in space (a vertex on a battle map) as their target. The player then rolls their d100 combat dice and 1d12 to determine their accuracy. The projectile misses the target by amount determined by the difference between the d100 result and the character's critical zone. The projectile lands on the side of the target determined by the d12, at the "o'clock" positions, with the 6 pointing from the target to the character. (A roll of 12 means the projectile overshot its mark, while a 6 means it fell short. A roll of 3 or 9 means it fell to either side.)

The distance from the target that the projectile lands is determined by the range to the target. Inside one range increment, the projectile lands 1 foot farther away for every 4 points by which the character's d100 result falls under their critical zone. Within the second range increment, the projectile lands 1 foot away for every 3 by which the result falls below their crit-zone. Within the third range increment, it misses by 1 foot for every 2 the result falls under the crit zone. Indirect projectiles cannot be hurled beyond those three range increments.

### BURSTS

Weapons that burst, dealing damage or effects to an area, do so in a sphere. These weapons always target a point in space, like an indirect weapon.

Unlike an attack that targets a character directly, burst effect do not need to beat a target's defense. They merely need to fall within range to damage a character. Any character within the center half of a burst effect, and has no cover from it, takes the full damage inflicted by the effect. Characters in the outer half of a burst effect receive half that damage.

Damage reduction affects burst effects in the same way it affects a targeted attack.

Objects that offer cover aren't penetrated by burst effects. So characters with a wall between themselves and a burst effect receive no damage.

## RANGED MANEUVERS

Various unique maneuvers are available to characters using ranged weapons. The following maneuvers are available to any combatant who is wielding a ranged weapon.

MANEUVER	TIME REQUIRED	AMMO USED	DESCRIPTION
Deploy Weapon	Full Action	---	Reduces recoil of a bi-pod equipped firearm by 1/3 until the character moves.
Pot-Shot	Standard Action	1 Round	A single attack roll is made against any target in any direction.
Fire Weapon	Full Action	1 Round per shot	Attacks are rolled against targets inside a lane of fire, until recoil limit is reached.
Aimed Shot	Full Action	1 Round	If an attack roll hits, the target is bleeding. (See status effects, below.)
Sniper Shot	Full Action	1 Round	If the attack roll crits, it deals ability damage. (Not doubled. No effect on normal hit.)
Cross-Fire	Full Action	9 Rounds	One target receives no bonuses from cover.
Suppressive Fire	Full Action	9 Rounds	Forces opponents to cover. Those who fail (Ref DC 10+Int) are feared for 1d4 rounds.
Covering Fire	Full Action	6 Rounds	Allies attacked by opponents inside the lane of fire gain +15 Defense.

**CROSS-FIRE:** The character fires at least 9 shots in rapid succession. These shots target one opponent inside the character's lane of fire. That opponent gains no cover bonuses until the character's next initiative count.

**COVERING FIRE:** The character fires their weapon at least 6 times in rapid succession. Any allies being attacked by an opponent inside the character's lane of fire gain a +15 dodge bonus to defense. If those shots do not meet their recoil limit, the character gains an attack of opportunity against any opponent moving more than 15 feet through their Lane of Fire, until their next initiative count.

**SUPPRESSIVE FIRE:** The character fires their weapon 9 times in rapid succession. Any opponent in their Lane of Fire that fails to find cover or fall prone during their turn is feared, and may not approach further for 1d4 rounds. If the character does not exceed their Recoil limit with those 9 shots, they may fire in bursts of three shots until they do. Each burst grants the character an attack roll against any target in their lane of fire.

**AIMED SHOT:** The character fires a single shot. If the attack deals more than 5 damage after damage reduction is applied, the opponent is bleeding. (They lose 1 Con per round until an ally succeeds at a DC 15 Heal check.)

**SNIPER SHOT:** The character fires a single shot at a flat-footed opponent. If the shot is a critical hit, it deals its base weapon damage to the target's Constitution or Dexterity. If the attack roll result is not a critical hit, the sniper shot deals no damage.

## 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.

The three social skills; bluff, diplomacy, and intimidation; are a character's social weapons.

To make a social attack, a character chooses one of these three skills, and makes a d100 attack roll. Their critical zone is equal to 100 - their total relevant skill bonus. This critical zone is doubled if the character's storyteller is able to come up with something unexpectedly witty or clever to say during the social attack.

Targets of social attacks gain their normal flat-footed defense to the attack. (In this case, their equipment bonus to defense is given by clothing, not armor. See clothing in Chapter 7 - Economics and Gear for a list of clothing and associated bonuses.)

**DIPLOMACY:** Appealing to one's opponent to cease combat. The target gains their analysis bonus to defense if they want to fight. If they are merely following orders, or otherwise don't wish

for combat, they do not gain this bonus. Successful diplomacy attacks cause 1d10 social damage.

**INTIMIDATION:** Afflicting a target with fear. A critical hit with this skill deals only normal damage, and instead inflicts the target with fear, causing it to flee for 1d4 rounds.

Successful intimidate attacks deal 1d8 social damage.

**BLUFFING:** Greivous insults incite a target's wrath. Critical hits with this skill deal only normal damage, instead Enraging the target for 1d4 rounds, or until the bluffing character is defeated.

Successful bluff attacks deal 1d6 social damage.

(See Chapter 1 - Playing the Game for more on Enraged and Fear)

## HARMING OBJECTS

Every object has a defense given by its size. Medium objects have a defense of 50. Every increment smaller has a defense 10 higher, while every increment larger has a defense 10 lower.

Objects have HP and damage reduction, which works just like a character's HP and DR. As they take damage their HP lowers, and when it hits 0 the object is broken. Object HP and DR is listed in Chapter 7 - Economics and Gear.

# 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 feet per action.

They may move faster or slower than that to trade speed for balance, silence, or other tactical 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	
CHARGE*	2x (60 ft.)	Full Action	Straight line only, flat-footed, higher crit-zone
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
S-F.T. STEP	1/6 (5 ft.)	Free Action	

\*During a Charge, Run, or Sprint, a character must move in a straight line over even ground, or make a Parkour check to stay upright. Making any turns during a Sprint, Run, or Charge increases the Parkour DC by 5, and slows the character by 10 ft. (See Terrain in Chapter 1 - Playing the Game.)

## 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.

## CHARGING

The character may sprint up to twice their base movement speed, in a straight line, to make a single attack against a target. They are flat-footed until their next initiative count, and invoke an attack of opportunity from any opponent who's threatened area they pass through. The charging character may subtract any number from their flat-footed defense, and add it to their critical hit zone for their charge attack.

## GRAPPLING

When two combatants occupy the same space, they grapple.

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.

Characters are flat-footed while grappling.

Each turn, a grappler must make a grapple check in order to take Actions. This functions just like an attack roll, except that it must only beat the opponent's Touch Defense. Succeeding at the grapple check while the grappler is neither dominated nor pinned, enables them to take normal actions that round. A grapple check that falls inside the character's Critical Zone moves the character one increment towards pinning their opponent. (See the Grappling chart, below.)

Characters that are significantly larger than their opponents have a much easier time in a grapple. Every size increment above an opponent doubles a character's crit-zone as it pertains to domination and pinning.

As the grapple draws to a character's favor, they may use progressively larger weapons and items. (See the usable items table, below.) Damage is dealt as normal in a grapple, so long as the attacking character is dominant enough to use their weapon.

	USABLE ITEMS
PINNING	Anything one-handed (light two-handed weapons)
DOMINANT	Medium or smaller (heavy one-handed weapons)
NEUTRAL	Small or smaller (light one-handed weapons)
DOMINATED	Tiny or smaller (natural weapons)
PINNED	---

If a character chooses to use their weapon, they may do so as a normal attack. Their opponent is still flat-footed, and they may attack as normal so long as they are able to use items of their weapon's size or larger.

Whenever a character is pinning their opponent, and score a critical grapple check, they may choose to break or bind an opponent's body part. (See Bound and Broken in Status Effects, below.)

A character may attempt to escape a grapple entirely. If they are dominant, they may release the grapple at any time. If they have a neutral position, they may escape with a critically successful grapple check. (Escaping a grapple check involves using a character's free 5-ft. step in any direction.) Pinned or dominated combatants may not escape a grapple, but may move to a dominated or neutral position with a critical grapple check.

Attacking a character who is grappling runs the risk of hitting their opponent. Roll 1d4 after a character makes their attack roll. If the grapplers are neutral, an even result hits the intended target, while an odd result hits their opponent. If one opponent is dominating the other, a 2-4 hits the intended target, while a 1 hits their opponent. If one grappler is pinning the other, there is no chance of hitting an unintended target.

A dominant or pinning opponent may make standard move actions in a grapple, if they succeed at their grapple check. They may choose to move the grapple with them. A neutral grappling character may make free move actions if they succeed at their grapple check.

More than two creatures may be a part of a grapple. If two grapplers are cooperating with one another, they are always equally dominant. If one teammate scores a critical grapple check, they both become one increment more dominant. If one teammate is being pinned when the other joins, both teammates become dominated. (Instead of one starting out neutral and the other remaining pinned.)

## BULL RUSHING

A character may attempt to push another character, initiating a Grapple by crashing into their opponent with such force that the pair lands in a space behind the impact.

To Bull Rush an opponent, a character must have at least 20 feet of open space between themselves and their target. They Charge their opponent, and must succeed at a Touch Attack to make proper contact. If they succeed, both characters make a Con Check, and the winner may move the resulting Grapple up to a number of feet equal to the difference between the two checks.

The Bull Rushing character may subtract any number from their Touch Attack roll, and add 1/4 of it to their Con Check.

The target of the Bull Rush may subtract any number from their Touch Defense and add 1/4 of it to their Con Check.

These subtractions must be declared in full before the affected checks are rolled.

## 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 within the blast must make a reflex save to avoid damage.

Characters inside the primary blast radius with at least half cover take half damage on a successful save. Characters with no cover who succeed in their save may fall prone for half damage. Characters who fail their save take full damage from the attack.

Characters in the secondary radius with at least partial cover, or those who choose to fall prone, take no damage on a successful reflex save. Those who fail take half of the total attack damage. Total cover (a solid barrier with more HP than the damage dealt, set between the character and the point of impact) mitigates this damage entirely, regardless of the distance from the blast.

## COUP DE GRACE

Helpless opponents (see status effects, below) are far easier targets than opponents who are able to take defensive action. As a Full Action, a character may cause maximum critical damage to the Helpless opponent. (Every damage dice automatically shows its highest result.)

## 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 collectively decides 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.)

## AREAS OF EFFECT

Weaves, firearms, and grenade-like weapons create effects that cover an area.

Bursts, or spheres, are always given as a radius, not a diameter. So a 20 ft. burst extends 20 ft. away from its epicenter in all directions. (E.g. a 20 ft. sphere has a 40 ft. diameter.) Burst effects always target a vertex on a battle-map, not a square.

Cones, as viewed from above, are equilateral triangles. The length of each side equal, so the range the cone extends from its source is also its terminating width. The center of a cone extends half its width upwards.

# STATUS EFFECTS

Sometimes characters fall under the influence of harmful effects like mind-altering substances, bondage, and other adverse conditions.

The following are guidelines for how they affect a character.

- **BLEEDING**  
The character takes 1 Con damage every other round until bleeding is controlled.
- **BLIND**  
Everything the character fails to hear with a Listen check has total concealment from them. Everything they succeed in hearing has partial concealment from them.
- **BOUND (HANDS)**  
The character may only manipulate simple items, in simple ways.
- **BOUND (FEET)**  
The character may only hop the distance, in feet, of a Balance Check each round.
- **BOUND (FULL)**  
The character is Helpless.
- **BROKEN\* (EXTREMITIES - FINGERS, TOES)**  
The character is unable to use the injured extremity. They take 1 Con damage at the time of the injury.
- **BROKEN\* (FOREARMS, FEET)**  
The character is unable to move at more than half their normal speed. They are Encumbered when they carry a Light Load. They become Fatigued at twice the normal rate. They take 1d4 Con damage at the time of the injury.
- **BROKEN\* (MID AND LOW SPINE)**  
The character is Paralyzed from the waist down. They are not Helpless. They are unable to move at more than a crawl, and their base speed is reduced to 1/3 of what it was when they sustained their injury. They take 2d8 Con Damage at the time of the injury. This damage cannot be healed by non-magical means.
- **BROKEN\* (THIGH, PELVIS)**  
The character is Encumbered. They are only able to move while crawling. If a splint is not applied within 1 minute, they begin Bleeding. They take 2d6 Con damage at the time of the injury.
- **BROKEN\* (NECK)**  
The character is takes 4d6 Con damage. This damage cannot be healed by non-magical means.
- **DAZED**  
Only movement actions may be made.
- **DEAF**  
The character is unable to make Listen Checks.
- **DEAD**  
The character's soul has detached from their mortal form.
- **DEHYDRATED**  
The character hasn't drunk enough water. They must succeed at a fort save equal to half the number of hours since their last drink, or

every action becomes exhausting. (See exhausting in Chapter 1.)

- **ENRAGED**  
The target of the Rage must be attacked until it is destroyed or unconscious.
- **ENCUMBERED**  
An Encumbered character may move, at most, half base speed. Encumbered characters are Flat-Footed.
- **FATIGUED**  
Muscles give out, and every action must be followed by an equal amount of rest. Every action is Exhausting, and the character must make a Fortitude Save each round or take Subdual damage. (See Exhaustion in Chapter 1 - Playing the Game) While a character is Fatigued, their mana pool regenerates at half their normal rate.
- **FEARED**  
The object of terror may not be approached or attacked.
- **HELPLESS**  
The character is completely unable to defend themselves. They gain only their armor and magical bonuses to defense.
- **NAUSIATED**  
Every 1d4 rounds, the subject of nausea collapses in fits of vomiting. While a character is Nausiated, their mana pool does not regenerate.
- **PARALIZED**  
The character is Helpless and unable to move, but may breathe, see, and hear. While Paralyzed, a character's mana pool does not regenerate, and they are unable to weave spells.
- **SLEEPING**  
The character is Helpless and immobile, but able to hear.
- **STARVING**  
The character has missed meals, and must make a fort save every morning with a DC equal to the number of missed meals, or lose 1 con until they have eaten an extra meal for each they missed.
- **STIMULATED/HIGH**  
The character gains a +4 to Reflex Saves and Initiative, and takes a -8 penalty to Will.
- **DRUNK**  
The character is immune to Intimidation, and takes a -8 penalty to Will. While a character is Drunk, their mana pool regenerates at half their normal rate.
- **TIRED**  
The character is emotional and intellectually drained. They recover Mana at half their usual rate.
- **UNCONSCIOUS**  
The character is Helpless, and unable to sense anything about their surroundings. While a character is Unconscious, their mana pool does not regenerate.

\*A 'break' in this case is a complete sundering of the listed bones. Simple cracks and fissures are represented by Mortal Damage.

A break must be splinted before the injured character may begin recovering Constitution Damage. This damage recovers at 1/4 the normal rate.

# 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.

## CHARACTER CREATION

Every character has one class level at character creation. In addition, they gain the following bonuses:

HP: Con Score  
FEATS: Anl Bonus  
SKILL POINTS: Anl Score  
MANA: Con Score

herecles has a 16 con (+3 bonus) and 12 anl (+1 bonus) at first level. he's a sentinel, which gives an hp bonus of +6, 2 skill points, and +0 mana bonus. so at first level he has a total of:

$16 + 6 + 3$	= 25 hp
$1 + 1$	= 2 free feats
$12 + 2$	= 14 skill points
$16 + 0 + 1$	= 17 mp

## CORE CLASSES

The first class that a character chooses is their core class.

It defines their primary saving checks, initiative bonus, and core ability. While the character may take levels in any class, they still only progress their saving checks and initiative along the track outlined in their core class. (They gain whatever bonus is listed at their character level, as if they had only ever chosen their core class.)

## 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-strike bonus, vitality bonus, skill points, mana bouns, and special abilities from that class. Only their fort, reflex, will, and initiative bonuses still increase based on their core class. Characters gain only the core ability from their core class.

## CLASSES AND LEVELS

Experience in this game is reflected by Levels, or milestones of acheivment met by characters. At the end of an arc, a character's experiences have made them stronger, smarter, or otherwise enhanced their abilities. This growth is reflected by a bonus level in any class, and all the improvements given by it.

Some characters have only one class, while other characters have levels in multiple classes. Throughout this book, the sum of the levels a character has in a given class is called their class level. Meanwhile, the sum of all their levels from all their classes is called their Character Level.

EVERY LEVEL, EVERY CHARACTER GAINS:

HP: Class Bonus + Con Bonus  
MANA: Class Bonus + Anl Bonus  
SKILL POINTS: Class Bonus

EVERY ODD LEVEL, INCLUDING 1ST, EVERY CHARACTER GAINS 1 FEAT.

# COMMONERS

*common men... salt of the planes, the villagers, peasants, cityfolk, and wanderers who work the fields, craft the tools, and trade the goods of the great civilizations.*

## BACKGROUND

Any character that is not a hero is a commoner. Even important characters, like politicians, guards, and craftsmen are commoners. Commoners are the characters that act as 'scenery' in a story. Characters that play an active role, such as villains and foils, aren't commoners. (They are of the same epic stock as a player character, and like player characters, they gain class levels from the major archetypes listed later in this chapter.)

Commoners do not ascend beyond 10th level. If a commoner adventures with a party, and through their actions take on a heroic role in a story, their experience gives them levels one of the heroic archetypes instead of commoner levels. (Although, like a hero who multi-classes, commoners who become heroes still progress along the commoner's fort, reflex, will, and initiative track, and gain only the commoner's core ability.)

## ROLE

Commoners often find themselves in a party as hired help. They might carry baggage, drive the party's vehical, tend the home-fires, keep arms and armor in good repair, or perform any other service their benefactor may require. Commoners command a standard wage of 2 Sp per commoner level per day.

## CLASS FEATURES

VITALITY BONUS PER LEVEL: CON BONUS

SKILL POINTS PER LEVEL: 2

MANA POINTS PER LEVEL: ANL BONUS

## DRUTHERS

At 1st level, the commoner selects a single item from the following list: crit-zone, fort, reflex, will, initiative. Instead of the usual commoner's progression, they progress at a more rapid rate.

Selecting crit-zone gives the commoner a +1 bonus every odd level, and a +2 bonus every even level, in a manner identical to the Scrapper's progression.

For fort, reflex, will, and initiative, the commoner gains a +2 bonus at 1st level, and a +1 bonus every even level after that, in the manner of the Channeler's will and initiative.

LVL.	CRIT	FORT	REFLEX	WILL	INIT	SPECIAL
1st	+0	+0	+0	+0	+0	Druthers
2nd	+1	+0	+0	+0	+0	
3rd	+2	+1	+1	+1	+1	
4th	+3	+1	+1	+1	+1	
5th	+3	+1	+1	+1	+1	
6th	+4	+2	+2	+2	+2	
7th	+5	+2	+2	+2	+2	
8th	+6	+2	+2	+2	+2	
9th	+6	+3	+3	+3	+3	
10th	+7	+3	+3	+3	+3	

# CHANNELER

*channelers harness the 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.*

## BACKGROUND

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.

Channelers manipulate the world to suit their fancy. They alter the way 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.

Everyone can channel a small amount, and most public education systems include minor magical 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 + CON BONUS

SKILL POINTS PER LEVEL: 2

MANA POINTS PER LEVEL: 3 + ANL BONUS

## POWER WITHIN

At 1st level, the Channeler chooses their core element. (Spirit, Space, Mass, Plasma, and Liquid.) This element is Channeled from within the Character's body, instead of the environment around them. It cannot be shielded from the Character's use by any outside force. This is the Channeler's Core Ability.

## 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 Bonus) per round.

A Channeler must possess an Elemental Affinity feat to cast spells with more MP in any given attribute than their analysis bonus. The first elemental affinity feat a character takes in an element increases their capacity to twice their analysis bonus, and the second affinity feat allows them to channel an unlimited amount of that element.

*a character with 16 analysis may weave 3 mana into any spell attribute. with one mass and two plasma affinities, they may channel 6 mana into any mass-based spell attribute, and an unlimited amount into any plasma-based attribute.*

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.)

## ELEMENTAL AFFINITY

At 1st level, and every level up to 5th, Channeler gains an Elemental Affinity feat.

## IMPROVED REGEN

At 3rd level, and every three levels thereafter, the Channeler's mana regeneration improves by +1. (Normally, characters gain their Int Bonus 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:

**AUGMENTOR:** Items with the Buffing spell attribute receive a Form of Touch and a Size of Target for no mana cost.

**BLASTER:** The Channeler may attach Payload weaves to an ally's item up to 10 ft. away. (Normally, objects must be held by the Channeler during enchantment.)

**GREATER WEAVERSENSE:** (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 the elemental affinities of anyone they can see, and sense the OC threshold of any creature within 60 ft.

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

**IMPROVED WEAVERSHROUD:** The Channeler is habitually stealthy with their weaves. Their weaves are always shrouded as if they 'took 10' on a weaveshroud check. They may still make Weaveshroud checks in the hopes of getting a higher result, but doing so isn't necessary.

**QUICK CASTING:** Each round, as a free action, the

Channeler may weave an additional spell. This weave must require no more than their level in mana.

**RESILIENT WEAVES:** Whenever magic items the channeler creates are subject to an effect that would cause their magic to malfunction, such as weaves with the Cutting attribute, item gains a +4 bonus to its will check. (Normally an item's saves are equal to their creators.)

**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.

**SOULBURNER:** The Channeler may burn their ability scores instead of mana. The character subtracts any number from their Con, Dex, Anl, or Int scores, and adds it to their mana pool. The character's spell cap increases the same amount for one weave. So a channeler with a spell cap of 10 who soulburns for 5 has a one-spell spell cap of 15. This ability damage heals at the normal rate of 1 point per day.

**SPELL ACCURACY:** Saving Throw DCs to resist the Channeler's spells are increased by 2.

**SUPPORT CASTER:** So long as the target is an ally, the Channeler may use the Beam or Touch forms for free.

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 guile 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.*

## BACKGROUND:

A Sage often adventures due to a 'calling.' Other Sages adventure to escape from a calling. Yet more often than not, it's coincidence that sees a sage on their path to glory. Sometimes, they don't even know they're adventurers at all, until they hear songs, years later, exalting their deeds.

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.

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 + CON BONUS

SKILL POINTS PER LEVEL: 4

MANA POINTS PER LEVEL: 2 + ANL BONUS

## DESTINED FOR GREATNESS:

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

## SKILLED

At 1st level, and every level up to 5th, the sage gains a Skill Mastery feat.

## LEADERSHIP:

At 3rd level, and every three levels thereafter, the sage gains a companion. These companions may be friends, servants, disciples, or play any other role the player chooses. They may be of any race or species, so long as their species begins play at level 1. Companions are loyal to the point of mortal danger, but will not take suicidal action. (They will follow the sage into battle or help climb a dangerous mountain, but they will not dive off a cliff merely because they were told to do so.) Companions begin the game at level 1, and gain a level every time the sage levels up. The sage may forgo an additional companion, and give an existing companion a bonus level instead. No companion may be higher than 2 levels below the sage. (A 9th level sage may have a 7th, 4th, and 1st level companion, or a 7th and 5th level companion.) If a companion gains enough levels to exceed the 2-below limit, they leave the party, and may return when the sage once again achieves a level 2 higher than the companion's.

## SPECIAL ABILITY:

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

**BE PREPARED:** The Sage may set up to their Sage level in Mana aside for spontaneous item creation. Once per Session, the Sage may pull a magic item out of their baggage that they had 'been saving for just such an occasion.'

**BY EXAMPLE:** A number of times per session equal to the Sage's Intuition Bonus, 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.

**COLD READ:** A number of times per session equal to the Sage's Analysis Bonus, 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?'

**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. This

ability may not be used if the Sage is denied their Dexterity bonus to Defense.

**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 an expert would. For example, the character might converse 'knowledgeably' about their vehicle, but could not actually perform repairs.

**FORCEFUL PERSONALITY:** Weaves with the Compulsion effect gain a Form of Target and a Size of Touch for no mana cost.

**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.

**IMPROVED WEAVERSENSE:** The Sage can sense the elemental affinities of every creature within 30 ft. without a weavesight check.

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

**RIGHT PLACE:** When the Sage fails a Reflex Save to avoid splash damage, they still take only half damage. This ability is always active, even when the Sage is denied their Dexterity bonus to Defense.

**RIGHT TIME:** Once per round, when an opponent the sage threatens 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.

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

**UNCANNY CHARISMA:** Compulsion, Linking, Prestidigitation, and Telepathy require one increment less mana to cast. (E.g. 13 mana effects cost only 8 to cast.)

**UNCANNY PERCEPTION:** Divination, Mysticism, Projection, and Weather effects require one increment less mana to cast. (E.g. 21 mana effects cost only 13 to cast.)

## DUMB LUCK:

At 10th level and above, once per session, the Sage makes a decision without thinking and guesses correctly. For example, they will walk down the only 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	+0	+2	+2	Skill Mastery, Destined for Greatness
2nd	2	+0	+0	+3	+3	Skill Mastery
3rd	3	+1	+1	+3	+3	Skill Mastery, Leadership +1
4th	4	+1	+1	+4	+4	Skill Mastery, Special Ability
5th	5	+1	+1	+4	+4	Skill Mastery
6th	6	+2	+2	+5	+5	Leadership +2
7th	7	+2	+2	+5	+5	
8th	8	+2	+2	+6	+6	Special Ability
9th	9	+3	+3	+6	+6	Leadership +3
10th	10	+3	+3	+7	+7	Dumb Luck
11th	11	+3	+3	+7	+7	
12th	12	+4	+4	+8	+8	Special Ability, Leadership +4
13th	13	+4	+4	+8	+8	
14th	14	+4	+4	+9	+9	
15th	15	+5	+5	+9	+9	Leadership +5
16th	16	+5	+5	+10	+10	Special Ability
17th	17	+5	+5	+10	+10	
18th	18	+6	+6	+11	+11	Leadership +6
19th	19	+6	+6	+11	+11	
20th	20	+6	+6	+12	+12	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.*

## BACKGROUND

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

Scrapppers 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.

Scrapppers usually come from harsh backgrounds, full of strife and hardship. Some scrapppers 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: 5 + CON BONUS

SKILL POINTS PER LEVEL: 2

MANA POINTS PER LEVEL: 1 + ANL BONUS

### AGGRESSION:

When a scrapper deals a critical hit, in addition to dealing double damage, they gain a bonus attack. The bonus attack must be used that round, or be lost. This is the scrapper's Core Ability.

### WEAPON SPECIALIZATION:

At 1st level, and every level up to 5th, a scrapper may choose a Weapon 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, or magical; and mortal, subdual, or social.

When the Scrapper deals ability damage, it is increased by 1 point per extra dice they would receive for other sorts of damage. (E.g. a scrapper who gains +3d6 would deal an additional 3 ability damage when poisoning an opponent.)

Relentless Strikes damage is 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.

**IRRESISTABLE FORCE:** Any time the scrapper takes action that their opponent may resist with a saving check, the DC for that check is increased by the number of Relentless Strikes dice available to the scrapper. (E.g. a 6th level scrapper's ale would gain a +2 to its Fortitude Check DC.)

**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. Scrapers 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.

**RISK TAKER:** The scrapper may add five to any skill roll. If they fail their skill check, it is automatically a critical failure. The scrapper may not take 10 or 20 on this roll.

**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.

**UNCANNY AIM:** The scrapper may add their Intuition Bonus to their ranged damage rolls.

## RUTHLESS STRIKES:

At 15th level, the scrapper's Relentless Strikes become Ruthless Strikes, dealing 1d8 damage per three class levels, instead of the usual 1d6.

## ADRENALINE RUSH:

At 10th level, once per session, a Scrapper may declare their next attack to be a critical. If the attack would normally hit, it instead crits. If it the attack roll result is within the scrapper's critical zone, it deals triple damage. If it would normally miss, it instead deals normal damage.

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	Adrenaline Rush
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	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.*

## BACKGROUND:

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.

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.

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 + CON BONUS

SKILL POINTS PER LEVEL: 2

MANA POINTS PER LEVEL: 0 + ANL BONUS

## CAUTION:

Once per day, the Sentinel may double their total Damage Reduction for one round. This ability may be declared at any time, and lasts until the sentinel's initiative count the following round. This is the Sentinel's Core Ability.

## ARMOR SPECIALIZATION:

At 1st 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 5th 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:

**BOB AND WEAVE:** The sentinel may move at up to half their normal speed under covering or suppressive fire, without incurring the negative effects associated with such action.

**BY EXAMPLE:** A number of times per session equal to the sentinel's Analysis Bonus, 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.

**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.

**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. The Sentinel must retain their Dexterity bonus to Defense to use this ability.

**IMPROVED COVER:** Any time the sentinel would have partial cover, they instead have half cover.

**IMPROVED CONCEALMENT:** Any time the sentinel would have partial concealment, they instead have full concealment.

**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.

**PLANNING:** The Sentinel may spend four times longer than usual on a skill to mitigate the possibility of failure. The sentinel must still make a skill check, but if the check result falls short of success, the Sentinel simply abandons the task. Not succeeding in this way still takes the same amount of time as actually making the check, except no action is taken. (For example, a sentinel without this ability who spends an hour failing to build a desk would ruin a great deal of wood and screws. But one using this ability would spend 4 hours pouring over diagrams and instructions only to realise that he's missing a vital piece, wasting no resources in figuring that out.)

**IMPROVED SAVES:** The Sentinel has become particularly adept at resisting ongoing negative effects. Any time the sentinel fails a saving check to resist a negative effect that lasts for more than one round, they may make an additional saving throw at the beginning of their next initiative count. This ability grants one additional saving throw per effect.

**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.

**WITHSTAND:** Any time the Sentinel fails a Reflex Save

to avoid Damage, they take only half damage.

## IMPROVED FORTIFICATION:

At 10th level, the Sentinel gains a +20 competence bonus to defense.

## GREATER FORTIFICATION:

At 15th level, the Sentinel's Fortification bonus improves to +30 competence bonus to defense.

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, Fortification
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	Improved Fortification
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	Greater 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	Special Ability

# MAGIC





# WEAVING

*casters weave elemental power to create change in the world. They pull wefts of the four elements, each with their own unique properties, through warps of their own spirit, to command the very foundation of the universe.*

## MANA

Every character possesses Mana Points, or MP.

Mana is used as fuel to power weaves and magic items.

A character's MP is based on their experience, and on their Constitution and Analysis scores. To calculate a character's mana, add their con score to their level times their anl bonus, and add the class bonus given at each of their levels.

$$\text{MP} = \text{CON SCORE} + (\text{LEVEL} * (\text{CLASS BONUS} + \text{ANL BONUS}))$$

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.

After casting a spell, a character's mana is reduced. All characters regenerate their Intuition Bonus in mana every round.

Channelers also generate mana within themselves, and gain a bonus to their regeneration rate.

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

## ELEMENTAL AFFINITY

There are two Elemental Affinity Feats available for each of the five elements. These feats allow characters to cast more powerful spells.

Without an Affinity Feat, a character may weave up to their Intuition Bonus of mana into any single spell effect governed by that element. In other words, a character with an Intuition Score of 16 could weave any spell attribute that costs 1, 2, or 3 mana, because their Intuition Bonus is 3. A character with one Elemental Affinity feat may weave up to twice their Int Bonus of that element. Characters with both Affinities in an element may channel an unlimited amount of it into a spell, regardless of their Intuition Bonus.

*a character with two mass affinities, one plasma affinity, and nothing else, may put 0 to 5 mp into most attributes, 0 to 10 in their plasma effects, and unlimited mp into their mass effects.*

## COMMON ATTRIBUTES

All spells must have a form and size. Form is the shape of the weave, and how it gets from the caster to the target. Size is the area covered by the spell. Both attributes are listed below.

Some spells involve damage or healing effects given by a dice roll. These are listed with the 'Dice' descriptor.

More mana gives an effect more dice, and better dice.

Other spell effects happen over time. The amount of time they are in effect is determined by the duration attribute.

## WEAVE INCRIMENTS

Channeling requires progressively more Mana for every Attribute the Channeler chooses to add to a weave, and each Attribute may be made more powerful with more Mana. Below is a list of Mana-costs for each incremental increase to a spell attribute. The total cost of a spell is the sum of its attributes, each of which is calculated separately.

$$\text{ATTRIBUTE INCREMENT COST} = [1, 2, 3, 5, 8, 13, 21, 34, 55, 89\dots]$$

*for example, a fireball might be a payload (8,) with 20 ft. size (8,) dealing 4d6 damage (5+3,) for a total cost of 24 mana.*

## STEP BY STEP

To weave a spell, a caster first chooses whether it will be cast immediatly, (channeled) or woven into an item (alchemy.) Channeling always requires one round, while alchemy requires 1 hour per MP invested in an item.

The caster then decides what shape the spell will take. The common attributes of Form and Size combine to determine how much area a spell will affect. If the spell covers no area, and is delivered by touching the target, it requires only the minimum overhead cost of 2 MP.

After selecting the Form and Size of the spell, the caster decides what the spell will do. The following tables throughout this chapter outline possible spell effects. The tables aren't intended to be a comprehensive list, but merely a guide. The player should exercise creativity in spell creation. The only limit is imagination.

If the spell effect causes a variable effect, such as damage, the caster selects the dice that will be rolled to determine the efficacy of a successful hit. This is done with two sub-attributes, Dice (Type,) and Dice (Number.)

Finally, the costs of all the spell attributes are added together. The sum is the total cost of the spell, and is the amount of mana that will leave the character's possession when the spell is discharged.

# ON THE MAP

Spells usually originate in the caster's hands. If they are payload types, they originate at the point at which their host missile impacts a solid object. And if they're remotely woven, they originate at any point within both the caster's field of view and the weave's third range increment.

The character weaving the spell, or the one firing the host missile in the case of payload weaves, rolls a d100 attack roll, and compares the result to the target's defense. Because this is a touch attack, the target doesn't gain their Intuition or Equipment bonuses to Defense. As with any other form of attack, critical hits deal double damage and damage reduction is subtracted from the total.

Weaves with a range increment given by their size and form attributes behave the same as any other ranged weapon. If a character readies a weave and sets a lane of fire, they may cast their weave as an attack of opportunity against opponents within the first range increment, deal critical damage against opponents within the first two, and reach as far as the end of the third.

*Harl Stormshadow hurls a thunderbolt, a beam with a size of 160 feet, at an enemy 400 feet away. This is within his third range increment, so Harl may not score a critical hit.*

# SPELL DEFENSE

Some spells may be resisted by those who would be affected. Mind affecting weaves are resisted by successful Will Saves, and bursts of fiery wrath may be resisted by Reflex Saves. The Save DC for any weave is 10 plus half the attacker's Caster Level (the sum of the character's channeler and sage levels) plus their Intuition Bonus.

$$\text{SAVE DC} = 10 + 1/2\text{CL} + \text{INT BONUS}$$

# SPELL CAPS

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

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

The mana for a spell leaves the caster at the time a spell is cast. Casters with Multiweave may ready two spells with half their mana, adding up to their whole pool. But casting one would cause the other to either dissipate, or invoke an overchanneling penalty. (See below.)

Casters aren't limited by their spell cap. They may attempt any weave they can imagine, albeit at a risk to their wellbeing. This is called overchanneling. It may sometimes be helpful, but it always causes destructive effects to the area around the caster.

Overchanneling causes 1d6 points of damage per 4 MP channeled beyond the Spell Cap. This damage is dealt to everything up to a number of feet away equal to the amount of MP overchanneled.

The caster takes 1/2 this damage.

*so if a character weaves a spell 20 mana beyond their spell cap, they deal 5d6 damage to everything within 20 feet.*

$$\text{OVERCHANNELING DAMAGE} = ((\text{SPELL COST} - \text{SPELL CAP})/4) \text{ D6 DAMAGE}$$

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

Once a spell has been woven, the channeler may maintain its effect the following 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.

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

# MAGIC ITEMS

Through natural philosophy and science, alchemists have born the fruits that feed society. Alchemists are channelers who specialize in the creation of magic items. Some dream of achieving eternal youth; some, infinite wisdom; and others, wealth beyond imagining.

Alchemical effects are identical to channeled weaves. They're built the same way, using the weave attributes listed in this chapter. However, they cost a different amount of mana than channeled spells: less for single-use items, more for items that are constantly in effect.

Creating a magic item requires 1 uninterrupted hour of work per MP invested in the item.

## TRIGGERS AND USES

There are two types of triggers for a magic item: either they are used by a character (a full action,) or they trigger on their own. Automatic items activate based on a trigger event specified by the item's creator at the time of creation. Only one trigger may exist per item.

Another universal variable is the amount that an item may be used.

The items that cost the least MP are single use items, called consumables. Consumables that last for more than 1 round require the 1/2 the base mana cost of the item per additional round.

Items that can be used more than once are 'charged.' Charged items automatically have a mana pool equal to their cost of creation. (Enough for one casting.) Additional charges may be added, increasing the item's cost by 1/2 of its base cost per added charge.

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

## CHARGING ITEMS

Talismans and charms require mana to function. They cost as much mana to function as they cost to create, but that mana may be added over time. (Weaving a spell directly requires that all mana used in the weave be present at the time of casting.) Charging an item requires one minute of concentration. A character may place as much as their normal spell cap into an item per charging session.

a fire rune, for example, is a magical elixer used to trap an area. it is poured over a doorway, and creates an invisible rune that, when triggered, bursts into flames for 4 rounds. the base cost of the fiery explosion is 10, so each round of burning increases the cost of the elixer by 5, for a total of 30 mana.

## TYPES OF MAGIC ITEMS:

**POTIONS - (CONSUMABLE, USED. MULTIPLIER: 0.25)**  
Liquids or powders infused with alchemical properties that must be poured over the target of their effect are called potions..

**ELIXIRS - (CONSUMABLE, AUTOMATIC. MULTIPLIER: 0.5)**

Like potions, elixirs must be poured over their targets. However, they remain active, waiting for a trigger specified at the time of their creation, before their effect is discharged.

**TALISMANS - (CHARGED, USED. MULTIPLIER: 0.5)**  
Talismans require MP as fuel, and must be activated with buttons, words, or other Standard Actions.

**CHARMS - (CHARGED, AUTOMATIC. MULTIPLIER: 1)**  
Charms are items that require MP as fuel, and activate automatically when a trigger, specified at creation, occurs.

**WARDS - (UNLIMITED, AUTOMATIC. MULTIPLIER: 3)**  
Items that activate automatically and with no limit, or are permanently active, are called wards.

## MP MULTIPLIERS:

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

# COMMON ATTRIBUTES

## FORM

ELEMENT: SPACE

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

MANA	FORM
1	Self/Touch
2	Beam*
3	Cone or Wall
5	Sphere or Cylinder
8	Payload*
13	---
21	Remote

\*A touch attack is rolled to determine a character's accuracy with beam and payload weaves. These spells are aimed by the casting character. They do not 'home in' on their targets.

Remote weaves automatically hit, though the targeting character may still wish to roll for critical damage.

'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 or less than its Size.

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

Spheres are round surfaces, emanating from the caster, with a radius equal to their Size.

Cylinders are circular walls, centered on the caster, with a radius and height of their Size.

Payloads are attached to objects like arrows or stones. They discharge in any form desired (touch, cone, sphere,) on impact.

Remote weaves originate at any point inside the caster's line of sight, with a range equal to their size attribute.

## SIZE AND DURATION

ELEMENT: LIQUID (SIZE), SPIRIT (DURATION)

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. Weaves that develop over time are able to affect a greater amount of time based on the mana invested in this attribute.

MANA	SIZE	DURATION
1	Self/Target	Instant
2	---	1 Round
3	5 ft.	1 Minute
5	10 ft.	5 Minutes
8	20 ft.	1 Hour
13	40 ft.	1 Day
21	80 ft.	1 Week
34	160 ft.	1 Month
55	320 ft.	1 Year
89	640 ft.	10 Years

## DICE (NUMBER AND TYPE)

ELEMENT: PLASMA (NUMBER), MASS (TYPE)

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.

Providing a magic bonus to a skill check requires the weave to be cast with a Duration as long or longer than the skill check. This buff increases the target's skill multiplier by 1.

While under the effect of buffed ability scores, all of a character's secondary stats are increased as well. For example, HP is calculated using Constitution, so while a character's Con is buffed, their HP increases as well.

Buffing attack or defense increases the target's ability to deal damage, or defend themselves. The caster chooses at the time of weaving whether the bonus is added to their target's critical zone, physical defense, or social defense.

MANA	SKILL	ABILITY	ATK/DEF
1	---	+1	+3
2	---	+2	+6
3	---	+3	+9
5	Bonus	+4	+12
8	---	+5	+15
13	---	+6	+18
21	---	+7	+21
34	---	+8	+24
55	---	+9	+27

# COMPULSION

ELEMENT:

LIQUID

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

Promoting wakefulness or creating drowsiness changes the state of a target's mind, but it doesn't change their level of fatigue. So while a character would be able to push harder and longer, they would still incur damage from Exhaustion.

Commanding domestic beasts, like cows and dogs, is easier than commanding wild beasts like bears and wolves. Beasts remain under the character's command for the Duration attribute the caster chose upon weaving the spell.

Commanding 'any creature' includes sentient beings, like humans and dwarves. Single-word commands include things like 'stop, drop,' or 'roll.' Complex commands include anything that cannot be communicated unambiguously in a single word. The target continues to carry out the command for the Duration attribute of the weave.

Wiping memories affects any creature. The memories return after the Duration of the weave expires.

Any target of Compulsion is entitled to a Will Save to resist the effects completely.

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

# 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	+1/2 Speed
5	+4 Reflex
8	+25 Defense
13	Double Speed
21	+1 Action per Round

An ally's reflex save may be improved by +1 per mana increment invested in the Chronos attribute.

Defense may be improved by +5 per increment.

A character's base speed is increased by 50% every 3rd increment.

Additional actions are single Standard Actions that may be spent on an additional movement, an attack, etc..

# 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	---
5	Joint warping
8	---
13	Smelt, temper, and tan

Spot welding joins two bits of material together at a single point. The materials must be capable of mixing together under normal circumstances. For example, two bits of iron or two bits of wood could be joined at a single point. But water could not be welded to oil.

Seam fusing is like spot welding, but it joins two materials at a line, instead of at a point.

Joint warping bends one material around another to form a flexible, stable joint. This can be made in any form, from ball joints to hinges.

Smelting ore, tempering metals, and tanning hides alters the relationship of the target object's constituent molecules. Impurities burn off or melt away, and the caster is left with as perfect a raw material as can be made. The result is an ingot of pure metal or alloy, flawless gem, or tough yet supple leather. Masterwork arms and armor must be crafted with magically tempered material.

# 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 magical enchantments.

Simply hitting an opponent with a Cutting weave forces them to succeed at a Concentration check in order to complete their spells. Every increment beyond the first increases the Concentration DC the target must make by 2.

Unravelling an alchemical effect causes its magic to dissipate. The caster is aware that their magic has been dispelled. Items receive a Fortitude Save to resist unravelling.

MANA	EFFECT
1	---
2	+2 to opponent's Concentration DC
3	Unravel a potion or elixer
5	+6 to opponent's Concentration DC
8	Unravel a talisman or charm
13	Unravel an emblem or ward

# ELEMENTAL STRIKE

ELEMENT:

PLASMA

SPECIAL:

DICE

Fireballs, iceballs, lightning, deadly shockwaves, and other violent weaves form destructive bursts to rend foes asunder. Use the Dice spell attribute to determine the amount of damage an Elemental Strike will cause.

Any character caught in the blast of an Elemental Strike may make a Reflex Check to take only half the damage it deals. Targets in Partial Cover receive a +4 bonus to this check. Targets in Half Cover receive a +8 bonus to this check. Targets in Full Cover receive a +12 bonus to this check. Damage is rolled separately for each target hit.

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

# 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	Equipment bonus to sensory skills
2	Extend senses - nightvision, ultrasonic...
3	Diagnosis, material analysis
5	---
8	New sense (motion, electric, heat)
13	Sense past
21	Sense future

Equipment bonuses gained for sensory skills include heal, hunt, listen, search, spot, surveillance, and weavesight. This is a mundane equipment bonus, not a magic bonus. (Although, including a Buffing (5 MP) effect with divination weave will give both a magic and an equipment bonus.)

Extending a character's senses allows them to sense things beyond the normal limits of their organs. This might include infrared night vision, ultrasonic hearing, etc. It does not enhance the acuity of the target's senses. It merely expands their depth. (So a character would be able to see in new environments, but they wouldn't be able to see any farther or sharper than normal.)

Diagnosis gives the caster an accurate insight into the state of a target's health.

Material analysis reveals the precise composition of an object, including the elemental weaves used to enchant it.

New senses give a character entirely new methods of sensing their environment.

Sensing the past or future 'transports' one of the target's senses backwards or forwards in time, up to the Duration chosen by the caster.

# 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 caster 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

Slow fall reduces the force of a character's impact when they fall from a distance. The spell must be in effect for at least a round before they hit the ground. So while a character could cast it in mid-air while skydiving, they would not have time to do so if thrown from a building. Generally, any fall under 500 feet is too short to cast a spell.

Hovering allows the target of this spell to ignore gravity. They may push off solid surfaces to move around, but are unable to maneuver independantly without some sort of peripheral propulsion system.

Flying allows a character to not only hover, but move about at will. Their speed is multiplied by the amount listed, and the result becomes their new base speed for the duration of the weave. Hustle, run, and sprint movements are calculated with this new base speed.

# HEALING

ELEMENT:  
SPECIAL:

MASS  
SKILL (HEAL)

Detect toxins gives the caster knowledge of any alien substances causing harm to the weave's target.

Inhibit spoiling prevents pathogens or harmful substances from causing harm to the weave's target.

Encouraging growth causes a being to grow more rapidly than normal for the duration of the weave. Every day that the weave is in effect, a week of growth occurs.

Cooking and brewing gives a caster a Magic bonus to Craft checks made to cook or brew. A duration of 1 week is needed for primary fermentation.

Shaping fiber allows the caster to not only encourage growth, but to manipulate how that growth occurs. So instead of a mass of scar tissue, their target might grow back a functional limb. This is the weave required to use the Magical Healing skill. The number of dice used for magical healing are determined by mana invested in the weave, but the type of dice has no mana cost. The type of dice are determined by the healer's skill check result.

Shaping wood allows a caster to make Craft Woodworking checks in 5 minute blocks, instead of the usual 1 hour blocks.

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 disease/toxin
2	Inhibit spoiling, neutralize poison
3	Encourage growth
5	Cook or brew
8	Shape fiber, cure mortal damage
13	Shape wood

# 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.

Kenesis exerts a force in any direction the caster chooses. So long as the caster maintains the weave, the direction of this force can be changed as easily as one changes how their limbs are moving.

In a beam, this acts like a force 'flashlight.' As a cone or wall, its like a very stiff wind. And as a sphere or cylinder, it pushes or pulls to or from the center-point.

The forces listed are given in lbs per square inch per second. This is the amount of force that is applied evenly throughout the area the weave covers. (An 80 psi weave exerts the same amount of force per square inch regardless of how wide an area it covers. Hence, the total force exerted increases as the spell grows larger.)

MANA	EFFECT
1	Light pressure
2	2 psi (pick up light objects)
3	5 psi (pick up wooden objects)
5	10 psi (pick up iron objects)
8	20 psi (hold person)
13	40 psi (hold oxen)
21	80 psi (propell ship)
34	160 psi (propel train)
55	320 psi
89	640 psi

# 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

Heddlng pulls mana from the environment around a sustained spell to help maintain it. In the case of charged items, heddlng allows the item to recharge automatically. Unlike any other weave attribute, the cost of heddlng is not taken into account when calculating the weave's sustainment cost.

for example, a channeler might want to trap an opponent with a strong cone of kinesis. they make a 20 ft. (8) cone (3) that exerts 20 psi (8). the total cost of the weave is 21, so its sustainment cost every round after the casting is 11. the channeler might heddle (5) to increase the cost of the weave to 26 (21 + 5) and decrease the sustainment cost to 7 (11 - 4.)

# LIGHT

ELEMENT: PLASMA

Channelers may see anything through divination, but their comrades may not be so endowed. A helpful caster brings light.

MANA	EFFECT
1	Candlelight (1 ft.)
2	Torchlight (3 ft.)
3	Lamp or Dazzling flash (5 ft.)
5	Oil Lanturn (10 ft.)
8	Cloudglow - Candle
13	Cloudglow - Torchlight
21	Cloudglow - Daylight
34	Cloudglow - Dazzling
55	---
89	Cloudglow - Blinding

A character's spot check is normally very limited by darkness. The range increment of a spot check is increased by an amount dependant on the mana investment in the Light attribute.

Alternatively, the caster might cause a short, bright flash that dazes or blinds opponents. (See Chapter 2 - Conflict and Combat)

Normally, light emanates from the caster in a shape given by a chosen Form attribute. However, the caster may choose to light the entire environment by causing the clouds above to glow. Doing so gives an even light to the entire environment for many miles in all directions.

# 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.

A link lasts as long as its duration attribute, and doesn't need to be maintained in order to function. It reduces the mana cost and aiming difficulty of weaving helpful weaves for the linked ally. Any self/touch spell may be delivered to any linked ally with the ease of casting a spell on one's self.

The distance through which a weave may be linked depends on the amount of mana initially invested in that linkage. An ally stepping beyond the maximum link distance causes the linking weave to unravel, permanently ending the effect.

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 at 25 miles

Lifesense is an extra sense, like sight, that gives a character a precise sense of the location of nearby souls. This sense penetrates physical barriers, but not magical ones. The caster gains 5 ft. wider lifesense per mana increment invested in mysticism.

Communion with souls, such as ghosts, becomes more difficult depending on how rested the souls are at the time of contact. Ghosts and poltergiests are very active, and are easily contacted. Tree spirits, will-o-whisps, and other ambient spirits are a touch more difficult to contact. Long-dead heroes or horrors at rest are more difficult still. Once a communion is established, the caster may sense and speak to the spirit in question, as if the spirit were corporeal. This affects the caster, not the spirit, so party members are left seeing and hearing nothing. The spirit must be present for this weave effect to function properly.

Trapping a soul requires a suitable phylactory, or receptical, to contain the spirit. A Bind Soul emblem may be created by a channeler to perform this function.

# MYSTICISM

ELEMENT:

SPIRIT

A caster may sense or commune with spirits. They may sense which bodies around them are still linked to a soul, enjoy a chat with spirits still bound to this plane, or trap the souls of the departing, to be bound later to objects or golums.

MANA	EFFECT
1	Lifesense (touch)
2	Lifesense (5 ft.)
3	Commune with active ghost
5	Commune with ambient spirit
8	Bind soul to object
13	Commune with ancients
21	Soul trap

# 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	1 creature
13	2 creatures
21	3 creatures
34	Gateway - door size
55	Gateway - double door
89	Gateway - broad-side-of-barn size

Portals allow a character to travel great distances in a single step. The amount of matter that may traverse the portal is limited by the amount of mana invested in the effect.

Creating a gateway allows an unlimited amount of matter to pass through. Gateways last for an amount of time set by the duration attribute.

# POLYMORPH

ELEMENT: MASS

Casters may change their form, or the form of others. They may shape their bodies into useful tools, or enjoy a more complete transformation into exotic and exciting creatures.

MANA	EFFECT
1	---
2	---
3	Instant disguise check (be nobody)
5	Morph extremity (equipment bonus to skill)
8	Morph limb (equipment bonus to skill)
13	Morph body (one organ)
21	Morph body (multiple organs)
34	Morph body (different species)

Polymorph is too unpredictable and unwieldy to be used for subtle changes, and so while it is easy to polymorph one's self into another person, it is difficult to polymorph into someone specific. Disguises made with polymorph must be 'be nobody' checks. (See Disguise in Chapter 5 - Skills.)

Morphing extremities and limbs may give a character any piece of equipment that is tiny (extremity) or small (limb.) This can either grant an equipment bonus to a skill check, or provide something useful, like a light weapon.

Morphing the body gives a more complex enhancement, like gills or wings. While this weave affects the shape and function of a body, it cannot change its overall mass.

# PRESTIDIGITATION

ELEMENT:  
SPECIAL:

PLASMA  
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	Light 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

Prestidigitation is a catch-all for simple cantrips and practical magics. Characters may be exquisitely creative with their prestidigitation, which is limited only by their skill in its use. (See Prestidigitation in Chapter 5 - Skills.)

Meditation requires that a character be seated for one full round before their regen begins to double. Each round the spell is maintained they must succeed at a concentration check, (DC 15 + modifiers.) The character is flat-footed during this time.

Doubling the range of a sense increases both the range increment for spot/hearing checks, and the maximum distance at which those checks may succeed. (See Chapter 5 - Skills.)

Clairaudience and clairvoyance allows a character to move one sense out of their person. This is usually accomplished with a beam (the caster’s senses are transported to the point at which the beam terminates,) or a remote casting (their sense is transported to any point within their line of sight.) Scrying allows a character to transport all their senses to any point they are able to hit with a spell. (Usually a beam or remote-casting.) The caster is flat-footed for the duration of this spell effect.

# PROJECTION

ELEMENT:

LIQUID

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	Meditation (double regen)
2	Double range of hearing, scent...
3	Double range of sight, lifesense...
5	Clairaudience
8	Clairvoyance
13	---
21	Scry

# 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, DR 1
3	Hail, DR 2
5	DR 3
8	DR 4
13	DR 5
21	DR 6
34	DR 7
55	DR 8
89	DR 9

Shields against things are like invisible walls. Wind, rain, and hail will not penetrate a shield. As more mana is invested in it, a shield gives more damage reduction from ranged attacks. A shield is not useful against melee attacks.

# 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 drunken oaf in full-plate as sneaky as a snake.

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

Concealing objects causes them to blend into whatever they're attached to. Spotting them requires a DC 25.

Invisibility while still requires that a character remain motionless for one round before they become invisible. Spotting them requires a DC 40.

Invisibility in concealment requires that a character remain in at least partial concealment in order to be invisible. While in the open, the DC to spot them drops to 25.

Invisibility of all sorts gives a character a +20 bonus to hide and sneak checks, and an equipment bonus to ambush, hide, and sneak.

# 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.

Receiving allows a target to listen to another's thoughts, but not the other way around. Sending, meanwhile, implies the ability to receive as well as transmit.

Clicks and beeps aren't useful on their own, but may be used to transmit coded message (like morse-code) between parties.

Language includes any spoken words shared by the parties. Any language may be transmitted telepathically, but it is not translated by the magic.

Senses include any sensation the target is equipped to feel. If they can see, they can receive images from their target. If they can hear, then sound may be transmitted. And so on.

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

# STILLING

ELEMENT:

SPIRIT

SPECIAL:

DICE

Maintaining a stilling weave on a target increases the casting cost of any spell by 1/3.

Inhibiting a target's regen prevents them from regenerating any mana, until the weave is released.

Stilling Elements prevents the target from weaving any non-common effect in that element's pervue. (For example, Stealth is a liquid effect, and could not be woven by a target stilled of liquid. But the stilled target could still use the common attribute size.)

Damaging mana is a dice effect. The caster may invest mana into the dice attribute, and subtract the result from their opponent's mana pool, to a minimum of 0.

Leeching mana works identically to damaging mana, but instead of being destroyed outright, is absorbed by the caster and added to their own mana pool.

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	Inhibit Regen
3	Still 1 Element
5	Still 2 Elements, Damage Mana
8	Still 3 Elements
13	Still 4 Elements
21	Leech 1/2 Damaged Mana
34	Leech Damaged Mana

# WEATHER

ELEMENT: PLASMA

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	---
8	---
13	Windcalling
21	Raindancing

Windsense gives a character a precise idea of what the winds will be like for the weave's duration attribute into the future.

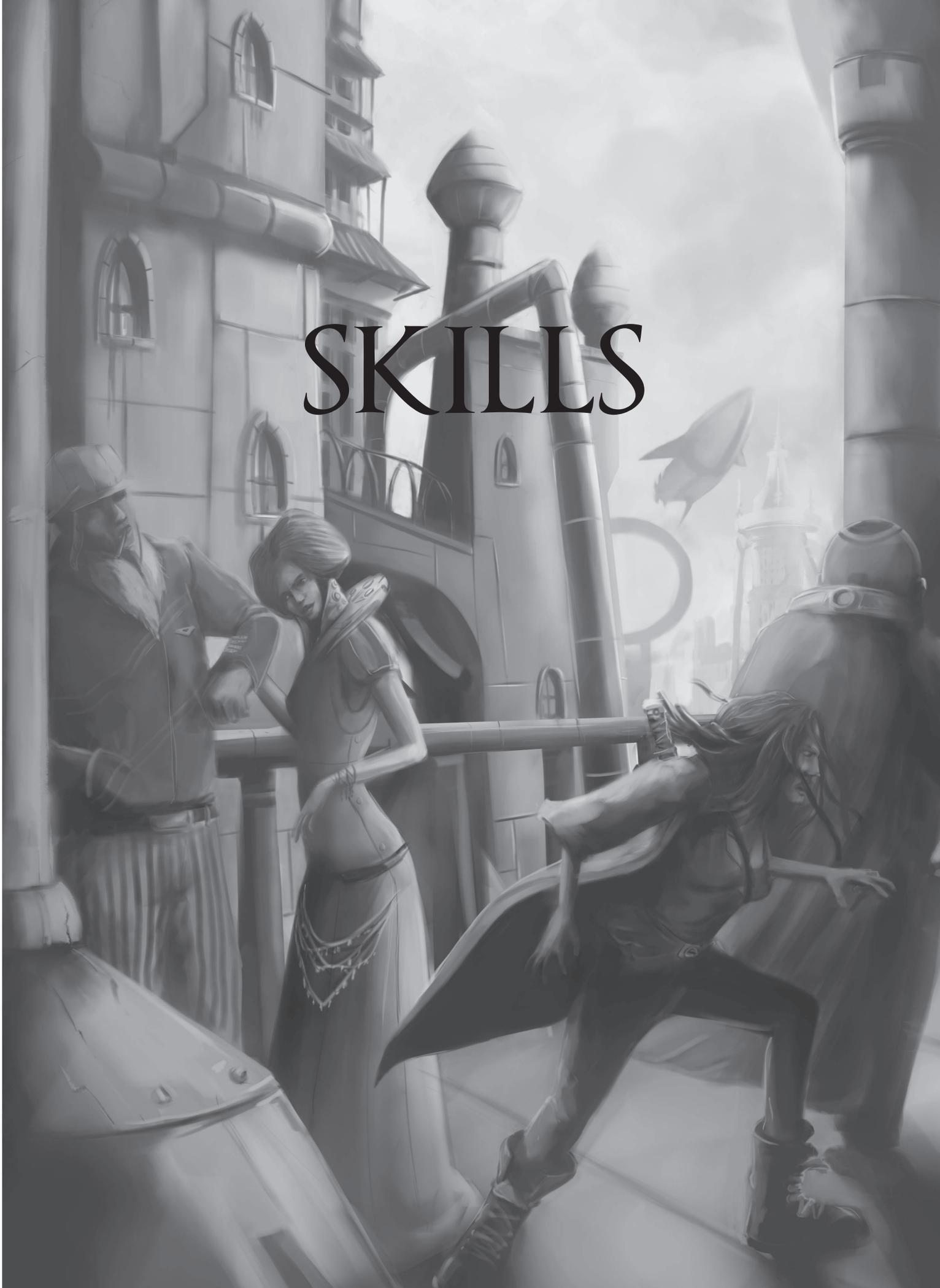
Weathersense gives a character precise insight into what the weather will be for the weave's duration into the future.

Earthsense gives the caster a sense of what materials compose the environment around them, such as the sorts of rocks in the soil, how barren or fertile that soil is, etc.

Windcalling begins a chain reaction that alters the weather's level by 1 category (clear, inclement, destructive, earthshattering) 48 hours after the spell is cast, minus the duration attribute chosen by the caster. (For example, windcalling with a duration of 1 day causes the weather to change in only 24 hours instead of 48.)

Raindancing alters the temperature of the weather by 1 category immediately, and causes rain.

# 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, at most, three skill points into a single skill.

Skill Points and Ability Bonuses are added together, then multiplied by the character's Skill Multiplier to give the character's total bonus.

Skill Multipliers are given by using proper gear, having magical enhancement, and possessing a Skill Mastery feat.

Proper gear increases the skill multiplier by 1.

A magic bonus increases the multiplier by 1.

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

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

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.

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

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.

SUCCESS = (SKILL CHECK RESULT - SKILL DC) > 0

FAILURE = (CHECK RESULT - SKILL DC) < 0 > -10

CRITICAL FAILURE = (CHECK RESULT - 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.

Some skills incur special circumstances while being performed. These specials are listed in the skill descriptions, below.

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)

## OPPOSED ROLLS

Occasionally, two character will use skills that imply mutually exclusive success. For example, either a character succeeds in spotting someone, or their quarry succeeds in hiding. Both checks cannot succeed. In these cases, the check DC is listed as a skill that the character's opponent should check. The highest check result succeeds, and the lower result fails. If the lower result is more than 10 below the opponent's check result, it critically fails.



# 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 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		SPOT	
	Extra D6 of damage during 1st round		- 4/Ea.
	Holding a trap-trigger		- 4
	Character has more than 1 hour to prepare		+ 4
	Less than 5 minutes 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 bulky or obfuscating attire		- 8
	Target has partial concealment		- 8

### SUCCESS:

The character learns the number of hit die the target possesses, as well as the target's 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 its 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		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 caster			- (Damage)
Character is casting another spell			- (1/4 Spell Cost)
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			- (Damage)
Character is casting			- (1/4 Spell Cost)
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 suffers the Critical Failure results in the attempted skill description.

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 magical 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 magical 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 posses a key		+ 20
		Character posses 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 per disguise. Each observer rolls a Spot Check to oppose the Disguise Check Result. If the Spot 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, or be exposed in 1d6 rounds.

**CRITICAL FAILURE:**

The character socially fumbles, 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, and actively draws attention to them.

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 Arbiter'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 Control Vehicle modifiers required in a round are added to each 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
SPLINT BONES	20	
Small bone (fingers, toes)		+ 4
Extremity (forearm, hand)		+ 4
Core bone (Pelvis, spine)		- 4
Musclcd bone (Thigh)		- 8
Joint (knee, ankle, wrist)		- 4

### SUCCESS:

The character has immobilized the injury, such that standard move actions will not cause further injury. If the injured character must move quickly, or is subject to violent motion, they take 1d6 damage, and the splint is rendered useless.

### FAILURE:

The character fails to do any good.

### CRITICAL FAILURE:

The splintered bone nicks an artery, and the injured character begins to Bleed. (See Bleeding in Chapter 2 - Conflict and Combat.)

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 constitution 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	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 immediatly seen on an 'Active' Spot Check.

### CRITICAL FAILURE:

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

### CRITICAL FAILURE:

The character is immediatly 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	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	BLUFF OR 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			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. They may give up a secret, give up an item, or betray 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 Intimidation effects such as this in all future dealings with the character.

CHECK	/	MODIFIER	DC	MOD
INVOKE FEAR			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 Intimidation effects such as this in all future dealings 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 these 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, beyond the first, 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:**

The character does not hear the sound.

**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		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		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 Bonus in feet		Special

### SPECIAL:

This skill only mitigates damage inside a safe fall/crash range. A character with a Dex Bonus 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 Bonus 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	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	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 Full 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 SILENTLY	LISTEN	
Character is moving at 2x or 4x 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	SURVEILLANCE	
Object is greater than 4 or 8 in. <sup>2</sup>		- 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 abilities, 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 by a match, to 50 ft. in daylight. (See 'Light' in Chapter 7 - Economics and Gear.)

CHECK / MODIFIER	DC	MOD
PASSIVE SPOT	10	
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

**SUCCESS:**

The character's attention is aroused.

**FAILURE:**

The character notices nothing out of the ordinary.

**CRITICAL FAILURE:**

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

CHECK / MODIFIER	DC	MOD
ACTIVE SPOT	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 spots what they seek.

**FAILURE:**

The character is unable to locate their quarry.

**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	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 loosely and will fall given ample jostling, rolling, tilting, or shenanigans.

**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 Bound (Hands,) Bound (Feet,) or both.

**FAILURE:**

The creature is secured, but will be able to free themselves given 1 minute to work.

**CRITICAL FAILURE:**

The creature appears bound, but is in fact completely 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	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	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	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	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 by enabling them to do what others can not.

At 1st level, characters gain a number of feats equal to their analysis mod. 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 in a set gives them access to one feat in the series. So gaining each of the three benefits from Heavy Armor Specialization would require a three feat investment. Feats in a set may be taken in any order.

## 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

### ITEM CREATION

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 - Slow-fall  
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, the character gains 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 Bonus. 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 (before damage reduction applies) 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 10 plus 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 successful hit adds 2 damage to following attacks. This effect is cumulative. Every time the character misses, the bonus is reduced by 1/2, rounded down. The character may take only free move actions. Standard or Full move actions reduce the 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 elixirs 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 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 melee area may only do so at a rate of 5 ft. per round.

### DEFENSIVE 3

As a standard action, the character may force a threatened opponent to move up to five feet in a direction of the character's choosing.

## 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 Exhaustion DC increases at half the usual rate.

## 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 immediately.

## FENCE NETWORK

The character can sell anything, even illegal goods or goods known to be stolen. Selling an object this way requires 1d6 hours in a medium or larger population center. It generates half market value of a similar item sold legally.

## FIND WATER

So long as the character has a clear view of the terrain, they are able to discern the direction to a 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 are harmful. They gain an equipment bonus while foraging.

## GRAPPLING SPEC.

While grappling, the character gains the following bonuses:

### GRAPPLING 1

The character gains a cumulative +5 bonus to their crit-zone for their opposed grapple check for every consecutive round of grappling in which they remain in a neutral, dominant, or pinning position.

### GRAPPLING 2

The character may subtract any number from their initiative, and add four times that number to their next grapple check.

### GRAPPLING 3

So long as the character remains in a neutral or dominant position, their 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 or projectile-weave that deals burst damage, the character gains the following bonuses:

### GRENADIER 1

Unless they are completely encapsulated, opponents gain no benefit from cover against the character's attacks with area effect weapons.

### 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 of it, rounded down, to the Reflex DC of their weapon.

## HEAVY ARMOR

While wearing heavy armor,

### HEAVY ARMOR 1

The character gains 2 additional points of damage reduction.

### 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

The character gains twice the normal damage reduction bonus from armor. Heavy Armor 1 still gives 2 additional points, not 4.

## HIDDEN RUN

The character may move while hidden, as 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 character may create talismans and charms with no charge. These items may be charged by any character with enough mana. However, each charge for talismans requires the normal mana cost of the spell they weave, instead of the 1/2 the normal cost; and charms require 1.5 times the normal weave cost.

# LIGHT ARMOR

While wearing light armor,

## LIGHT ARMOR 1

The character gains a +10 dodge bonus to defense.

## LIGHT ARMOR 2

The character gains a +4 bonus to reflex saves.

## LIGHT ARMOR 3

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

# LIQUID AFFINITY

The character may take this feat once, gaining the ability to weave up to twice their Int Bonus in Mana into Liquid spell attributes, as well as one of the following benefits; or taken twice, gaining the ability to weave unlimited Liquid into their spells, as well as both of the following benefits.

## 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 MANA

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 is a standard action with a range of 30 ft.

Mana given to another character regenerates at half the normal rate, based on the receiving character's regen. (The giving character's regen does not apply.)

# MARKSMANSHIP

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

## MARKSMANSHIP 1

The character may add their Intuition Bonus to damage when firing a ranged weapon.

## MARKSMANSHIP 2

The character may add their Intuition Score to their Critical Zone while attacking with ranged weapons.

## MARKSMANSHIP 3

During the opening volley and first-strike round of an Ambush, all successful hits with a ranged weapon deal critical damage.

# MASS AFFINITY

The character may take this feat once, gaining the ability to weave up to twice their Int Bonus in Mana into Mass spell attributes, as well as one of the following benefits; or taken twice, gaining the ability to weave unlimited Mass into their spells, as well as both of the following benefits.

## 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 choose to add their Dexterity Bonus 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.

# MERCANTILE INSTINCTS

The character instinctually develops a network of suppliers and buyers, enabling them to make money through travel. Every large carry slot left empty during a journey generates 1 Sp per mile that is carried between two population centers.

# 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

Whenever the character attacks an opponent who has been denied their dexterity bonus to defense, their damage bypasses DR from that opponent's armor and shield.

## PIERCING 3

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

# PLASMA AFFINITY

The character may take this feat once, gaining the ability to weave up to twice their Int Bonus in Mana into Plasma spell attributes, as well as one of the following benefits; or taken twice, gaining the ability to weave unlimited Plasma into their spells, as well as both of the following benefits.

## 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 all their spot checks are Active Spot checks, regardless of whether or not they declare what they are looking for. (Active Spot has a lower DC than Passive.)

# 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 brace a weapon as a free action, so long as they have cover or fall prone.

## RANGED ASSAULT 2

The character may move up to half their normal speed while firing a ranged weapon.

## RANGED ASSAULT 3

While laying down covering fire, the character may double their ammunition expense, gain no attacks of opportunity, and double the defense bonus granted to their allies to +30.

# 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 Bonus 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. As long as an opponent threatens them, they may attack without penalty.

## READ LIPS

Assuming that they speak the language they're observing and have clear line of sight to their target's lips, the character understands what is being said without hearing the words being spoken.

## 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. 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, the character gains the following bonuses:

### SHIELD 1 (EVASION)

When the character makes a successful Reflex Save Vs. Burst effects, they take no damage. (Instead of the usual 1/2)

### SHIELD 2 (PHALANX)

The character may use their Shield to interrupt any adjacent melee attacks, instead of attacks made only against the character 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 1st 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 a number up to their level from their initiative and add it to their damage rolls.

### SLASHING WEAPON SPECIALIZATION 3

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

## SPACE AFFINITY

The character may take this feat once, gaining the ability to weave up to twice their Int Bonus in Mana into Space spell attributes, as well as one of the following benefits; or taken twice, gaining the ability to weave unlimited Space into their spells, as well as both of the following benefits.

### 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 up to twice their Int Bonus in Mana into Spirit spell attributes, as well as one of the following benefits; or taken twice, gaining the ability to weave unlimited Spirit into their spells, as well as both of the following benefits.

### MULTIWEAVE

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

### 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 gains a +15 dodge bonus to defense. 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 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.



# ECONOMICS AND GEAR





*skills function best with equipment, warriors commonly make use of weapons, some even wear armor, nearly all wear clothes, and every 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 the 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 a 'double coincidence of want' that defines a barter system. (That is, when two people have what the other needs, a trade is made easily. However, if one person needs something, such as food, but has something that the other doesn't want, like a book about bird-watching, the trade won't happen. Both parties must want what the other has.)

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. But money has no such problem.)

## CURRENCY

As long as the currency in a setting is a universal medium of exchange, 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. Usually, money is either coins imprinted with a bank's seal, or credit chits that link to a central data-store.

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 de facto form in prized building materials or fuel. 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.

No matter what the monetary system of a setting happens to be, the following table will discuss the market value of common items relative to one another. These prices are based on Consumer Price Index information from Oxford University. They are adjusted to

account for the ease of manufacture (weaves allows people to make anything quickly,) and scarcity of land. (A channeler can turn raw ore to pure gold, but can't make a new field out of thin air.)

All currency is magical. The materials used to create it aren't what is valued. So most money is tracked with numbers, not coins. But it originally developed as a standard precious metal exchange, and the naming conventions stuck.

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.

In general, the use of crafting weaves 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. The table below lists the baseline prices used to derive the specific prices in this chapter.

## FINANCE

Adventurers are a favorite among banks. They tend to invest a lot, and often fail to withdraw. Most banks offer magical ledgers 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 15% and 25% per year.

	FOOD (ONE DAY)	LIVESTOCK (ONE HEAD)	SIMPLE LABOR (PER DAY)	SPECIAL LABOR (PER DAY)	LAND (PER ACRE)	MAGIC ITEMS (PER MP/DAY)
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

# 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 the number of meals they've missed, or take 1 Constitution damage. Missed meals must be made up before this constitution can be recovered. (For example, an adventurer who starves for a week requires a week of six-meal days to fully recover.)

	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 (PURCHASE)

All characters require shelter to rest properly. If a character rests outside of their comfortable environment, (see Weather in Chapter 1 - Playing the Game,) 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	15
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

## SHELTER (RENT)

All characters require shelter to rest properly. If a character rests outside of their comfortable environment, (see Weather in Chapter 1 - Playing the Game,) they do not regenerate Mortal or Ability Score damage.

	PRICE	SHELTER EFFECT	MAXIMUM OCCUPANCY
Protected Campsite	1 Sp per night	+/- 1	5
Wigwam	20 Sp per month	+/- 2	5
Pueblo, Cabin, Hut	40 Sp per month	+/- 3	5
Fine House	150 Sp per month	+/- 4	15
Apartment (Studio)	50 Sp per month	+/- 3	3
Apartment (Family)	75 Sp per month	+/- 3	5
Inn (Single)	5 Sp per night	+/- 3	3
Inn (Double)	7 Sp per night	+/- 3	5

# 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. A '+/-' in the table below indicates that the character's environment shifts either hotter or colder depending on the weather the outfit is made for, while a '+' indicates that the clothes only make the wearer hotter.

	PRICE	SHELTER EFFECT	DESCRIPTION
Tattered Rags	1 Cp	+/- 0	Smelly, dingy, and difficult to find dignifying.
Commoner's Clothes	8 Cp	+/- 1	Wool, cotton, or horse hair reinforced with leather around the joints.
Fancy Vestments	15 Sp	+/- 0	Silks, velvets, vivid dyes, often with a feather in the cap. +5 social defense.
Wisdom's Robes	5 Cp	+/- 2	Warm, comfy, doubles as a blanket. +5 social defense.
Camouflage	5 Sp	+/- 1	Gives an Equipment Bonus to Ambush and Hide Checks in one environment.
Cat suit	5 Sp	+/- 0	Gives an Equipment Bonus to Parkour Checks
Wet-suit with Fins	15 Sp	+ 1	Gives an Equipment Bonus to Athletics while in water.
Leather Jerkin	25 Sp	+/- 1	Gives 1 Damage Reduction, yet the wearer remains Unarmored.
Courtier's Accouterment	1 Gp	+ 1	Big, loud, vibrant, and fit to draw attention in any crowd. +5 social defense.
Noble's Raiment	4 Gp	+ 1	More tasteful, elegant, timeless Courtier's clothes. +10 social defense.
Royal Regalia	10 Gp	+/- 2	Wisdom's robes made from the finest cloth, enhanced with the rarest gems. Generally more gaudy than is reasonable. +15 social defense.

# 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 INCREMENT	DESCRIPTION
Match	1 Cp for 10	6 Inches	A small stick with an 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 cylinder 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.	Sulphur 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 humans.

# VEHICLES

Vehicles and livestock allow characters to travel and transport more efficiently. The following table lists example vehicles, 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, Air) - The maximum turn, in degrees, per round.

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.

## CLASSICAL

	PRICE	CAPACITY	CREW	OCCUPANCY	SPEED	ACCEL.	TURNING	MATERIAL	HARDPOINTS
LAND									
Light Horse	1 Gp	200 lbs.	1	2	100 ft.	200 ft.	100 ft.	60 HP, 2 DR	0
Heavy Horse	1 Gp	600 lbs.	1	2	50 ft.	100 ft.	50 ft.	80 HP, 3 DR	1
War Horse	20 Gp	400 lbs.	1	1	60 ft.	200 ft.	50 ft.	120 HP, 3 DR	1
Mule	50 Sp	400 lbs.	1	1	50 ft.	50 ft.	50 ft.	60 HP, 2 DR	0
Donkey	50 Sp	200 lbs.	1	1	50 ft.	25 ft.	50 ft.	40 HP, 2 DR	0
Ox	50 Sp	1,000 lbs.	1	1	40 ft.	25 ft.	25 ft.	160 HP, 4 DR	1
SEA									
Trireme	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

## WEAVE POWERED

	PRICE	CAPACITY	CREW	OCCU.	SPEED	ACCEL.	TURNING	MATERIAL	HARDPOINTS
LAND									
Train (ticket)	10 Sp	2 bags ea.	1	---	300 ft.	50 ft.	0 ft.	300	2 per car
Steam Car	10 Gp	1,000 lbs.	1 + 13 MP	6	250 ft.	200 ft.	60 ft.	60	1
SEA									
Ocean liner	175 Pp	5,000,000 lbs	600 + 24 MP	2,000	100 ft.	10 ft.	5°	200	8
Destroyer	3 Pp	60,000 lbs.	175 + 24 MP	180	60 ft.	10 ft.	5°	600	32
Carrier	5 Gp	700,000	400 + 35 MP	400	100 ft.	5 ft.	5°	200	16
Yacht	2 Pp	40,000 lbs.	4 + 24 MP	8	200 ft.	20 ft.	10°	80	6
AIR									
Crop Duster	2 Pp	4,000 lbs.	1 + 24 MP	2	1000 ft.	10 ft.	30°	200	1
Light Helicopter	1 Pp	10,000 lbs.	1 + 13 MP	4	1000 ft.	10 ft.	**	600	0
Utility Helicopter	25 Pp	25,000 lbs.	2 + 24 MP	48	2000 ft.	15 ft.	**	200	1
Attack Helicopter	50 Pp	6,000 lbs.	2 + 24 MP	2	1400 ft.	10 ft.	**	600	5
Light Fighter	40 Pp	15,000 lbs.	1 + 35 MP	1	11000 ft.	15 ft.	45°	200	6
Heavy Fighter	40 Pp	20,000 lbs..	2 + 35 MP	2	14000 ft.	10 ft.	30°	600	11
Cargo Plane	50 Pp	50,000 lbs.	3 + 35 MP	92	3200 ft.	15 ft.	15°	200	5

\*HP is given per 10 square foot section of a mechanical vehicle's hull, and assumes that the vehical is made of wood, (classical;) steel, (magically powered land and sea;) or mithril, (air.) See the Materials table, below, for more information about alternatives.

\*\*While hovering, a helicopter can turn up to 360° per round. Every acceleration increment beyond the first reduces the helicopter's Turning by half.

# MATERIALS

Items defined throughout this chapter are listed with information that assumes they are made with mundane materials. Baggage is made from hemp and leather. Arms and armor are made with iron. Sailboats are made from wood. Alternative materials are listed below. Some materials are more appropriate than others for a given use, so arbiters are encouraged to take a hand in deciding what flies. (For example, an adamantine canoe would be very tough, but would have a hard time staying above water.)

Prices for materials are given per ingot, block, or set of stones. A small item can be made from any of these units, medium items can be made from four, and large items can be made from 16. Every 10 ft. hull section of a vehical requires 16 of these units. A suit of armor requires 16 of these units. A light one-handed weapon requires one, a heavy one-handed or light two-handed weapon requires four, and a heavy two-handed weapon requires 16 units.

Craft DC Mod is a number that is either added to any craft DC to create an item with the respective material, if that material is difficult to work with, or subtract from the DC, if the material is easily shaped.

MATERIAL	PRICE PER UNIT	DR	HP PER INCH	CRAFT DC MOD	SPECIAL QUALITIES	DESCRIPTION
Adamantine	4 Pp	20	48	+20	+4 DR and -10 Defense for items and an armor.	Adamantine is the hardest and strongest substance ever found. It is exceptionally rare, and can found only in those few fallen stars that are primarily composed of mithril. Unlike mithril, it is quite heavy, and outweighs equal volumes of lead.
Adobe, Brick	5 Cp	3	12	-5	---	A mixture of clay, sand, water, and structural fibers like straw. These light 'stone' bricks offer better protection from the elements than wooden dwellings.
Amethyst	20 Gp	5	12	+15	+2 Mana regen per round when worn.	Amethyst generates a strong attractive force that affects wefts of magic. It is commonly woven into cloth and leather armor to assist channelers in regenerating spent MP reserves.
Animite	1 Pp	5	12	+10	Intelligent items must incorporate animite. It exists simultaneously on both the material and ethereal planes. Arms and armor made with animite have 2 less DR and 6 less hit points than normal.	When the spirit of a departed being is not taken up to a primordial plane, it haunts the Material realm as a ghost. Over time, these ghosts collect stray strands of elemental mass, and condense as a purple crystal. It incorporates easily with most metals to create an alloy that affects ethereal creatures as easily as it does material ones.
Arachnimite	2 Pp	10	48	+15	+2 DR for items and armor.	Dire-spider silk netting inside microspocically thin layers of mithril creates a hard and light material used in the creation of the finest armor.
Bronze	25 Sp	5	24	-5	---	A mixture of copper, tin, and zinc; hard and light enough to make weapons, yet easier to work than iron or steel.
Compass Beetle Links	75 Sp	3	6	+5	May don armor in 1/4 the normal time round.	The male and female compass beetle possess magnetic carapaces of opposite polarity. When used as broaches and joints in armor, it reduces the time required to don the suit to 10% the usual amount.
Dark Iron	1 Gp	3	6	+10	Injured creatures must succeed at a fortitude DC 13 or suffer 1d4 Dex damage per hour, re-rolling every hour until they succeed.	Iron wrought from ore infested with rustwort fungus, called Dark Iron, infuses creatures cut or stabbed by it with a potent neurotoxin.
Electrum	200 Gp	4	12	+5	While wearing Electrum, characters may not be found or seen by magical means (clairvoyance, scrying.)	An alloy of gold and silver, in the correct proportions, induces a shielding effect on the wearer. Nothing within an inch of Electrum can be seen through magical means.

Firestone	1 Gp	7	12	+5	---	A warm orange glow emanates from firestone. Young firestones, taken directly from volcanic mines, will boil any water they are immersed in. Within a year, they cool to 175°-190°, and will faithfully heat water to perfect tea-steeping temperature for 5-10 years.
Glass	5 Sp	4	1	+5	---	A mixture of mostly silica, with an admixture of sodium oxide, calcium oxide and various strengthening and coloring agents.
Hard Wood	30 Cp	7	24	-5	---	Oak, maple, cherry, mahogany, teak, walnut, rosewood...
Hemp	5 Cp	3	12	-5	---	Hemp is among the fastest growing domestic plants, and is a common source of fiber for rope, paper, clothing, as well as an ingredient in structural bricks and insulation.
Iron	20 Sp	5	24	0	---	Cast or otherwise forged to remove impurities.
Leather	15 Sp	4	24	0	---	Cured animal hides of various sorts are used to create strong, long-lasting accessories, such as belts, purses, desktops, and apolstry.
Mithril	1 Pp	15	32	0	+1 DR and +5 Defense for items and armor.	Mithril can be beaten like copper, and polished like glass. It is light, yet harder than tempered steel. It does not tarnish, or grow dim, and it glows softly in moonlight.
Rawhide	5 Sp	5	24	+5	---	Untanned leather that is harder than tanned leather, and is comonly used for high-impact applications like saddle seats.
Silk	1 Gp	4	24	+5	---	A fine fiber gleaned from domestic insect larvae, usually moth caterpillars, that is used to make fine clothing, tapestries, and tough rope.
Silver	40 Gp	4	12	+5	Buffing spell effects cost one mana incrimnt less to cast on characters wearing primarily silver armor.	Silver is a magical element, and armor made from it helps weaves to conform to the wearer.
Soft Wood	20 Cp	5	12	-5	---	Pine, ash, hickory, birch, cedar, hemlock, fir, spruce...
Steel	50 Sp	10	32	+10	---	An iron alloy containing a small portion of carbon that is harder than iron alone. Steel is more resiliant to the stresses of combat than iron.
Stone, Heavy	10 Sp	7	24	0	---	Granite, marble, etc.
Tin	20 Sp	5	12	-5	---	Tin is a metal that is easy to mine and work, and has very low toxicity. It is commonly used in alloys, with copper to create pewter, bronze, and brass, or with lead to create soft solder.
True Steel	1 Pp	10	48	+10	Weapons made from true steel gain a +5 crit-zone bonus.	True steel is steel that has been magically forged to remove absolutely all impurities. A channeler must be maintaining a crafting weave on the metal at all times during the creation of a true steel weapon, and the result is the perfect alloy for the weapon being made.
Moldavite	1 Pp	10	12	+15	Creatures wearing Moldavite heal at twice the normal rate for their species.	Moldavite is only formed in meteors, and falls to the ground on very rare occassion. There exist numerous speculative explanations for its existence, some worshipful and others fearful. Many believe that the life-bringing properties inherant in the stone imply that it is itself alive.

# 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.

Baggage has a maximum item size that it may store. It may store smaller items in large spaces at the following rates:

1 Large space = 2 Medium, 4 Small, or 16 Tiny spaces.

1 Medium space = 2 Small or 8 Tiny spaces.

1 Small space = 4 Tiny spaces.

	PRICE	CAPACITY	DRAW SPEED	DESCRIPTION
Bandolier	30 Sp	8 Tiny	Free	A long belt strapped around one shoulder, held tightly to the body.
Belt Pockets	20 Sp	4 Tiny and 2 Small	Free	Small leather pouches affixed to a belt.
Saddle Pack	50 Sp	1 Large and 2 Medium	Full Action	A body hugging sack with two arm-straps.
Coin purse	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 and 4 Tiny	Standard Action	A small pack with its own soft belt.
Ruck Sack	80 Sp	2 Large and 4 Medium	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 most days, 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 pointyness, 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	(Garrotte) 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	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 attack through spaces occupied by allies; assuming those allies are aware of the 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	(Battle axe) 2d8 Damage	---	(Quarterstaff) 10 ft. Range +10 Defense 1d8 Damage	---
Heavy (2 Gp)	(War hammer) 2d8 Damage	(Flail) Shield Defeating 1d8 Damage	(Maul) 3d8 Damage	(Ball and Chain) 15 ft. Range Shield Defeating 1d8 Damage	(Halberd) 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 propel 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. There are two main types of ammunition: bullets, explosively propelled shards of metal that rend flesh but deform too much during use to deliver weaves; and arrows or stones, which are more stable projectiles that may be used to hurl payload weaves over long distances.

## SINGLE SHOT

	ONE-HANDED	TWO-HANDED ASSAULT	TWO-HANDED LONG RANGE
Missile	Sling (1 Sp) May be used for indirect fire	Short bow (10 Sp) May be fired from horseback	Heavy crossbow, longbow (1 Gp) Double Range Increment
Bullet firing	Pistol (5 Gp) Quick-draw	Shotgun (5 Gp) +10 to Critical Range, 1/10th range	Rifle (5 Gp) Double Range Increment

## AUTOMATIC FIRE

	ONE-HANDED	TWO-HANDED ASSAULT	TWO-HANDED LONG RANGE
Bullet firing	Submachine gun (20 Gp) May be used 2-handed	Assault shotgun (30 Gp) +10 to Critical Range	Machine Gun (60 Gp) Double Range Increment

## HURLED

	PIERCING	BLUDGEONING	GRENADES
Light	Dart (2 Sp) 50% chance for target to feel nothing 0 - 1 Damage	Stone 20 ft. range 1d8 Damage	Glass bottle (1 Sp) 15 ft. range
Heavy	Javelin (10 Sp) Double Range Increment 1d6 Damage	Bigger Stone 5 ft. range 2d8 Damage	Fin stabilized grenade 20 ft. range

## LOOMS

Looms are magical conduits through which a character may channel more effectively. Looms become unstable around one another, and cease function when a character carries more than one at a time.

Light weapons may be inlaid with jewels, adding a pound or two to their normal weight. Large scepters made from 5 pound gems are more powerful, but too fragile to be used as weapons of any sort. Some looms are large enough to require a 2 or 4 character crew to aim while the channeler weaves.

	LIQUID	PLASMA	SPACE	SPIRIT	MASS
Jeweled Inlay (1 Gp)	+1 free size increment	+1 free dice type	Free beam form effect	+2 mana regeneration every round	1 extra dice per weave
Scepter (5 Gp)	+2 free size increment	+2 free dice type	Free cone/wall form effect	+4 mana regeneration every round	2 extra dice per weave
Crew Served Horseback (125 Gp)	+3 free size increment	+3 free dice type	Free payload form effect	+6 mana regeneration every round	3 extra dice per weave
Crew Served Immobile (78 Pp)	+4 free size increment	+4 free dice type	Free remote form effect	+8 mana regeneration every round	4 extra dice per weave

# AMMUNITION

Every shot adds its recoil 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 in a round.

A character may make a maximum of 5 attack rolls in a Full Round Action.

Wielding a firearm in two hands reduces recoil by 1.

Indirect Shells are specially shaped containers that can either be thrown or fired with a 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. Some ammunition is made of rubber, and deals only subdual damage. Other ammunition is shaped to penetrate armor, and ignores 5 DR.

## FIREARM AMMUNITION

	RANGE INCREMENT	RECOIL	MORTAL DAMAGE	SUBDUAL DAMAGE	ARMOR PENETRATING	WEIGHT*	PRICE
.17 / 4.4mm	100 ft.	4	1d4	1	1	0.25 lbs	2 Gp per 50
.22 / 5.56mm	150 ft.	6	1d6	1d4	1	0.4 lbs	4 Gp per 50
.30 / 7.62mm	200 ft.	8	1d8	1d6	1d4	1.25 lbs	12 Gp per 50
.38 / 9mm	250 ft.	12	1d10	1d8	1d6	2 lbs	20 Gp per 50
.45 / 11.6mm	350 ft.	16	1d12	1d10	1d8	3.5 lbs	35 Gp per 50
.50 / 12.95mm	450 ft.	20	2d8	1d12	1d10	6 lbs	60 Gp per 50
.79 / 20mm	600 ft.	24	2d10	2d8	1d12	10 lbs	100 Gp per 50

\*All weights are packages of 50.

## ARROWS AND STONES

	RANGE INCREMENT	RECOIL	DAMAGE	WEIGHT*	PRICE
Foraged stone	20 ft.	12	1d6	10 lbs.	0 Cp
Clay Bullet	40 ft.	10	1d6	3 lbs.	4 Cp per 20
Metal Bullet	60 ft.	8	1d8	1 lb.	1 Sp per 20
Blunt Arrow	50 ft.	6	1d4 Subdual	3 lbs.	30 Sp per 20
Bodkin Arrow	100 ft.	6	1d6	1 lb.	30 Sp per 20
Broadhead Arrow	80 ft.	6	1d8	2 lbs.	50 Sp per 20
Mechanical Arrow	100 ft.	6	1d8	1 lb.	1 Gp per 20
Feathered Bolt	60 ft.	12	1d10 (Armor Penetrating)	2 lbs.	50 Sp per 20
Armory Bolt	50 ft.	12	1d10 (Armor Penetrating)	2 lbs.	40 Sp per 20

\*All weights are packages of 20.

## INDIRECT SHELLS

	RANGE	WEIGHT	PRICE
Glass Potion Bottle	15 ft.	0.5 lbs..	2 Sp
Fin Stabilized Grenade	20 ft.	1 lb.	10 Sp
2 in. Mortar Shell*	1000 ft.	2 lbs..	1 Gp

\*Mortar shells spends 3 rounds, plus two rounds per range increment, in flight. (Minimum 3 rounds.)

Mortars require a 40 lb. mortar tube that takes 5 rounds to set up.

# 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	2	15 lbs.	5 Gp
	Soft padding over the joints allow the wearer easy mobility in harsh terrain.				A thick metal belt and strong helmet allow both freedom of movement, with a small amount of damage reduction.				A full body covering of mail, with a full belt over the abdomen provides full-body damage reduction to the wearer.			
STANDARD	30	1	2 lbs.	40 Sp	15	2	15 lbs.	5 Gp	5	3	30 lbs.	10 Gp
	Hardened joint shields allow for ease of movement as well as parrying ability for each limb.				A lorica, or curiass, covers the wearer's torso with strong metal to mitigate damage to body organs.				Greaves and vambraces cover the legs and arms, and a helm and curiass cover vital organs.			
MASTERWORK	35	2	5 lbs.	50 Gp	20	3	20 lbs.	60 Gp	5	5	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 entire body with metal.			
ORNAMENTAL	35	0	10 lbs.	500 Gp	20	2	15 lbs.	800 Gp	5	3	40 lbs.	1 Pp
	Gold and silver plates sewen 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, tabard, 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

SIMPLE	DEFENSE BONUS	DR	WEIGHT	PRICE
PAVISE (TOWER SHIELD)	Cover Anywhere	1	15 lbs.	50 Sp
ROUND SHIELD (FULL SHIELD)	Shield Roll	1	7 lbs.	30 Sp
PARRYING WEAPON	1/2 Shield Roll	0	0.5 lb.	10 Sp
MASTERWORK	DEFENSE BONUS	DR	WEIGHT	PRICE
KITE SHIELD (TOWER SHIELD)	Cover Anywhere	2	10 lbs.	50 Sp
HEATER SHIELD (FULL SHIELD)	Shield Roll	2	5 lbs.	30 Sp
BUCKLER (ARM SHIELD)	Shield Roll	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 received from using the shield, characters may actively deflect blows.

To use a shield, a character must roll 1d100, and distribute the result to their Defense against incoming attacks that round. Shield rolls are Standard Actions.

Bucklers are light enough to use as a light weapon. Characters may either use it to strike or to defend each round.

A Targe, Round Shield, or Kite Shield, can be used not only to deflect blows, but also to reduce the damage of blows that land. Unlike a buckler, a larger shield requires use of a character's hands. Drawing or putting away an Arm Shield is a Full Action.

Very large shields, like Tower Shields, are too cumbersome to use to deliberately deflect incoming blows. Instead, characters wielding such a shield gain partial cover, doubling their dexterity bonus to defense. When two or more characters wielding tower shields fight adjacent to one another, they gain half cover, doubling both their dexterity bonus and intuition bonus to defense.

### Magic Enhancements

Many weaves are used to enhance items with magical properties. These weaves are available in many magic shops. It is rare to find channelers with the power to cast strong enhancements, but lesser weaves are available in nearly every town with a decent population. These weaves are so commonly sought after that the selling caster may charge each item in only an 1 hour.

The channeler that sells the enhancement usually uses the purchaser's own mana to charge the item. Some are willing to rent out their own mana on a day to day basis, and will charge a much greater fee for that service. In addition to the normal price for the channeler's service, the character must also must expend the listed amount of MP, which begins to regenerate as soon as the item is discharged or otherwise destroyed; or they may rent the channeler's mana for an additional price, listed below the enhancements table.

The spell-cap for any weave is given by the mana donor, not the caster, and decreases with the donor's available mana.

Jenkins has 21 mana, and needs to outfit himself with magical gear. The most powerful items he may have are: one item charged with 10 of his mana, one item with 5, one item of 3, and three items of 1.

Small damage  
Wide damage  
Large damage  
Large heavy damage  
Shield from elemental strike  
disenchantment  
blinding  
sleep-burst  
signal flare  
knockout  
spy-cam  
healing  
kock-back  
portal  
portable wall  
concealing smoke

Elixers  
shielding  
stealth  
healing  
signal flare  
large damage

### Mana Rental Prices

The price of renting mana depends on the level of the caster.

Every mana point rented costs 1 silver per day per level of the character renting out their mana.

Chip rents out defensive emblems. He is a 5th level channeler, so renting his mana costs 5 silver per point per day. He creates shields that cost 20 mana to enchant, so renting one from him costs 1 sp per day.



